FLUTTER WEBINAR - Guidelines

PART 1 : FLUTTER INSTALLATION
→ Install flutter : https://flutter.dev/docs/get-started/install
→ Use android Studio (recommended)

PART 2 : CREATE NEW PROJECT

```
$ flutter create dice-app
$ cd dice-app
```

PART 3 : EXTERNAL PACKAGES

```
→ Download from github the dice images
→ Modify pubspec.yaml (add assets : images like in the screen shot)
!! Beware, in yaml files the spaces are very important, use the right
indentation.
→ Update dependencies
```

```yaml
dev_dependencies:
  flutter_test:
    sdk: flutter

# For information on the generic Dart part of this file, see the
# following page: https://dart.dev/tools/pub/pubspec

# The following section is specific to Flutter.
flutter:

  # The following line ensures that the Material Icons font is
  # included with your application, so that you can use the icons in
  # the material Icons class.
  uses-material-design: true

  # To add assets to your application, add an assets section, like this:
  assets:
    - images/
#   - images/a_dot_burr.jpeg
#   - images/a_dot_ham.jpeg
```

PART 4 : DELETE AND REPLACE MAIN.DART CODE
→ Get the code from github and replace the main.dart file (we put everything on the same file to make it easier during the demo).

PART 5 : HOW TO RUN THE APP
→ Select your emulator device on Android Studio
→ Run it.