Flutter Setup on Windows Using Only VS Code (No Android Studio)

PREREQUISITES

Before starting, make sure you have:

- ∀ Flutter SDK (ZIP) Downloaded from Flutter Install
- ✓ Visual Studio Code Installed from VS Code Install
- ✓ Internet Connection For downloading packages

(Optional) **Physical Android device** – Only if you want to test your app on real hardware

Step 0: Verify Git Is Installed

Git must be installed before using flutter doctor or flutter create

Check Git

Open PowerShell or Command Prompt

Run:

C:\Windows\System32>git --version
git version 2.45.1.windows.1

If it says "not recognized", then:

Install Git:

Go to https://git-scm.com

Download and run the installer

During installation:

✓ Leave all default settings as-is

✓ Ensure "Add Git to PATH" is selected

After installing Git, restart your terminal, then run: git --version

Step 1: Download and Extract Flutter SDK

Go to: Click me to install flutter

Click Download Flutter SDK (ZIP)

Extract the ZIP to:

D:\ or C:\

After extraction, you should see: (I assume extracted to D:\)

D:\flutter\bin

Step 2: Add Flutter to Windows PATH

This allows you to run Flutter from any terminal.

Click the Windows Start button

Search for:

edit environment variables

Click "Edit the system environment variables"

In the new window, click the Environment Variables... button

In User variables, find and select the variable named Path

Click Edit

Click New, then type:

D:\flutter\bin

Click **OK** on all open dialogs (probably three ok's I think)

♥ Done — now Flutter CLI is globally available.

Step 3: Restart Terminal and Verify Flutter

Close all open VS Code, PowerShell, and Command Prompt windows

Open PowerShell

Run:

flutter doctor

If everything is correct, you'll see:

```
PS C:\Users\saip5> flutter doctor
Doctor summary (to see all details, run flutter doctor -v):

[/] Flutter (Channel stable, 3.32.8, on Microsoft Windows [Version 10.0.26100.4652], locale en-IN)

[/] Windows Version (11 Home Single Language 64-bit, 24H2, 2009)

[X] Android toolchain - develop for Android devices

X Unable to locate Android SDK.

Install Android Studio from: https://developer.android.com/studio/index.html

On first launch it will assist you in installing the Android SDK components.

(or visit https://flutter.dev/to/windows-android-setup for detailed instructions).

If the Android SDK has been installed to a custom location, please use

'flutter config --android-sdk' to update to that location.

[/] Chrome - develop for the web

[X] Visual Studio - develop Windows apps

X Visual Studio not installed; this is necessary to develop Windows apps.

Download at https://visualstudio.microsoft.com/downloads/.

Please install the "Desktop development with C++" workload, including all of its default components

[!] Android Studio (not installed)

[/] VS Code (version 1.102.2)

[/] Connected device (3 available)

[/] Network resources

! Doctor found issues in 3 categories.

PS C:\Users\saip5> |
```

Even if it warns about missing Android SDK — you're fine without it.

Step 4: Install Visual Studio Code

Go to: https://code.visualstudio.com

Download and install VS Code

During install:

- ♦ Check "Add to PATH"
- ♦ Check "Open with Code" in right-click menu

Step 5: Install Flutter and Dart Extensions in VS Code

Open VS Code

Press Ctrl + Shift + X to open the Extensions tab

Search for flutter

Click Install

Dart will install automatically as a dependency

✓ Now VS Code understands Flutter and Dart syntax, formatting, debugging, etc.

Step 6: (Optional) Set Flutter SDK Path in VS Code

If VS Code doesn't detect your SDK:

Press Ctrl + Shift + P

Search:

Preferences: Open User Settings (JSON)

Click on Preferences: Open User Settings (JSON)

Add this line inside the {}:

"dart.flutterSdkPath": "D:\\flutter"

It looks like:

✓ Save and restart VS Code

Step 7: Create a New Flutter Project

Press Ctrl + Shift + P in VS Code

Run:

Flutter: New Project

Choose:

Flutter Application

Select a location like:

D:\FlutterApps

Name the project (e.g., my_app)

Wait for project creation and dependency installation

When it opens, you'll see:

lib/
main.dart
pubspec.yaml

Step 8: run the app