***Mobile Application Development Lab***

***CSL-341***

***Lab Journal***



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# Lab 1 – Flutter Introduction

## Objectives:

Installation of Flutter and setting up the environment

## Tools Used:

VS Code

# Tasks

1. Write the main steps involved in Flutter installation.

**Answer:**

1. Download **Flutter SDK**

2. Extract the downloaded zip file.

3. Add the …\flutter\bin path to system variables.

4. Install **Git.**

5. Download and Install **Android Studio.**

5. install **Vscode**

6. create a virtual device using **Android emulator** or connect a physical device.

7. Run.

1. How do you connect your mobile phone in replacement of Virtual Device? Write step by step procedure.

**Answer:**

1. Turn on **developer mode** on your android device.
2. Install the **USB drivers** on your windows device.
3. Use a **USB cable** to connect your android device to the windows device.
4. Enable **USB debugging.**
5. Open your flutter project in vscode.
6. Run your project.
7. Done.
8. In VS Code, which extension do you install for flutter and Dart?

**Answer:**

You need to install 2 extensions:

1. Flutter
2. Dart
3. How can we create a flutter project?

**Answer:**

1. Assuming you have installed the dart and flutter extensions, press **ctrl+shift+p.**
2. Type “**Flutter: New Project**”.
3. Choose a project type: **Flutter Application**
4. Enter a project name.
5. Select a folder where you want to locate the project.
6. New project created.
7. What is the advantage of setting path in environment variables?

**Answer:**

The main advantage of setting path in environment variables is that you can run the flutter commands from anywhere in the computer without locating the flutter folder every time.