



Napollo Software Design LLC
Running Existing Projects of Flutter

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1. Clone the Project Using GitHub Desktop:

- Open GitHub Desktop.
- Sign in to your GitHub account if you haven't already.
- Clone the project by following these steps:
 - Click on the "File" menu in the top-left corner.
 - Select "Clone Repository" from the dropdown menu.
 - Choose the repository you want to clone or paste the repository URL.
 - Select a local path to save the cloned repository.
 - Click the "Clone" button.
- After cloning, navigate to the cloned repository directory on your local machine.

2. Open the `pubspec.lock` File:

- Find the `pubspec.lock` file within the cloned Flutter project.
- Open it using an IDE.
- Scroll to the end of the `pubspec.lock` file.
- Look for a section that specifies the Flutter SDK dependency along with its version.
- Note down the Flutter version mentioned in this section.
- Checking the pubspec.lock file for the Flutter version hint is correct. However, in some cases, the Flutter version might not be explicitly mentioned in the pubspec.lock file,

especially if the project has yet to be updated recently or if it uses a range of compatible Flutter versions.

3. Install Flutter:

- Visit the Flutter SDK Releases page to find the release corresponding to the version noted in step 3.

- Download the Flutter SDK archive compatible with your operating system.

- Extract the downloaded archive to a preferred location on your computer.

- Set the environment variable PATH to include the Flutter bin directory.

- Verify the installation by running `flutter --version` in your terminal or command prompt.

-run the Flutter Doctor command to see the status of the installation.

5. Guidelines for Running on a Physical Device:

Guidelines for Running on a Physical Device:

- Ensure your physical device is connected to your computer via USB.

- Install Google USB Driver for Android devices:

- Open Android Studio.

- Go to "Tools" > "SDK Manager".

- Click on the "SDK Tools" tab.

- Check the "Google USB Driver" checkbox and click "Apply" to download and install the driver.

- Enable USB debugging on your device. This setting is usually found in the Developer Options menu. If Developer Options are not visible, go to About Phone and tap on the Build Number multiple times to enable Developer Options.

- Once USB debugging is enabled, you may need to authorize your computer on your device.
- Run `flutter devices` to ensure Flutter recognizes your device.
- If your device is listed, run `flutter run -d DEVICE_ID` replacing `DEVICE_ID` with the ID of your device to build and run the app on your physical device.