

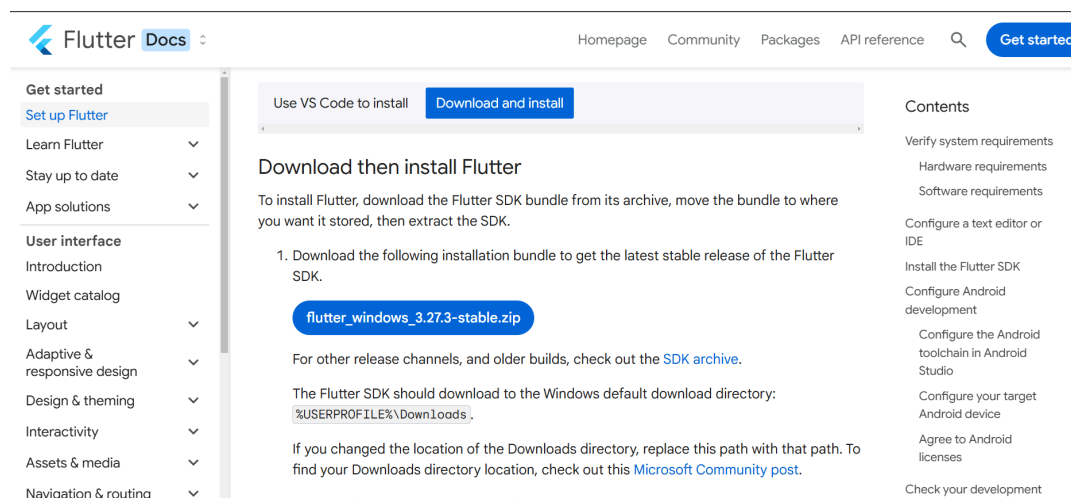
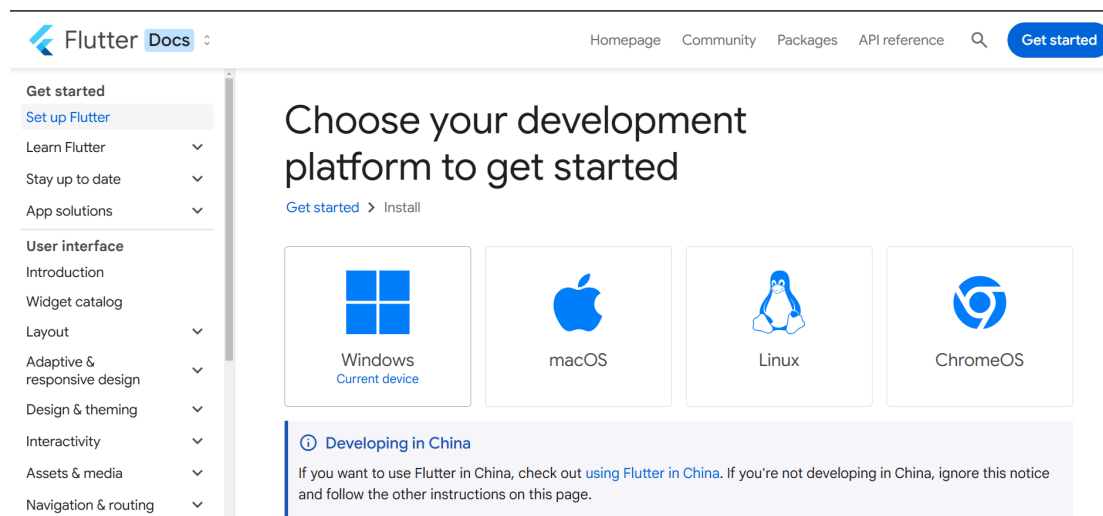
MPL EXPERIMENT 1

Prajwal Pandey
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Aim: Installation and Configuration of Flutter Environment.

Step 1: Install Flutter

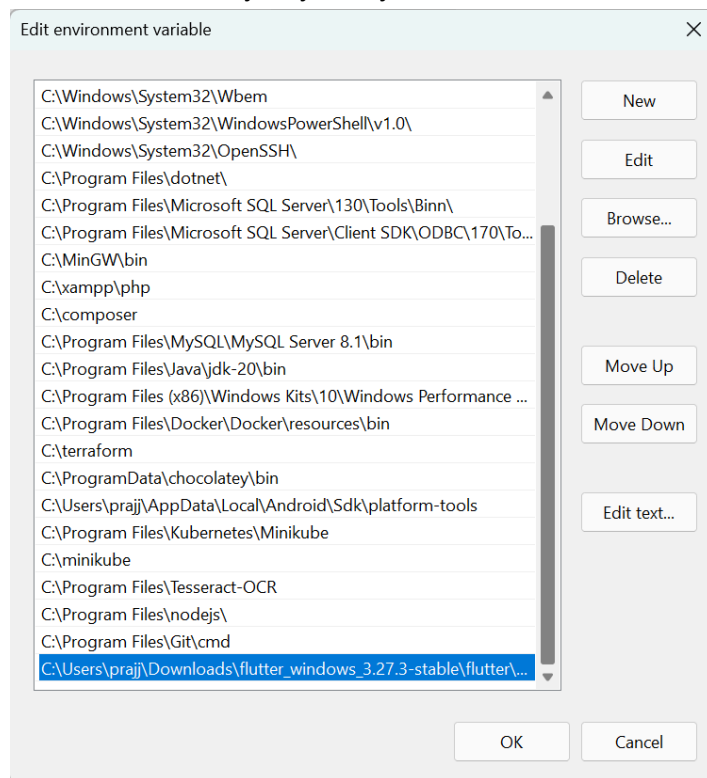
- Download Flutter SDK from the official Flutter website (<https://flutter.dev/>).
- Download the Flutter SDK for your operating system (Windows, macOS, or Linux).



Extract the downloaded zip file to a preferred location on your computer (e.g., C:\src\flutter for Windows).

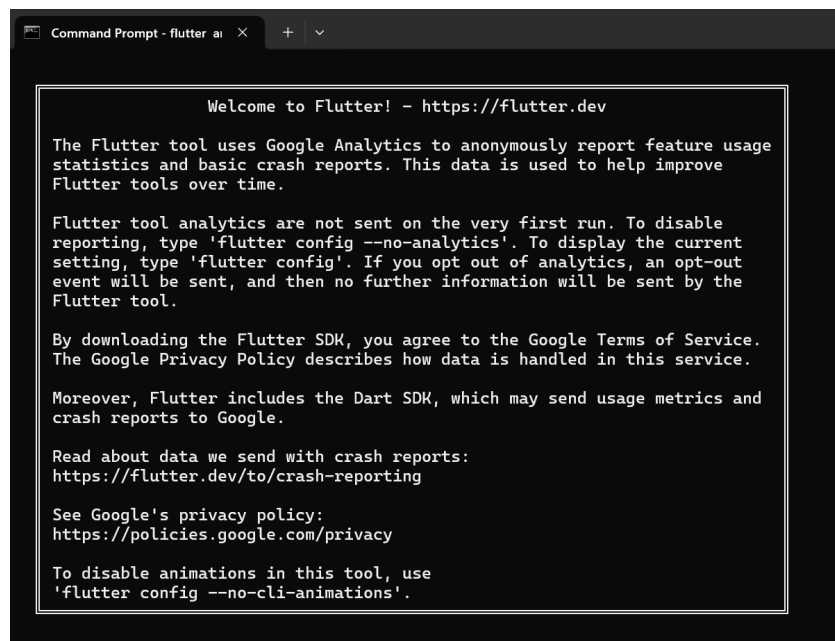
- Add Flutter to the PATH
- Locate the flutter\bin directory in the extracted Flutter folder.

- Add this directory to your system's PATH environment variable.



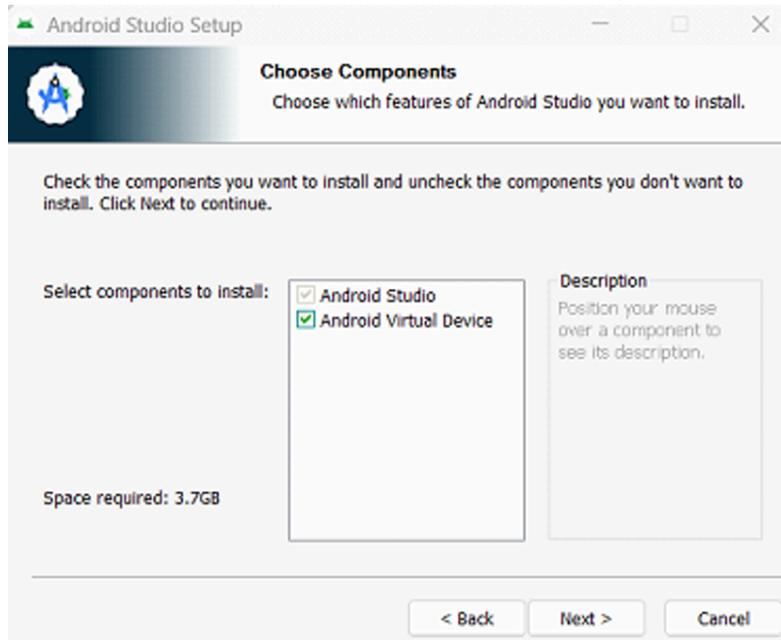
Verify the Installation

- Open a terminal or command prompt.
- Run the command: **flutter** and **flutter doctor**.

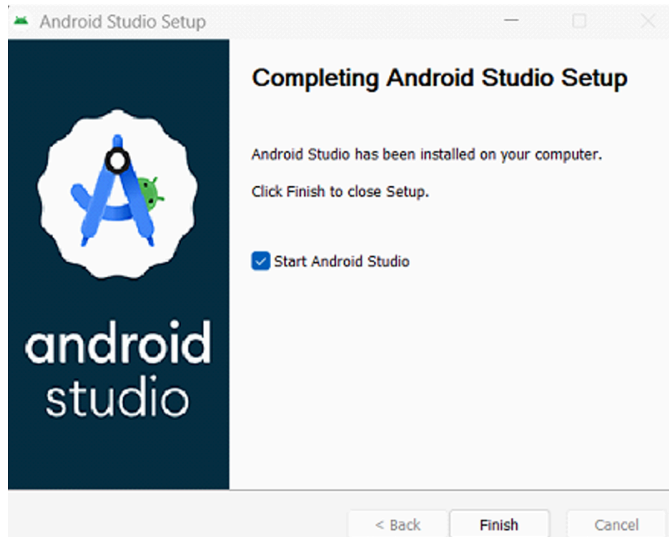


Step 2: Install Android Studio

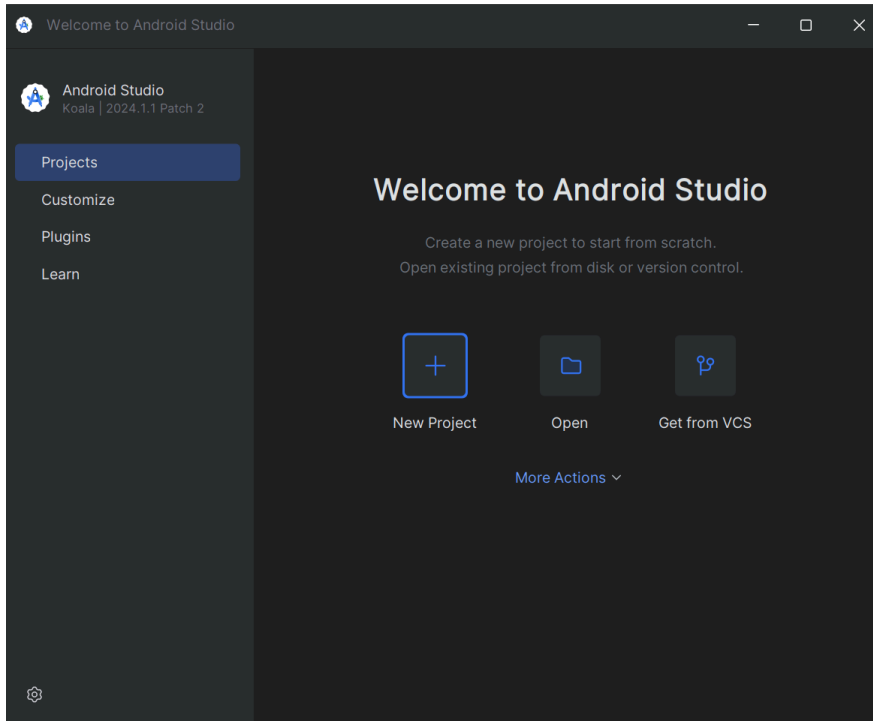
- Download Android Studio
- Go to the Android Studio website. (<https://developer.android.com/studio>)
- Download the installer for your operating system ((Windows, macOS, or Linux)).



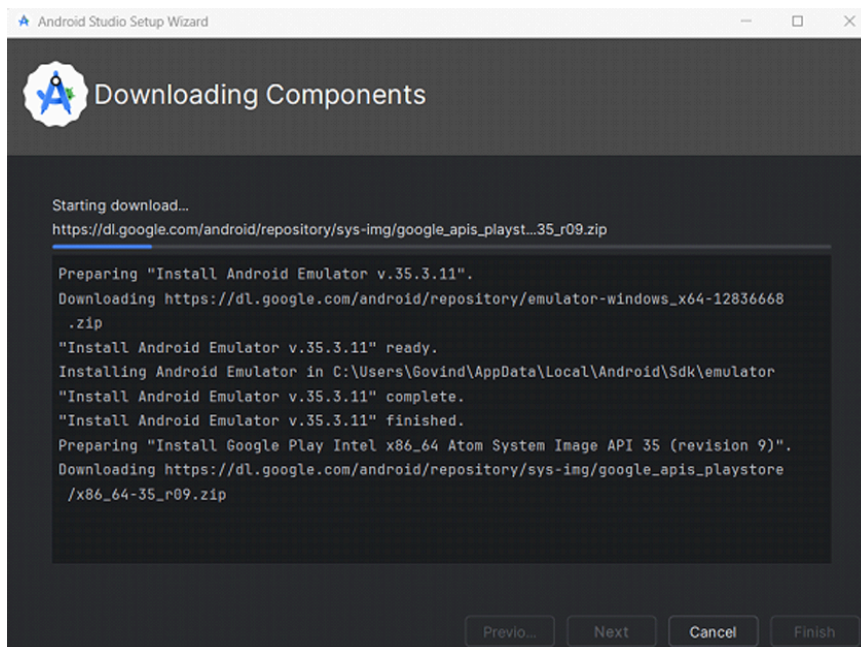
- Run the installer and follow the setup wizard.
- Choose the standard installation option.



- Install Android SDK Tools
- Open Android Studio.

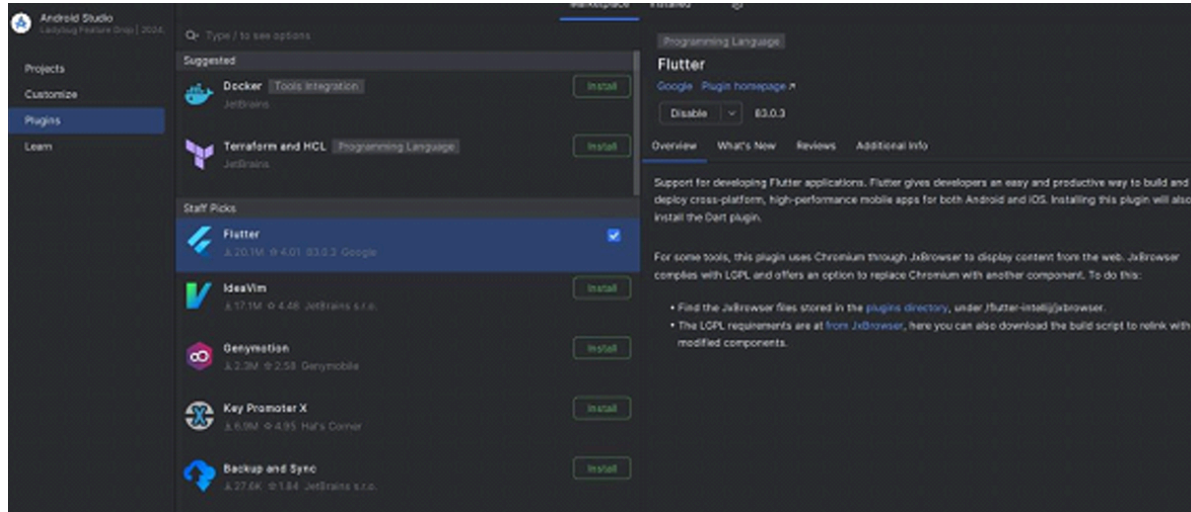


- Go to Settings/Preferences > Language & Framework > Android SDK.
 - Select the latest Android API level.
 - Ensure "Android SDK Platform" and "Android Virtual Device (AVD)" are selected.
- Click "Apply" and wait for the components to install.



Step 3: Connect Flutter with Android Studio

- Install Flutter and Dart Plugins
- Open Android Studio. Go to File > Settings (Windows/Linux) > Plugins.
- Search for "Flutter" and click "Install." Dart will be installed automatically.
- Restart Android Studio.



Step 4: Create a New Flutter Project

- Click on New Flutter Project.
- Enter project details and select the Flutter SDK path.
- Click "Finish" to create the project.

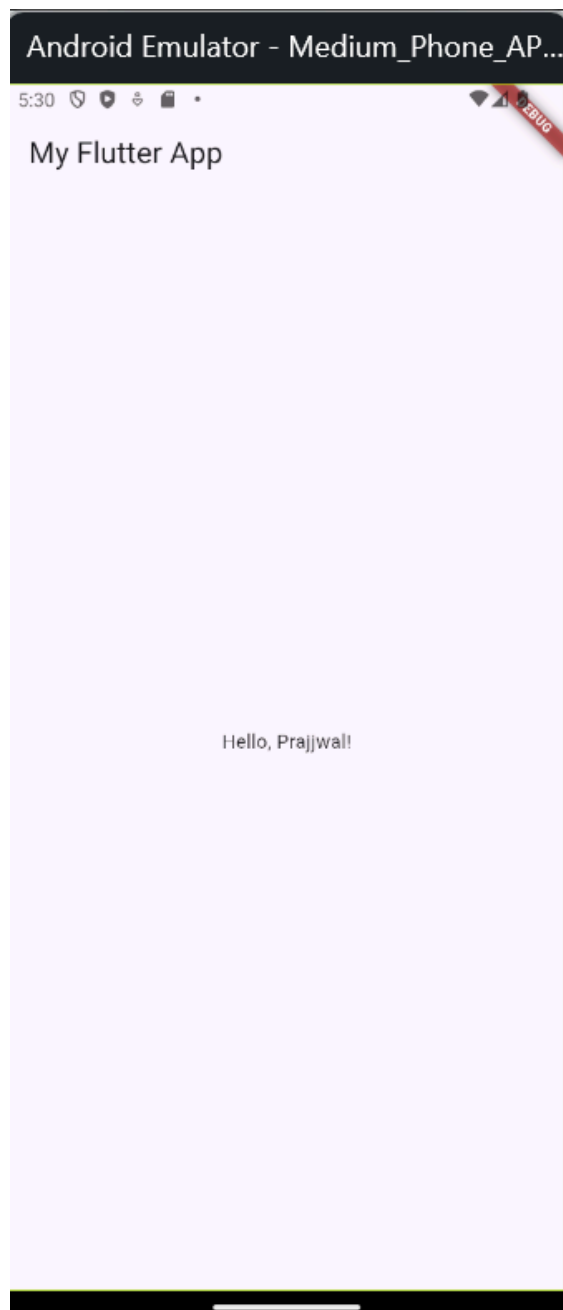
Code :

```
import 'package:flutter/material.dart';

void main() {
  runApp(MyApp());
}

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(title: Text("My Flutter App")),
        body: Center(child: Text("Hello, Prajjwal!")),
      ),
    );
  }
}
```

Screenshot:



Conclusion: Hello World, is successfully run on the flutter app.