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### Experiment NO:-1

AIM:- Installation & configuration of Flutter Environment

#### THEORY:-

Flutter is a open source UI software development toolkit created by Google for building natively compiled application for mobile, web, desktop from a single code-base.

It is based upon Dart programming language and follows a reactive & declarative programming paradigm.

Some key features of Flutter are:

#### 1] Widget - based Framework:

Flutter revolves around the concept of widgets, which are the building blocks of user interface. Everything in Flutter is a widget, from structural elements like buttons to more complex layouts & app screens.

#### 2] Hot Reload:

One of the Flutter's stand out feature is "hot reload", enabling developers to make changes to the code & see the results in realtime without restarting the entire application. This significantly speeds up the development process and facilitates experimentation.

Teacher's Sign.: \_\_\_\_\_



### 3] Material Design & Cupertino

Flutter provides pre-designed widgets that follow the Material Design guidelines for Android and the Cupertino design language for iOS applications.

### 4] State Management:-

Managing the state of an application is crucial for building interactive & dynamic user interfaces. Flutter offers various state management approaches, including setState, Provider, Bloc, Riverpod & more, allowing developers to choose the one that fits best their application's need.

**Conclusion:-** In this experiment, we installed Flutter SDK, Android Studio, Dart and Flutter Plugins. We also accepted Android Licence & Installed Android SDK & AVD using Android Studio.