**Date: 21/10/2024**

1. Installation and setup of Android Studio, Flutter and Visual Studio.

**Date: 22/10/2024**

1. Created a basic Flutter project in Android Studio.
2. Understood the folder structure of a Flutter project.

o **lib/ folder** is where the main application code resides, with main.dart serving as the entry point for the app.

o The **pubspec.yaml** file is crucial for managing dependencies, assets (like images), and project metadata.

o Platform-specific code is found in the **android/ and ios/ folders**, which Flutter generates and should be modified only for native integrations.

o The **build/ folder** contains auto-generated files created during the build process, and it typically doesn’t require any modifications.

o Additionally, the **assets/ folder** (optional) is used to store images, fonts, and other resources, which must be declared in the pubspec.yaml file to be accessible in your app. This structure helps maintain clarity and organization throughout the development process.

1. Studied the basics of Flutter, including:
   * Variables and data types.
   * Functions.
   * Conditional statements and loops.