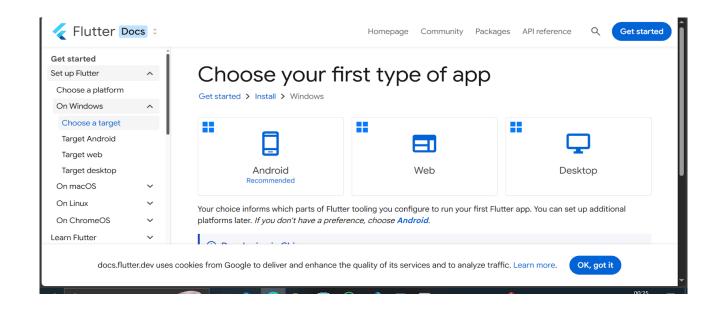
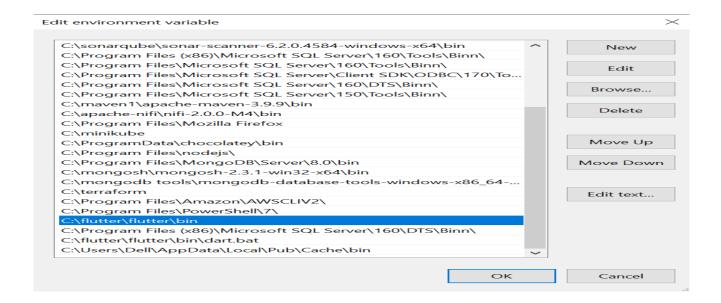
Experiment 01

Aim: To install and configure the Flutter Environment

Theory:

Flutter is an open-source UI toolkit from Google used for building cross-platform apps. Setting up Flutter involves installing the SDK, configuring environment variables, and setting up an IDE like VS Code or Android Studio.









Conclusion: A properly configured Flutter environment enables smooth development, testing, and deployment of apps like the Society Profile app.