ONBOARDING GUIDE FOR STAFF

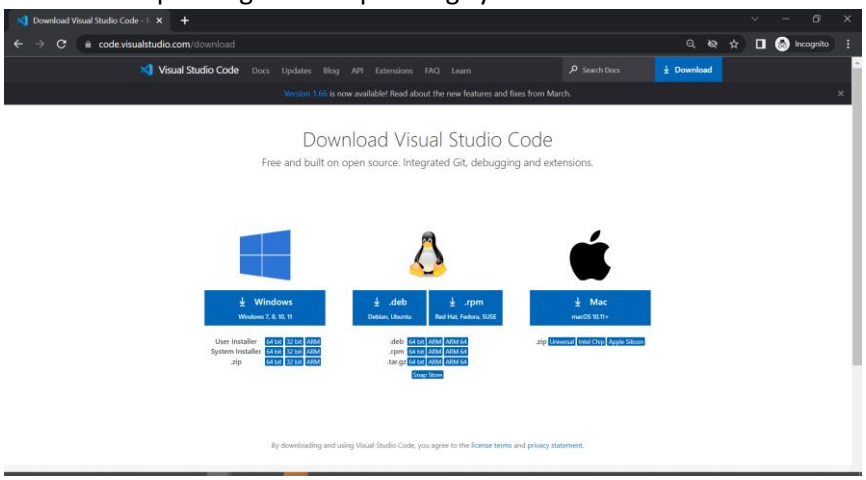
To make it easier for the Dev Team to easily complete the setup of their workstations and avoid the confusion that comes with identifying the right way and order to install, connect to, and deploy the correct tools in the correct order:

System requirements: The development environment must meet these minimum requirements:

- Operating Systems: Windows 7 SP1 or later (64-bit), x86-64 based.
- Disk Space: 4GB (does not include disk space for IDE/tools).
- Tools: Visual Studio Code, GitHub, Flutter SDK, Android Emulator

1. **Install Visual Studio Code**: The Preferred IDE (Integrated Development Environment) for this project is Visual Studio Code. There are a couple of reasons why it was chosen ahead of Android Studio, but the major reason is that it is Lightweight. Visual Studio Code is known to be lighter than Android Studio or IntelliJ in terms of initial download and installation. This would help where there is a hardware limitation in terms of processing speed and memory. VS code loads faster, has a great editor, and uses IntelliSense. To install VS code:

   a. Navigate to this URL Download Visual Studio Code - Mac, Linux, Windows, and click on the preferred installer depending on the operating system.



   b. Double click the downloaded file
   c. Read and accept the agreement
   d. Select a folder you would like to install the package or follow the default path
   e. Click next on each dialog until you get to the dialog with the install button and then click install.
   f. After this is completed, click Finish to exit the setup. If the “Launch Visual Studio Code” flag is selected, VS code will open after clicking on the finish button.

2. **GitHub**: There are two remote repositories containing the code base for both the API and Flutter app, both of which are hosted on GitHub. GitHub helps control our source code effectively to avoid pushing breaking changes to production, as we can work from individual branches. The URL to the remote repositories are 7052CEM-2122/faboroa-flutter-sem2 (coventry.ac.uk) for the flutter app, and 7052CEM-2122/faboroa-api-sem2 (coventry.ac.uk) for the API.

   To clone the remote API repo, simply open the VS code terminal and paste the following:

- echo "# faboroa-api-sem2" >> README.md
- git init
- git commit -m "first commit"
- git branch -M main
- git remote add origin https://github.coventry.ac.uk/7052CEM-2122/faboroa-api-sem2.git
- git push -u origin main

To clone the remote flutter repo, open the VS code terminal and paste the following:

- echo "# faboroa-flutter-sem2" >> README.md
- git init
- git commit -m "first commit"
- git branch -M main
- git remote add origin https://github.coventry.ac.uk/7052CEM-2122/faboroa-flutter-sem2.git
- git push -u origin main

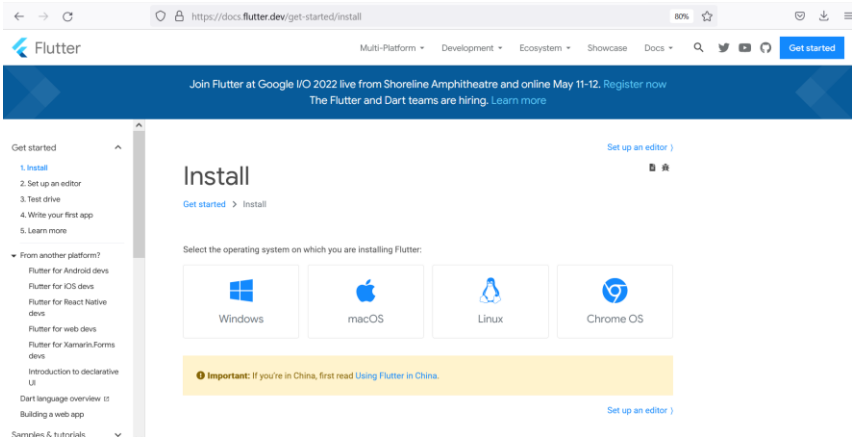
Alternatively, we can clone the remote repositories by following the below steps:

- Open the command palette with the key combination of ctrl +shift + p
- At the command palette prompt, enter gitcl, select the Git: Clone command, and press Enter.
- If you are asked to sign in to Github, complete the sign-in process.
- Enter the remote repo URL in the Repository URL field.
- Select (or create) the local directory into which you want to clone the project.
- When you receive the notification asking if you want to open the cloned repository, select open.

To make changes to the repo, we create local branches off the master branch:

- Open an integrated terminal from Terminal -> New Terminal
- Create a new branch named MY-BRANCH with the following git command; git checkout -b my-branch

3. **Install the Flutter SDK**
   a. Navigate to this URL: https://docs.flutter.dev/get-started/install, Select the preferred installer depending on the operating system of your machine.



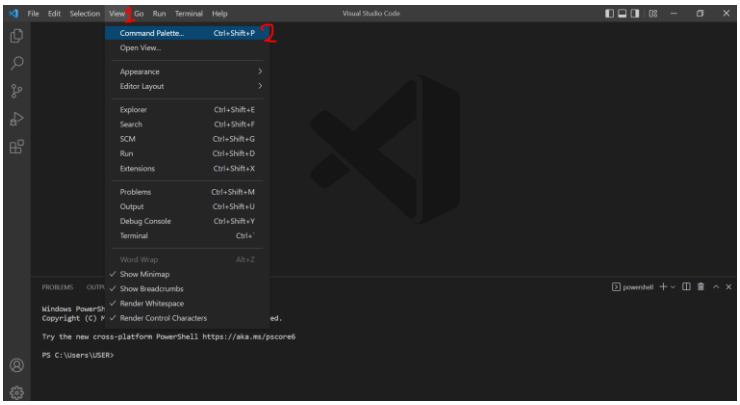
   b. Unzip the zip archive in a folder, say C:\flutter\
   c. Update the system path to include Flutter bin directory.

d. Use the Flutter tool, flutter doctor to confirm that the development requirement of flutter is met.

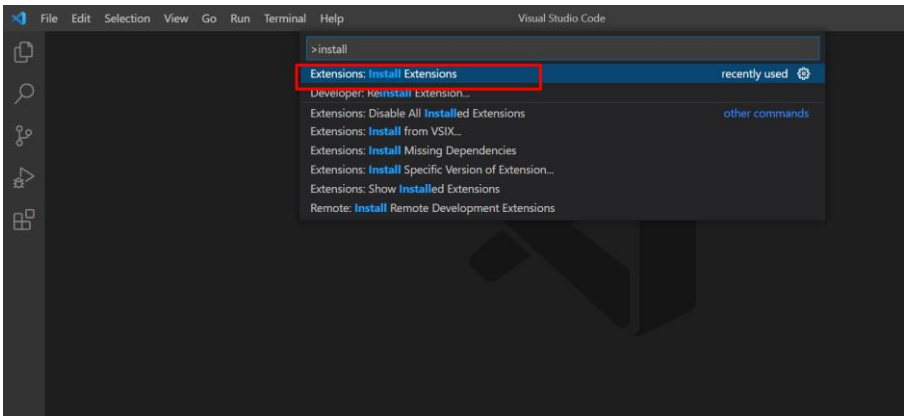
4. Install the Flutter and Dart plugins

a. Launch VS Code.

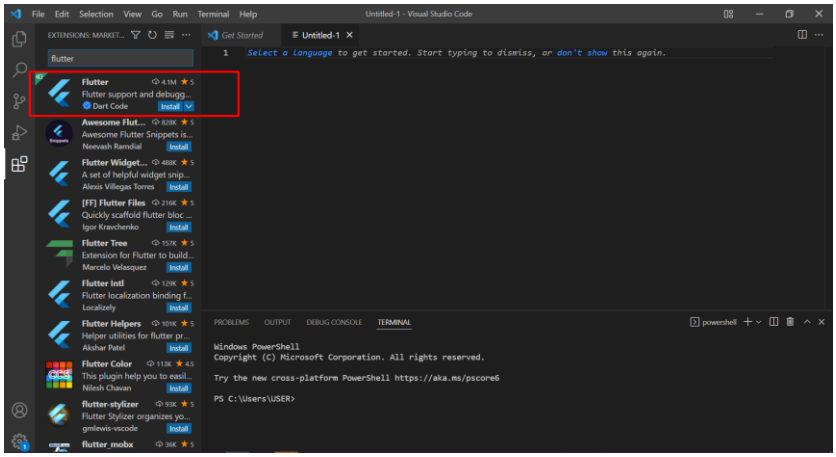
b. Click on **View** > **Command Palette**….



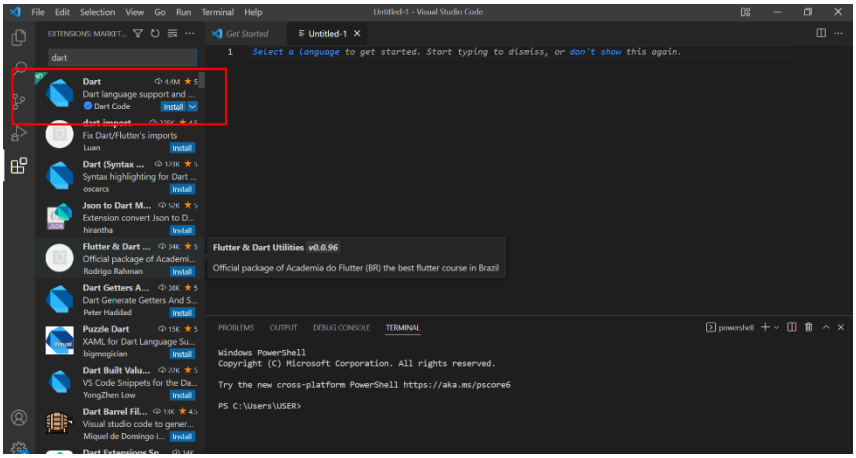
c. Enter “install” and select Extensions: Install Extensions.



d. To install the Flutter Plugins, Search for “flutter” in the extensions search field, select Flutter in the list, and click **Install**.



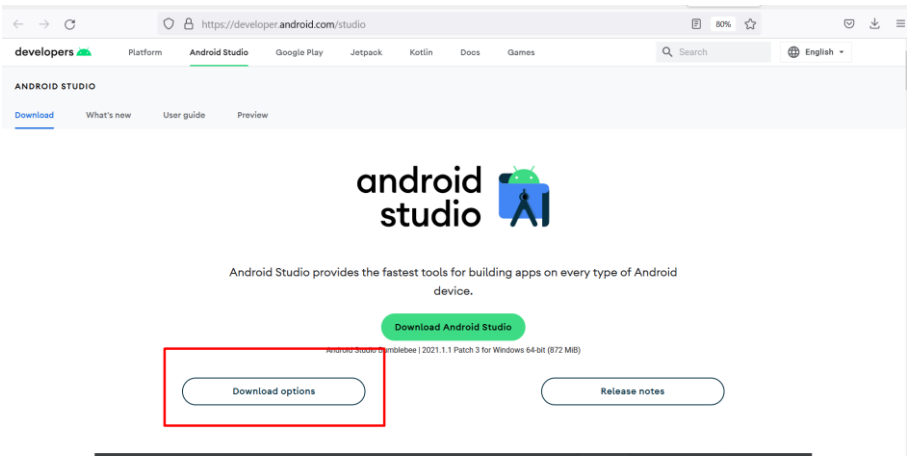
e. To install the Dart Plugins, Search for “dart” in the extensions search field, select the **Dart Code Extension** in the list and click Install.



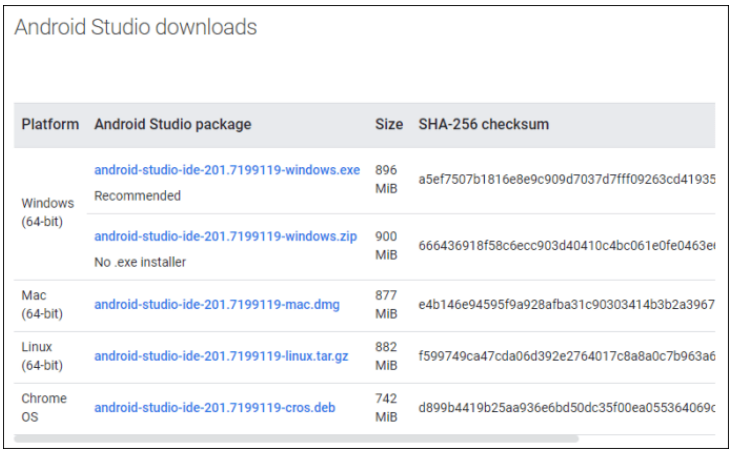
f. Verify the setup using Flutter Doctor:
   i. In VS code, Click **View > Command Palette…**.
   ii. Enter “doctor” and select Flutter**: Run Flutter Doctor**.
   iii. Review the output in the **OUTPUT** pane for any issues. Make sure to select Flutter from the dropdown in the different Output Options.

5. Installation of Android Emulator:

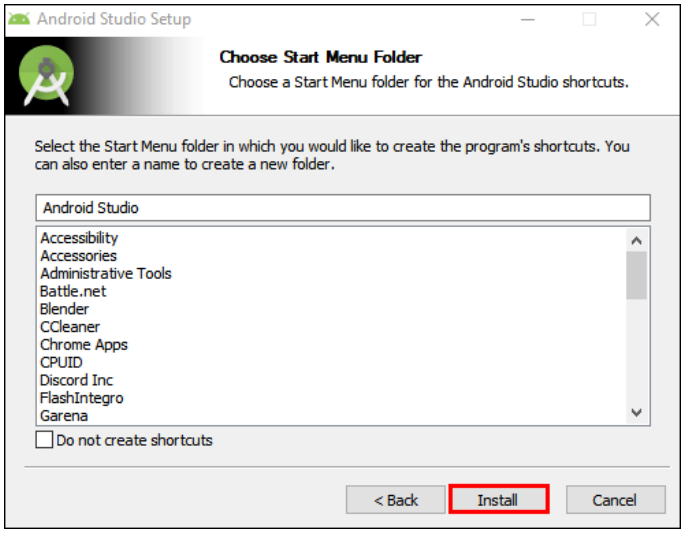
a. Navigate to this URL: https://developer.android.com/studio, Click on “Download Options” to select the preferred installer depending on the operating system of your machine.



b. Choose which file to download. Note: This depends on the type of device you are using.



c. Locate the downloaded file on your computer and run the installation.



d. Follow the on-screen instructions.

https://o7planning.org/12827/install-dart-code-extension-for-visual-studio-code
https://docs.flutter.dev/get-started/editor?tab=vscode
https://www.tutorialspoint.com/flutter/flutter_installation.htm
https://www.alphr.com/run-android-emulator/