Experiment:01 MAD-PWA Lab:01

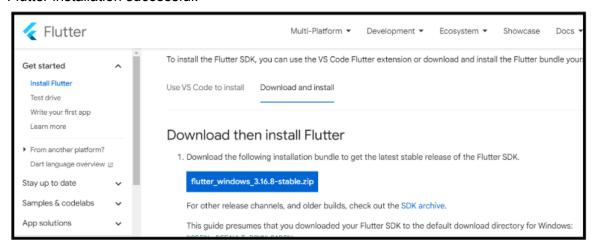
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AIM: To install flutter and Android Studio on our machine.

Code:

1. Flutter installation successful:



```
Manage your Flutter app development.
Common commands:
   flutter create <output directory>
      Create a new Flutter project in the specified directory.
   flutter run [options]
     Run your Flutter application on an attached device or in an emulator.
Usage: flutter <command> [arguments]
Global options:
-h, --help
                                                Print this usage information.
                                                Noisy logging, including all shell commands executed.

If used with "--help", shows hidden options. If used with "flutter doctor", shows additional diagnostic information. (Use "-vv" to force verbose logging in those cases.)

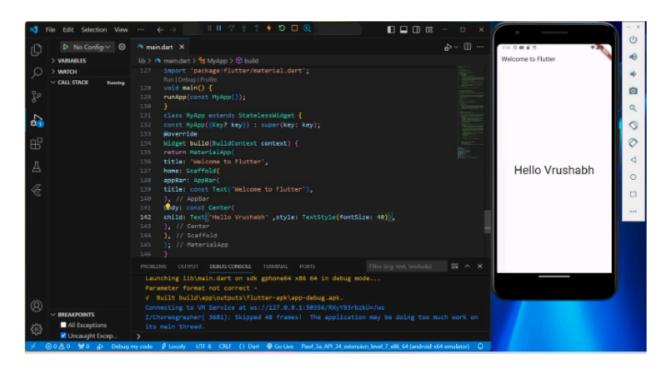
Causes lines sent to stderr to be prefixed with "ERROR:".
 v, --verbose
      --prefixed-errors
                                                 Reduce the amount of output from some commands.
     --[no-]wrap
                                                 Toggles output word wrapping, regardless of whether or not the output is a terminal.
                                                 (defaults to on)
                                                Sets the output wrap column. If not set, uses the width of the terminal. No wrapping occurs if not writing to a terminal. Use "--no-wrap" to turn off wrapping when connected
      --wrap-column
                                                 to a terminal.
                                                Target device id or name (prefixes allowed).
Reports the version of this tool.
When used with the "--version" flag, outputs the information using JSON.
Whether to use terminal colors (requires support for ANSI escape sequences).
 -d. --device-id
       -version
         -machine
        -[no-]color
```

2. Code:

```
import 'package:flutter/material.dart';
void main() {
```

```
runApp(const MyApp());
}
class MyApp extends StatelessWidget {
 const MyApp({Key? key}) : super(key: key);
 @override
Widget build(BuildContext context) {
   return MaterialApp(
     title: 'Welcome to Flutter',
     home: Scaffold(
       appBar: AppBar(
         title: const Text('Welcome to Flutter'),
       ),
       body: const Center(
         child: Text('Hello Vrushabh'),
       ),
     ),
   );
}
}
```

Output:



Conclusion: Thus, we have successfully installed flutter and Android Studio and executed a basic project.