

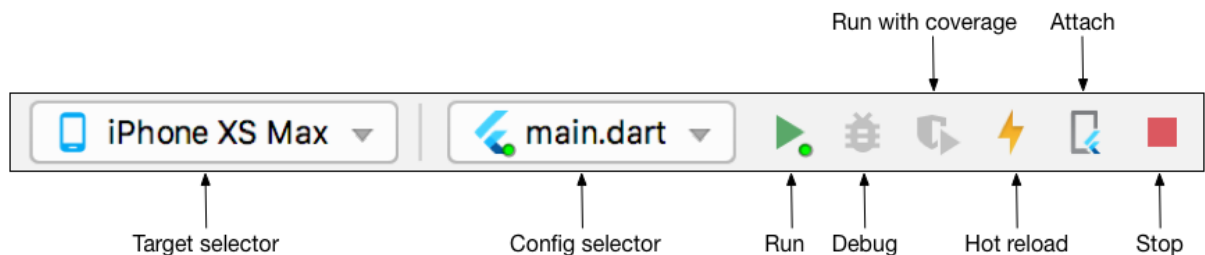
Experiment 2: Create a ‘Hello World App’ using Flutter

Step 1 : Create the app

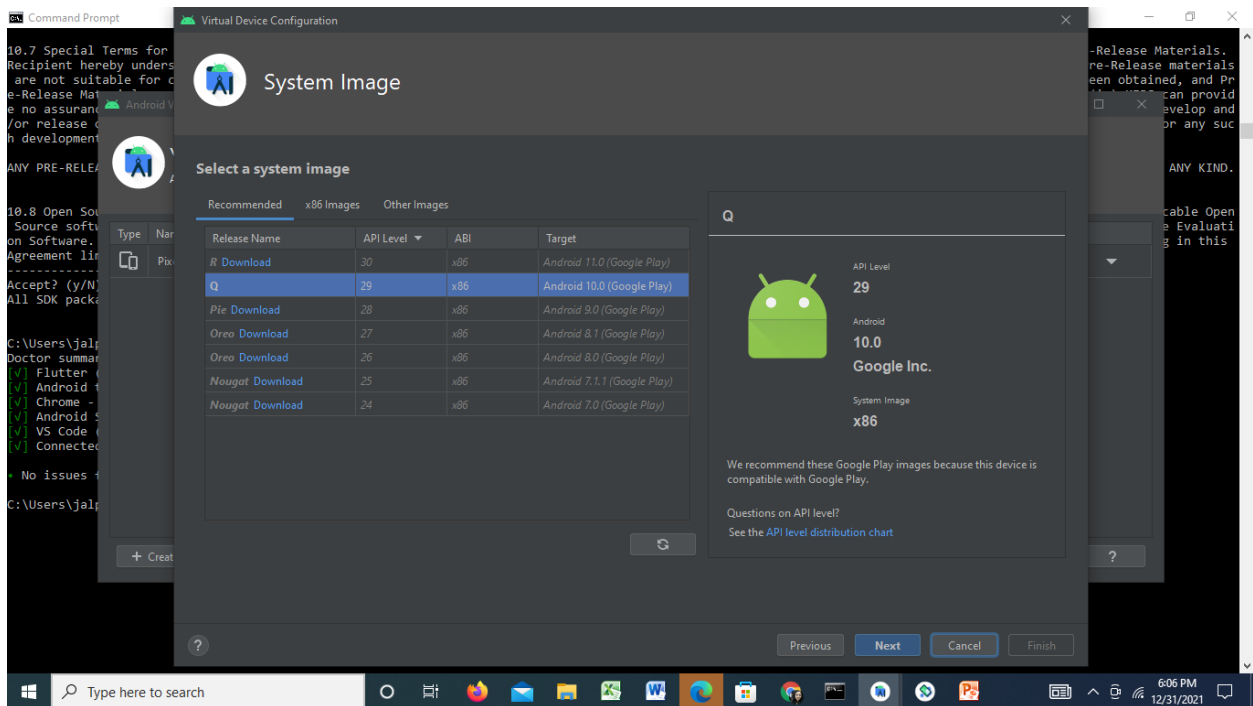
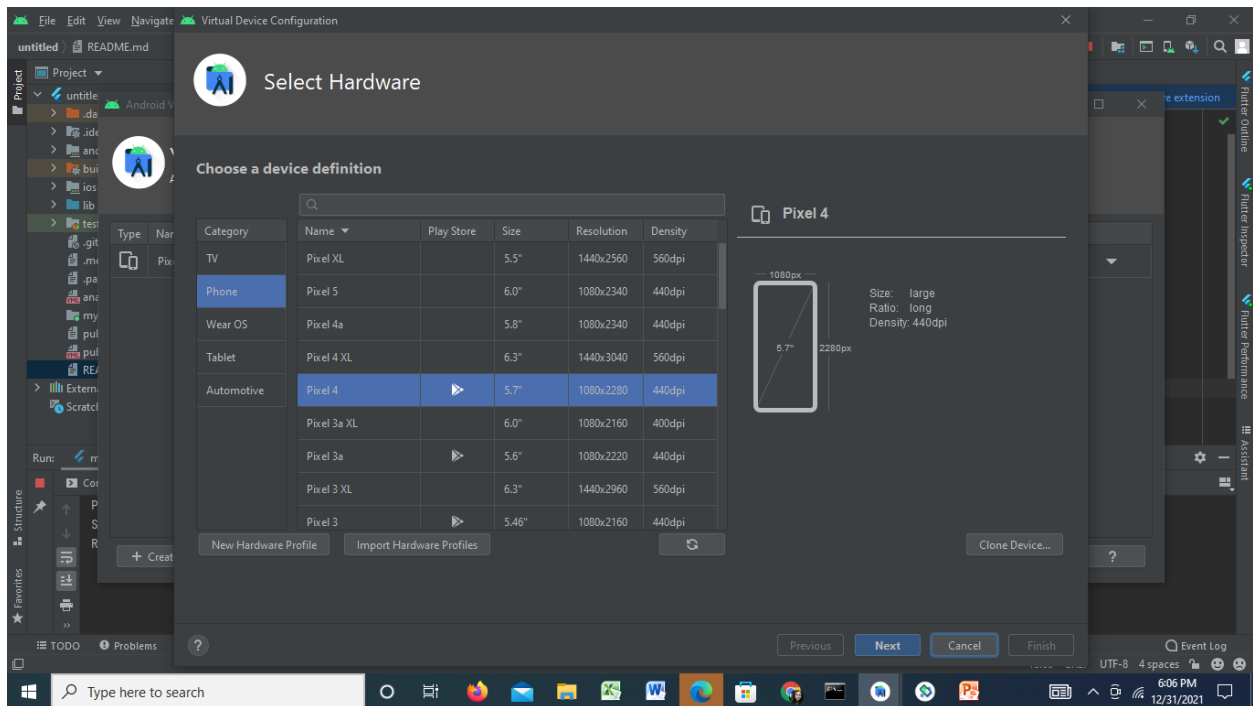
1. Open the IDE and select **Create New Flutter Project**.
2. Select **Flutter Application** as the project type. Then click **Next**.
3. Verify the Flutter SDK path specifies the SDK’s location (select **Install SDK...** if the text field is blank).
4. Enter a project name (for example, myapp). Then click **Next**.
5. Click **Finish**.
6. Wait for Android Studio to install the SDK and create the project.

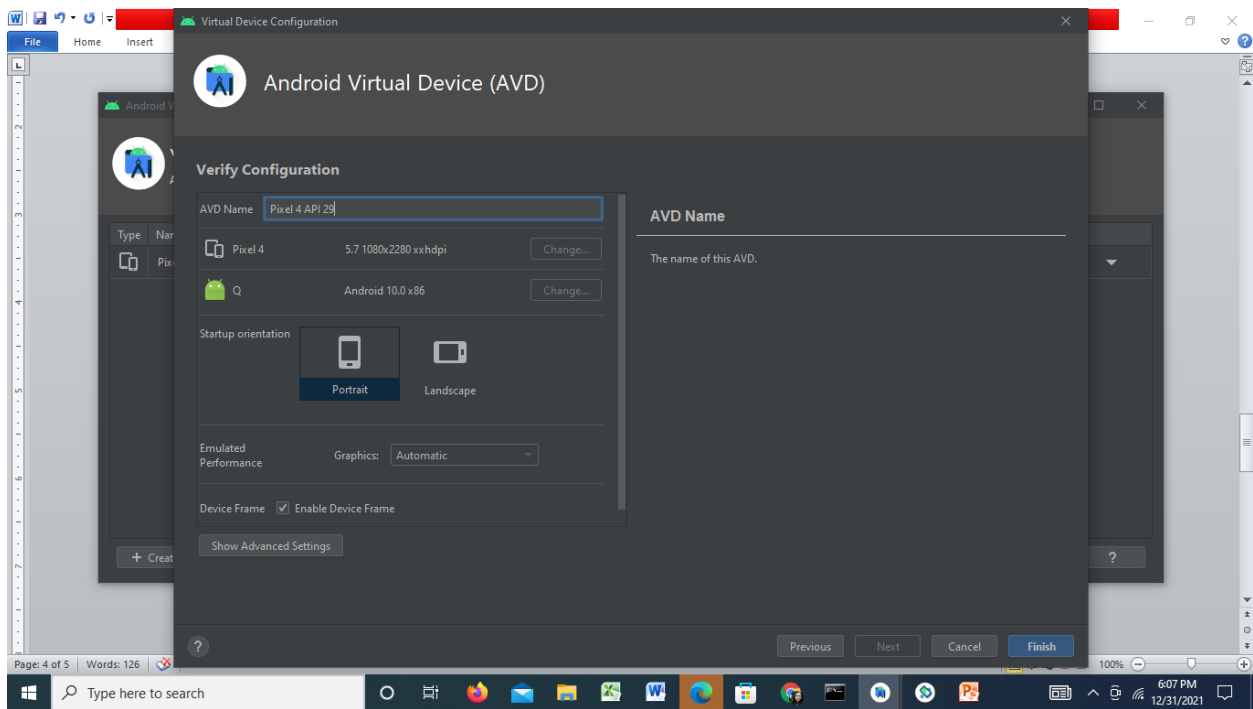
Step 2: Run the app

1. Locate the main Android Studio toolbar:

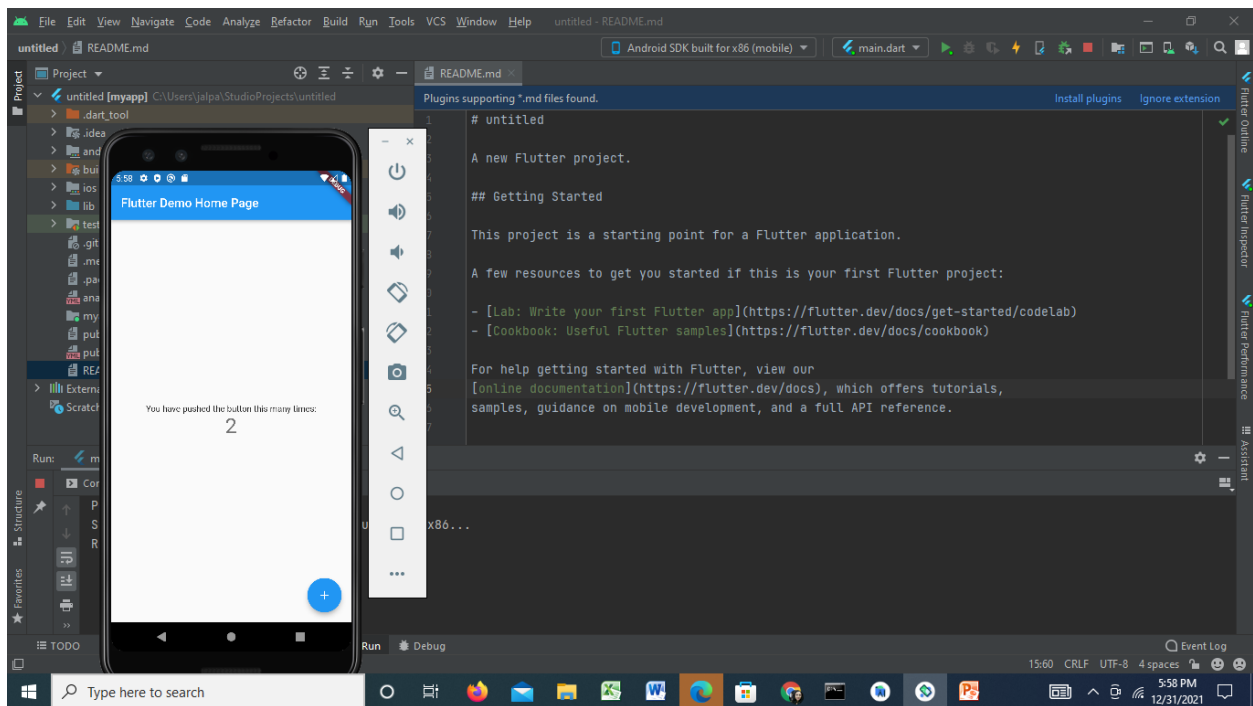


2. In the **target selector**, select an Android device for running the app. If none are listed as available, select **Tools > AVD Manager** and create one there.





3. Click the run icon in the toolbar, or invoke the menu item **Run > Run**.



Step 3 : Creating Hello world app

1. Replace the contents of `lib/main.dart`. - Delete all of the code from **lib/main.dart**.
2. Replace with the following code, which displays “Hello World” in the center of the screen.

```
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 World'),
        ),
      ),
    );
  }
}
```

3. Run the app by selecting Run> Run ‘main.dart’ and see the output in emulator device.

