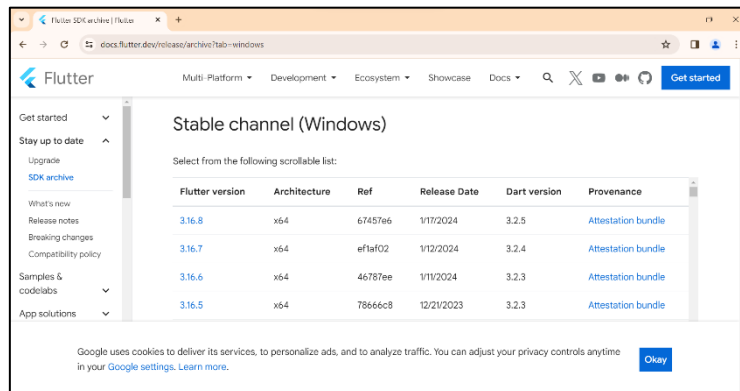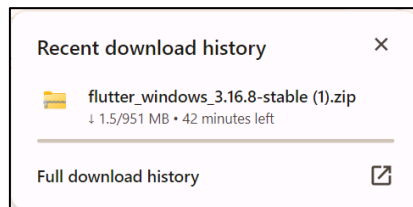# Steps to download and setup Flutter with Android Studio

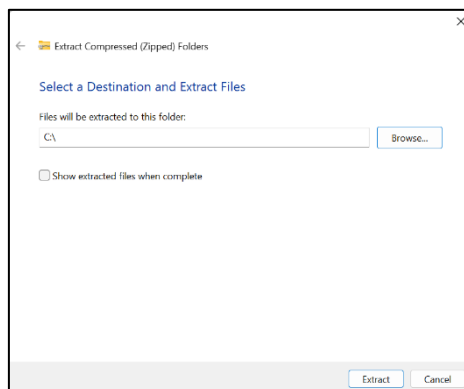1) Download flutter SDK archive file.
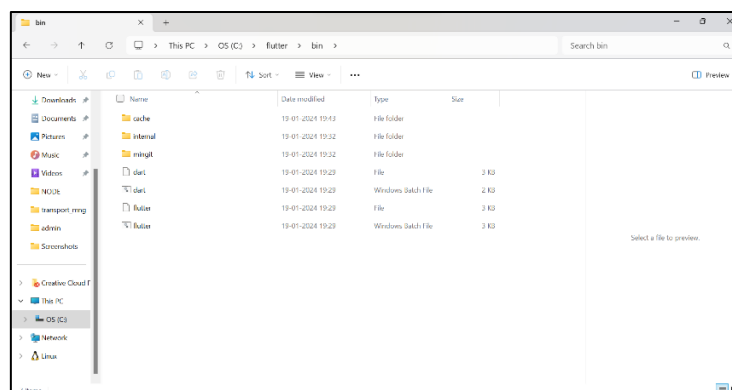   - Click on the link https://docs.flutter.dev/release/archive

   - Click on the Flutter latest version.
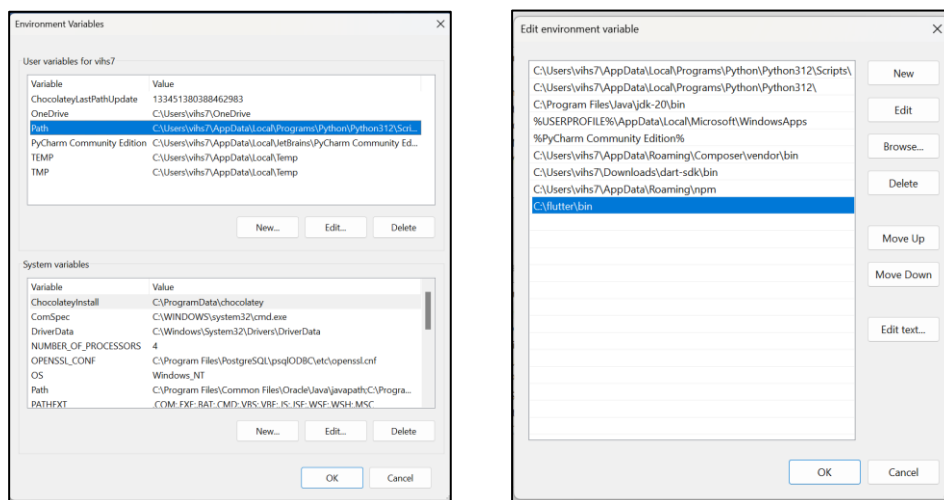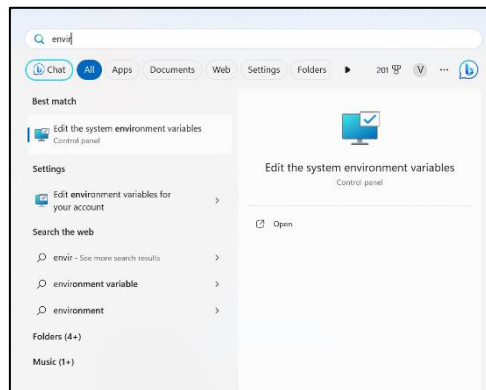   - It will automatically starts download.

2) Extract the file.
   - When zip file downloaded on your pc. Right click on it and click on Extract.
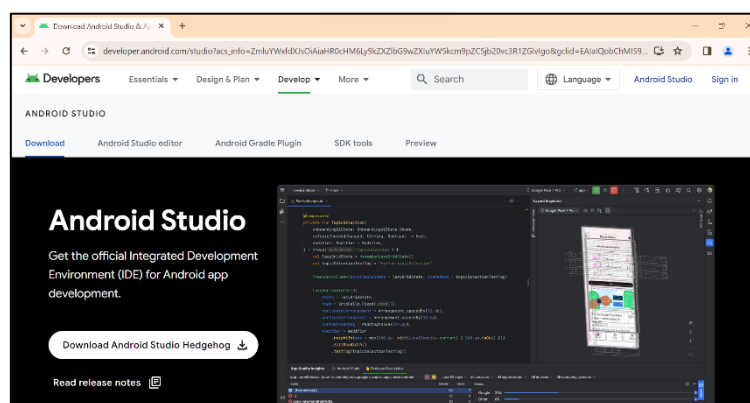

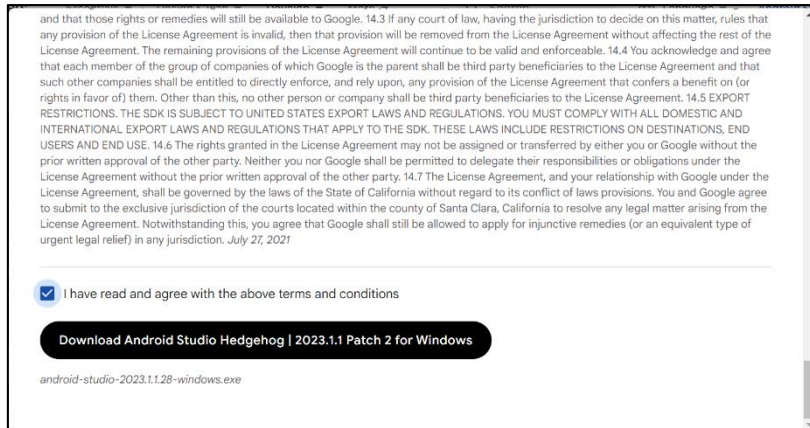3) Open the extracted folder then open bin folder and copy the path of the bin folder.

4) Open the Environmental Variable setting. Edit user variable PATH by double clicking on it. Click on New and paste the path.
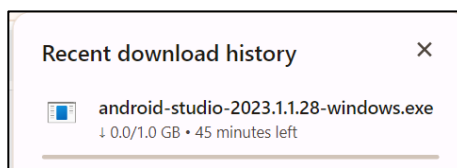

5) Download Android Studio
   - Click on the link https://developer.android.com/studio
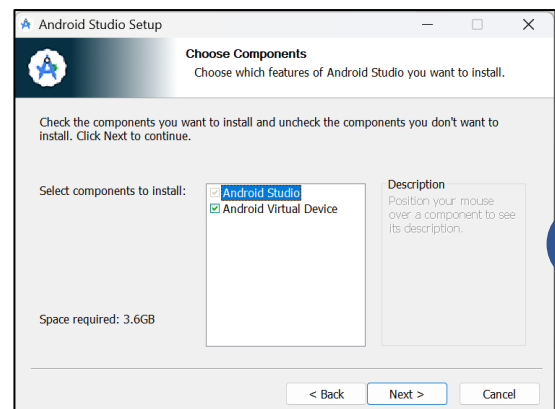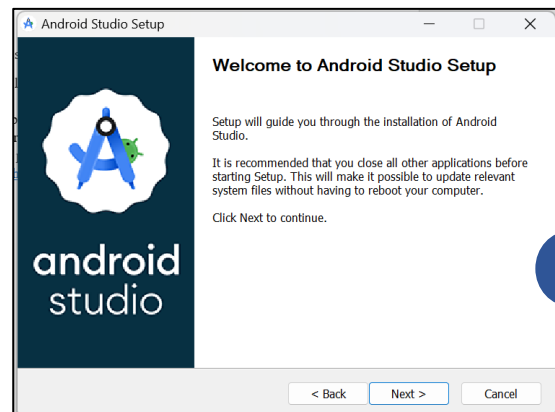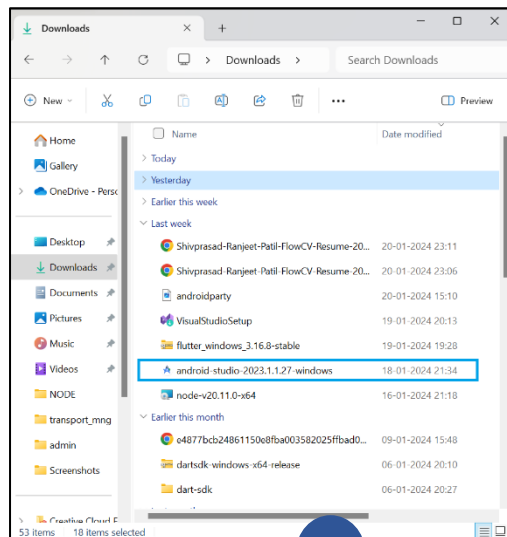

   - Click on Download Android Studio button.

- Scroll down and accept the terms and condition and click on Download button.
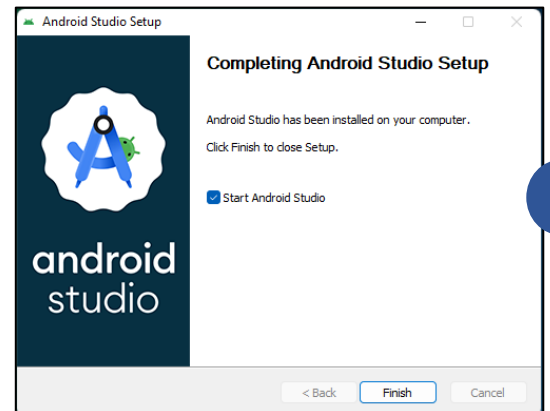

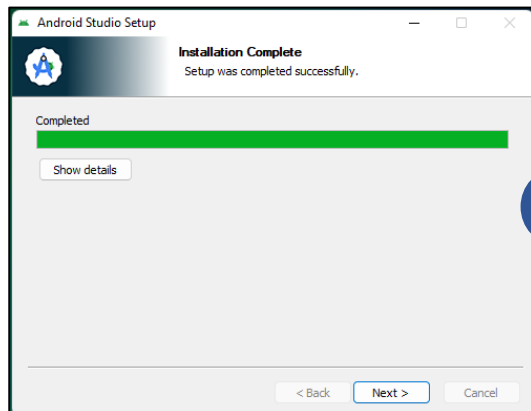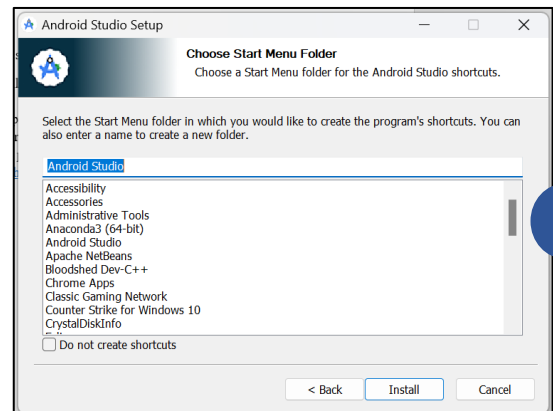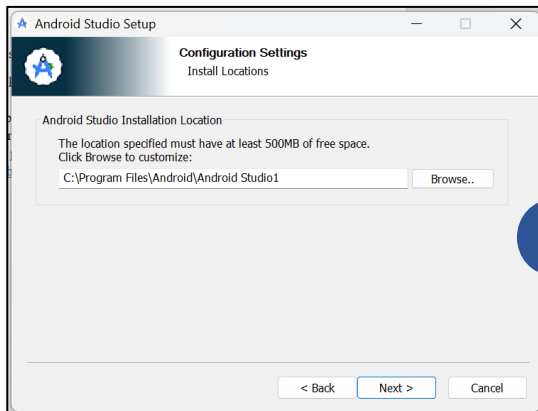
- It will starts download.

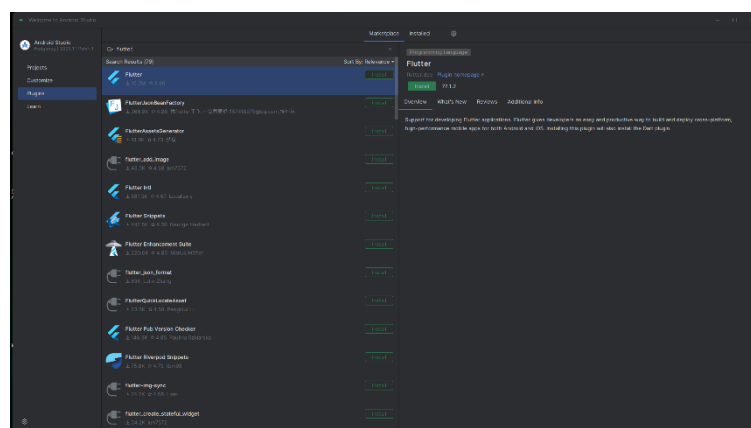6) Install Android Studio.
   - Click on downloaded file.
   - It will open Android Studio Setup.
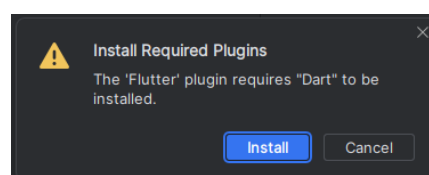   - Click on Next button.
   - Again, click on Next button.

- Select the path where you want to install.
- Click on Install button.
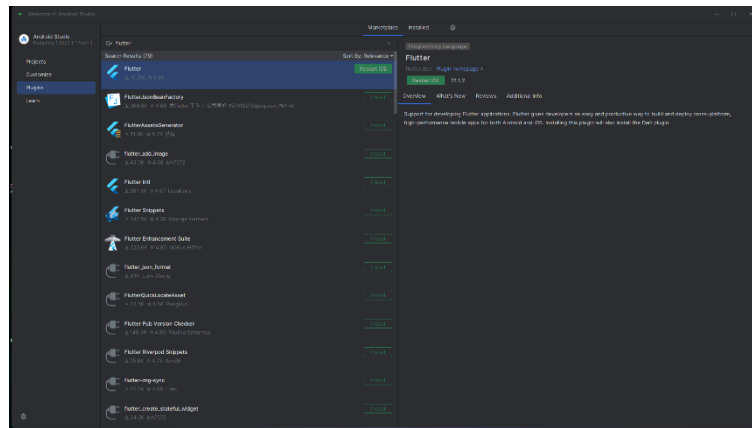- When installation complete click on Next and Finish.

7) It automatically open Android Studio.
8) Click on plugins tab.
9) Search for flutter and click on install button.

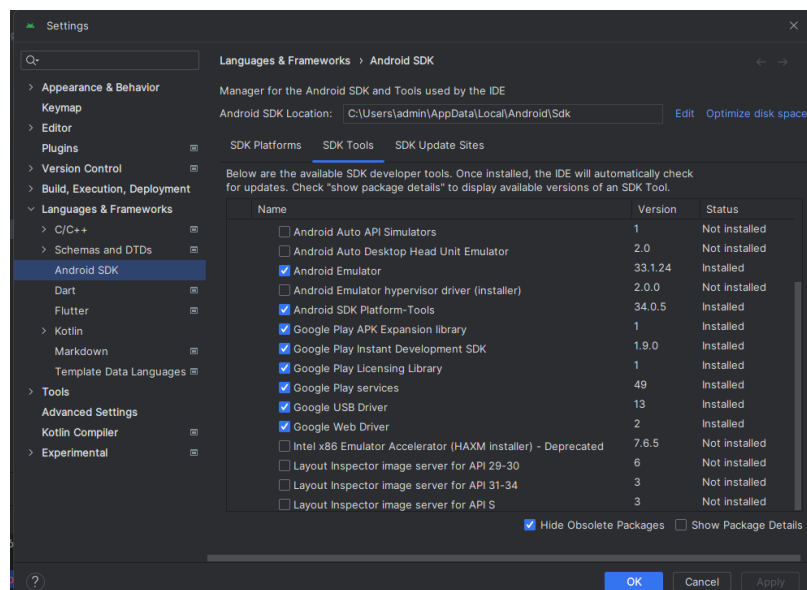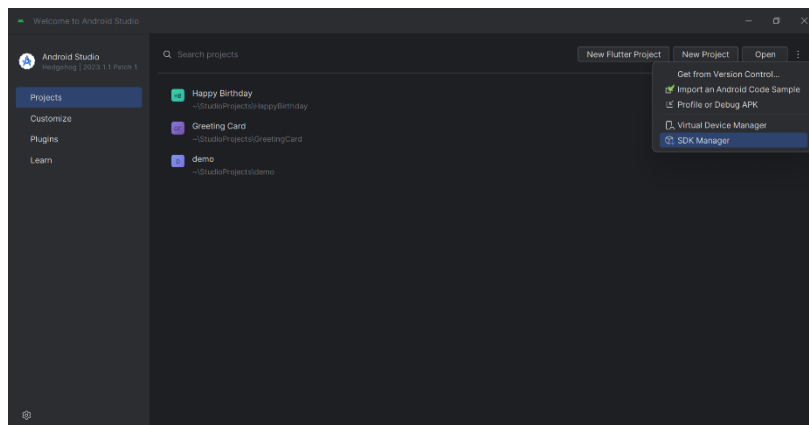10) It will suggest to download dart plugin, click on install button.

11) When download finishes it will show button to Restart IDE click on it.
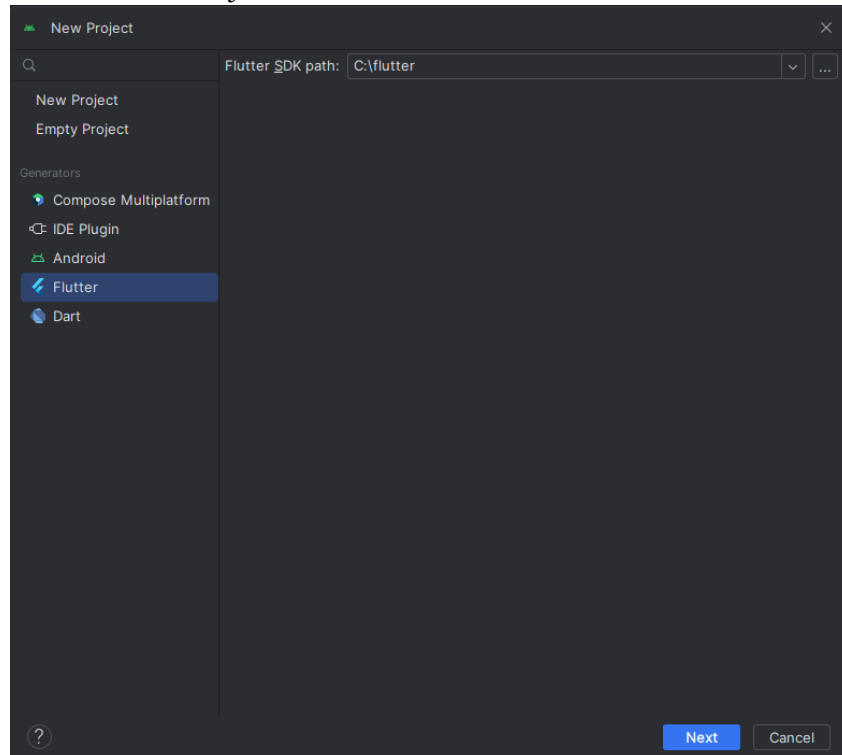

12) When android studio starts again click on Manage SDK. Go to SDK Tools tab and select
    a. Google Play Licensing Library
    b. Google Play Services
    c. Google USB Driver
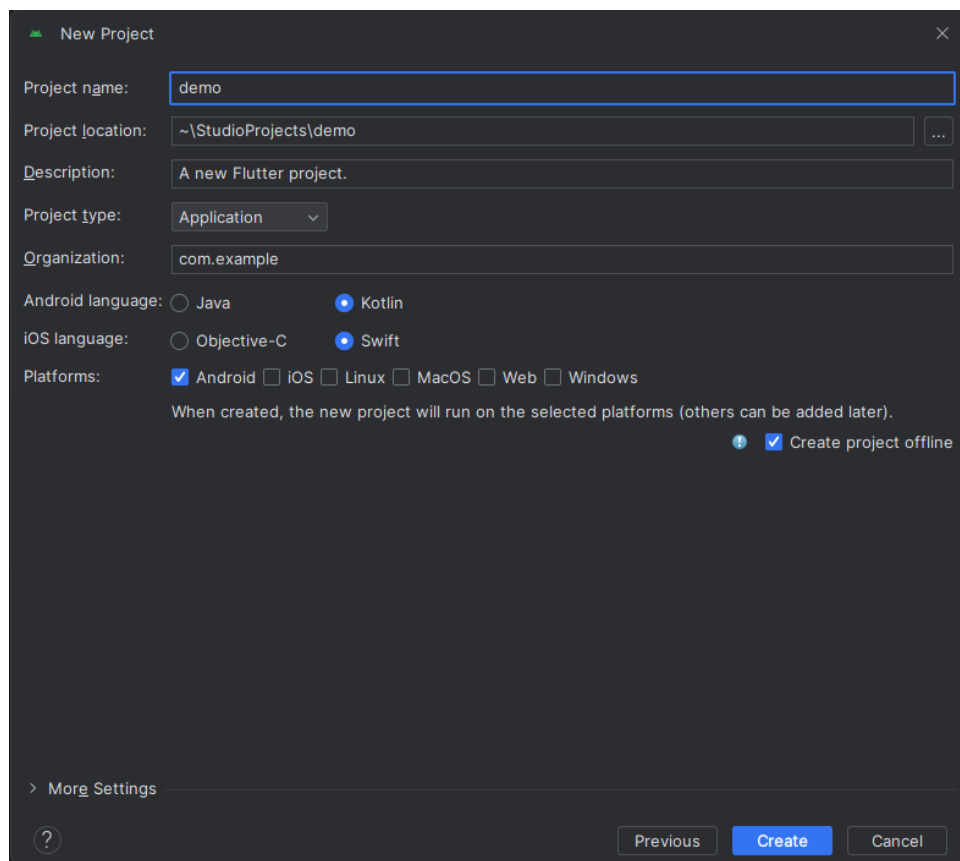   d. Google Web Driver
    and click on Ok button.

13) Click on New Flutter Project.

14) Click on Flutter in Generator tab and give Flutter SDK path (extracted folder's path) and click on Next button.

15) Give Project Name. Then only select Android Platform and uncheck others. And click on Create button.

16) It will take some time to create project. When project created it will automatically create Main.dart file.

17) On the right bottom corner of Android Studio, you can see the Android Studio downloading packages which are required. After download completed you can run the project.