

1. Install Android Studio: Go to the Android Studio website (<https://developer.android.com/studio>), and download the latest version of Android Studio for Windows. Double-click the downloaded executable file, and follow the on-screen instructions to install Android Studio on your computer.
2. Install Flutter SDK: Download the Flutter SDK from the official website (<https://flutter.dev/docs/get-started/install/windows>). Extract the contents of the downloaded ZIP file to a location on your computer.
3. Add Flutter to your Path: To be able to use Flutter commands from anywhere on your computer, you need to add the Flutter SDK to your system Path. Here's how to do it:
  - a) Open the Start menu and search for "Edit the system environment variables". Click on the result that appears.
  - b) Click on the "Environment Variables" button.
  - c) Under "System Variables", find the "Path" variable and click on "Edit".
  - d) Click on "New", and add the path to the "bin" folder inside the Flutter SDK directory that you extracted earlier. The path should look something like this: C:\flutter\bin
  - e) Click "OK" to close all windows.
4. Install Flutter and Dart plugins for Android Studio: Open Android Studio, and go to "File" > "Settings" > "Plugins". Search for "Flutter" and "Dart" plugins, and install them both.
5. Create a new Flutter project: Open Android Studio, and click on "Create New Project". Select "Flutter" as the project type, and follow the on-screen instructions to create a new Flutter project.

6. Configure an Android device: To be able to run and test your Flutter app on an Android device, you need to configure a virtual or physical Android device. Here's how to do it:
  - a) Open Android Studio, and click on "Configure" > "AVD Manager".
  - b) Click on "Create Virtual Device", and follow the on-screen instructions to create a new virtual Android device.
  - c) Once the virtual device is created, click on the "Play" button next to its name to start it up.
7. Run your Flutter app: Once you have created a new Flutter project and configured an Android device, you can run your Flutter app. Here's how to do it:
  - a) Click on the "Run" button in Android Studio.
  - b) Select the virtual or physical Android device that you configured earlier.
  - c) Android Studio will build and install your Flutter app on the selected device, and run it.