

## 1. Install Choco package manager

1.1. Open PowerShell as administrator and run the following commands:

```
Get-ExecutionPolicy
```

```
Set-ExecutionPolicy AllSigned
```

```
Set-ExecutionPolicy Bypass -Scope Process
```

```
Set-ExecutionPolicy Bypass -Scope Process -Force;  
[System.Net.ServicePointManager]::SecurityProtocol =  
[System.Net.ServicePointManager]::SecurityProtocol -bor 3072; iex ((New-Object  
System.Net.WebClient).DownloadString('https://community.chocolatey.org/install.ps1'))
```

## 2. Install Dart:

2.1. Open cmd as administrator and run the following commands:

```
choco install dart-sdk
```

```
dart --version
```

You should find the following output: Dart SDK version: 3.2.4 (stable) (Thu Dec 21 19:13:53 2023 +0000) on "win\_x64"

## 3. Install Flutter

3.1. <https://docs.flutter.dev/get-started/install/windows/desktop?tab=download>

3.2. Extract compressed folder and move it to C (In its own folder)

3.3. In the Windows search box, type env.

3.4. Click Edit the system environment variables.

3.5. Click Environment Variables

3.6. In the user variable section, select Path and click Edit

3.7. Click New and enter the path to the bin folder directory.

## 4. Configure Flutter in VS code

4.1. Install Dart extension

4.2. Install Flutter extension

## 5. Create Flutter project

- 5.1. Create new folder
- 5.2. Navigate to it
- 5.3. Open cmd there
- 5.4. Run the following command:  
`flutter create your_project_name`

Project name should be all in lowercase and separated by underscore only

## 6. Create Firebase account: <https://firebase.google.com/>

## 7. Install NodeJS: <https://nodejs.org/en>

- 7.1. In the Windows search box, type env.
- 7.2. Click Edit the system environment variables.
- 7.3. Click Environment Variables
- 7.4. In the user variable section, select Path and click Edit
- 7.5. Click New and enter the following path:  
C:\Users\USERPROFILE\AppData\Roaming\npm\  
7.6. Replace **USERPROFILE** with your name (**Ahmed** for ex)

## 8. Install Firebase CLI

- 8.1. Run the following commands in cmd

```
npm install -g firebase-tools  
firebase login
```

If you encountered error when running firebase login command:

Delete firebase.ps1 file located at:

C:\Users\USERPROFILE\AppData\Roaming\npm\  
Replace **USERPROFILE** with your name (**Ahmed** for ex)

Then rerun the `firebase login`

## 9. Create Firebase project from console

## **10. Add Firebase to project**

10.1. Inside your flutter project, open terminal

10.2. Run the following commands:

```
dart pub global activate flutterfire_cli  
flutterfire configure
```

Choose your project using arrows and select using enter

```
flutter pub add firebase_core  
flutter pub add firebase_messaging
```

**11. Receive notification in the app**

**12. Send notification from firebase console**

**13. Rename your app**

**14. Test the app using phone**

**15. Publish the apk file**

```
flutter build apk --release
```



```
1 import 'package:firebase_core/firebase_core.dart';
2 import 'package:firebase_messaging/firebase_messaging.dart';
3 import 'package:flutter/material.dart';
4 import 'package:myapp/firebase_options.dart';
5
6 @pragma('vm:entry-point')
7 Future<void> notificationHandler(RemoteMessage message) async {}
8
9 void main() async {
10   WidgetsFlutterBinding.ensureInitialized();
11
12   await Firebase.initializeApp(
13     options: DefaultFirebaseOptions.currentPlatform,
14   );
15
16   FirebaseMessaging.onBackgroundMessage(notificationHandler);
17
18   runApp(const MyApp());
19 }
20
21 class MyApp extends StatelessWidget {
22   const MyApp({super.key});
23
24   @override
25   Widget build(BuildContext context) {
26     return const MaterialApp(
27       debugShowCheckedModeBanner: false,
28       home: HomeScreen(),
29     );
30   }
31 }
32
33 class HomeScreen extends StatelessWidget {
34   const HomeScreen({super.key});
35
36   @override
37   Widget build(BuildContext context) {
38     return const Scaffold(
39       body: Center(child: Text('Home Screen')),
40     );
41   }
42 }
43
```