# EXP<sub>1</sub>

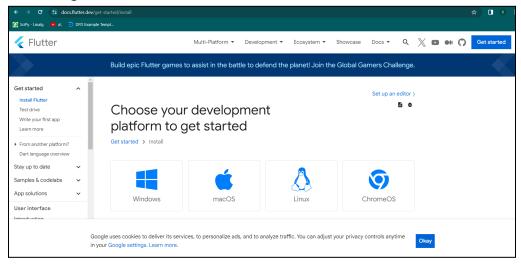
### Aim -

To install and configure the Flutter Environment

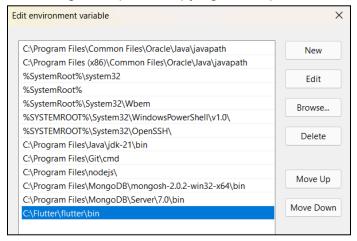
### Code -

### **Installation**

1) Installing the flutter from its official website



- 2) Clicking on windows installation and downloading the suitable zip that is compatible with the system
- 3) Extracting the zip and copying its bin path to configure it in environment variables



4) Running the "flutter doctor" command in command prompt to check the flutter installation and requirements

```
Microsoft Windows [Version 10.0.22621.3007]
(c) Microsoft Corporation. All rights reserved.

C:\Users\shubh>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[[] Flutter (Channel stable, 3.16.7, on Microsoft Windows [Version 10.0.22621.3007], locale en-US)
[[] Windows Version (Installed version of Windows is version 10 or higher)
[[] Android toolchain - develop for Android devices (Android SDK version 34.0.0)
[[] Chrome - develop for the web
[X] Visual Studio - develop Windows apps

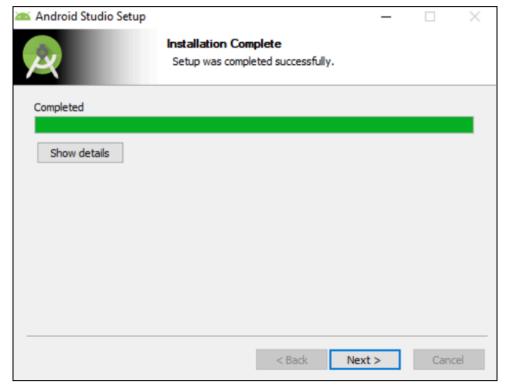
X Visual Studio not installed; this is necessary to develop Windows apps.

Download at https://visualstudio.microsoft.com/downloads/.

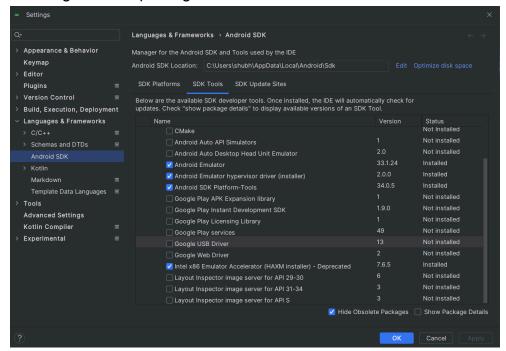
Please install the "Desktop development with C++" workload, including all of its default components
[[] Android Studio (version 2023.1)
[[] VS Code (version 1.85.2)
[[] Connected device (3 available)
[[] Network resources
]

Doctor found issues in 1 category.
```

5) Installation of android studio



6) Installing the SDK packages in Andriod Studio



## **HELLO SHUBHAM CODE** -

```
import 'package:flutter/material.dart';
void main() {
runApp(const MyApp());
class MyApp extends StatelessWidget {
const MyApp({Key? key}) : super(key: key);
@override
Widget build(BuildContext context) {
return MaterialApp(
title: 'Welcome to Flutter',
home: Scaffold(
appBar: AppBar(
title: const Text('Welcome to Flutter'),
body: const Center(
child: Text('Hello Shubham', style: TextStyle(fontSize: 50)),
),
),
);
```

## **OUTPUT**

