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# MAD PWA LAB

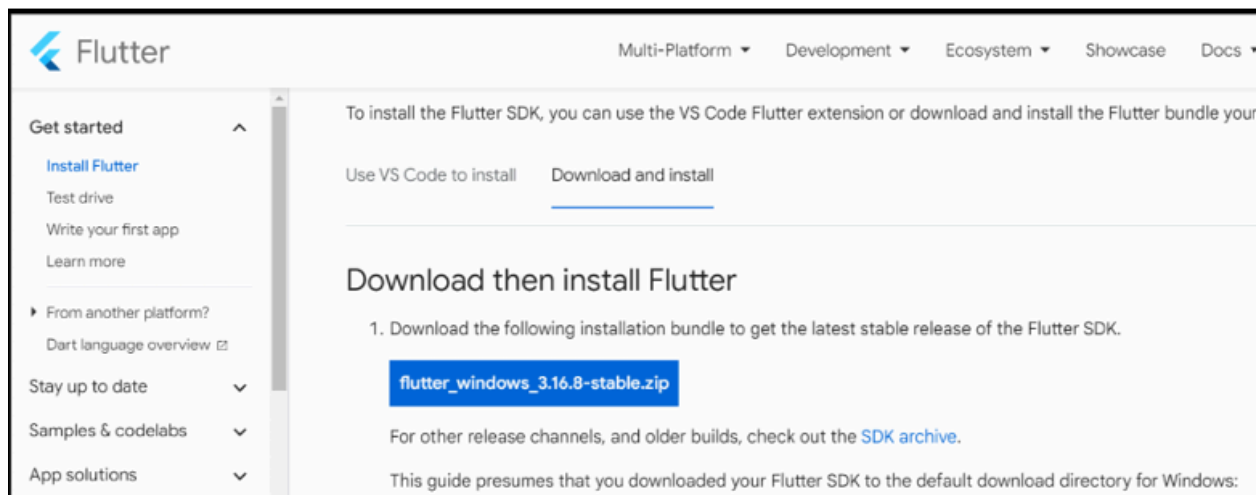
## LAB 1

**Aim:** To install flutter and Android Studio and create a 'Hello World App' using Flutter

Step 1 :

Create the app

1. Open the IDE and select Create New Flutter Project.
2. Select Flutter Application as the project type. Then click Next.
3. Verify the Flutter SDK path specifies the SDK's location (select Install SDK... if the text field is blank).
4. Enter a project name (for example, myapp). Then click Next.
5. Click Finish.
6. Wait for Android Studio to install the SDK and create the project.



```
C:\Users\acer>flutter --version
```

```
A new version of Flutter is available!
```

```
To update to the latest version, run "flutter upgrade".
```

```
Flutter 3.16.7 • channel stable • https://github.com/flutter/flutter.git
Framework • revision eflaf02aea (8 days ago) • 2024-01-11 15:19:26 -0600
Engine • revision 4a585b7929
Tools • Dart 3.2.4 • DevTools 2.28.5
```

```
C:\Users\acer>flutter devices
```

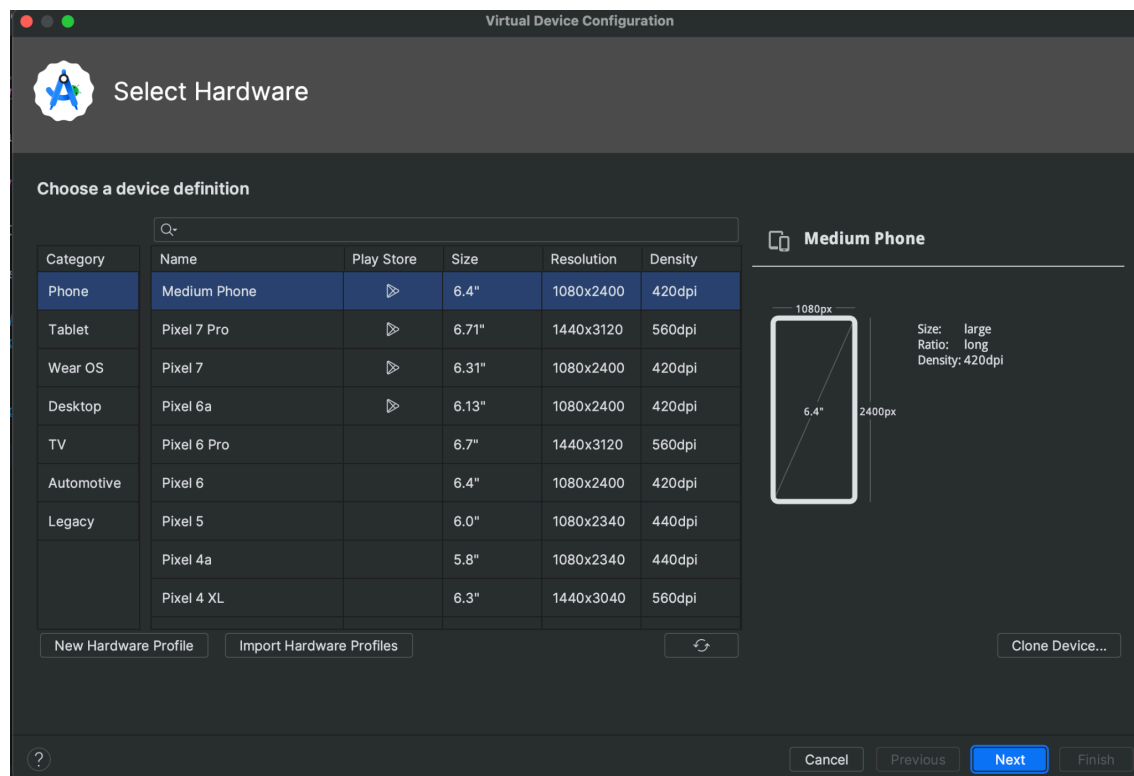
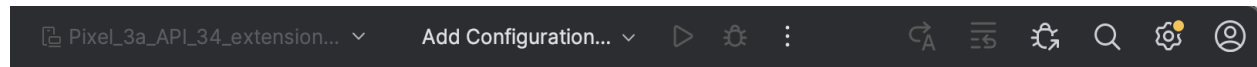
```
Found 3 connected devices:
```

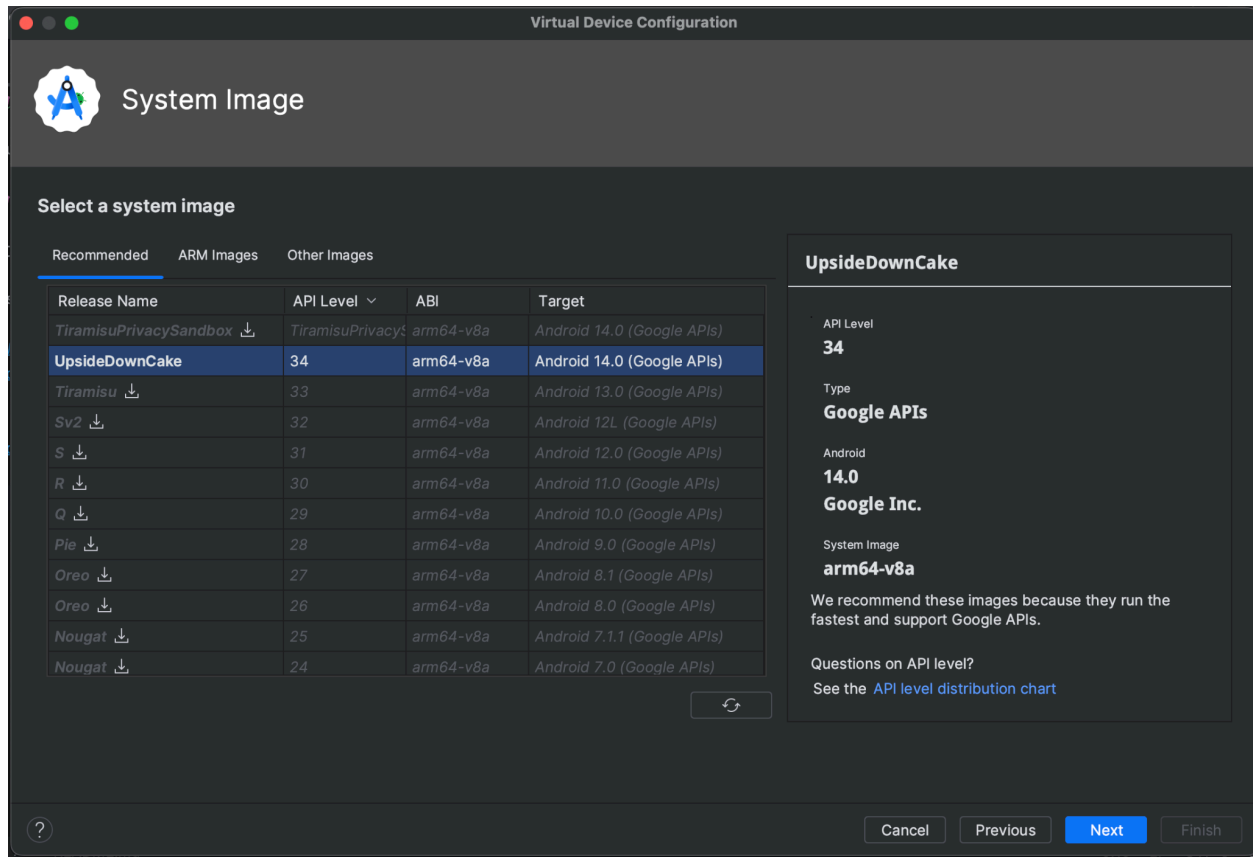
```
Windows (desktop) • windows • windows-x64 • Microsoft Windows [Version 10.0.22621.3007]
Chrome (web) • chrome • web-javascript • Google Chrome 120.0.6099.225
Edge (web) • edge • web-javascript • Microsoft Edge 120.0.2210.121
```

```
Run "flutter emulators" to list and start any available device emulators.
```

```
If you expected another device to be detected, please run "flutter doctor" to diagnose potenti
try increasing the time to wait for connected devices with the "--device-timeout" flag. Visit
for troubleshooting tips.
```

## Main Android Studio Toolbar





1. Replace the contents of lib/main.dart. - Delete all of the code from lib/main.dart.
2. Replace with the following code, which displays “Hello World” in the center of the screen.

```
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 World'),  
),  
),  
);  
}  
}
```

3. Run the app by selecting Run> Run „main.dart“ and see the output in emulator device.



**Conclusion:** Thus, we installed flutter and android studio and created our first flutter application.