Experiment No : 01

Aim :

Theory :

Flutter is a mobile app SDK (software development kit) for building high-performance, high-fidelity apps for iOS and Android.

With powerful graphics and animation libraries, the Flutter framework makes it easy to build user interfaces that react smoothly in response to touch.

Flutter is built on the Dart programming language and provides a fast development workflow with hot reloading, so you can quickly iterate on your code.

Steps :

1. Install Jdk17 and set path to Environment variable

2. Install git and set path to Environment Variable

3. Install flutter from 'docs.flutter.dev' and set the path of it in the Environment variable.

4. Install Android studio

5. In Android studio go to more actions and then go to SDK tools and in this install command line tools.

6. Now open cmd and enter flutter, here you will see information of flutter.

7. Now in cmd , enter 'flutter doctor', it will show that all the requirements are installed properly or not.

8. Now in cmd, enter 'flutter doctor –android licences'.

9. Again run 'flutter doctor', it will show all the green ticks if all the requirements are installed properly.

10. Go to android studio and then go to plugins and install flutter in that.

11. Now go to create new project and select flutter and there fill all the details (i.e Path of flutter,name of project ,etc) and click on next.

12. A flutter project will be created.

13. Now create a mobile Emulator

14. Run the project with the help of the emulator.

Code :

```dart
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Flutter Exp1 ',
      theme: ThemeData(

        primarySwatch: Colors.blue,
      ),
      home: const MyHomePage(title: 'Flutter Exp1'),
    );
  }
}

class MyHomePage extends StatefulWidget {
  const MyHomePage({super.key, required this.title});


  final String title;

  @override
  State<MyHomePage> createState() => _MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage> {


  @override
  Widget build(BuildContext context) {

    return Scaffold(
      appBar: AppBar(
        // Here we take the value from the MyHomePage object that was created by
        // the App.build method, and use it to set our appbar title.
        title: Text(widget.title),
      ),
      body: Column(
      children: [
        Text('Hello World !! Welcome Vishaaall')
      ],

      ),
        // This trailing comma makes auto-formatting nicer for build methods.
    );
  }
}
```
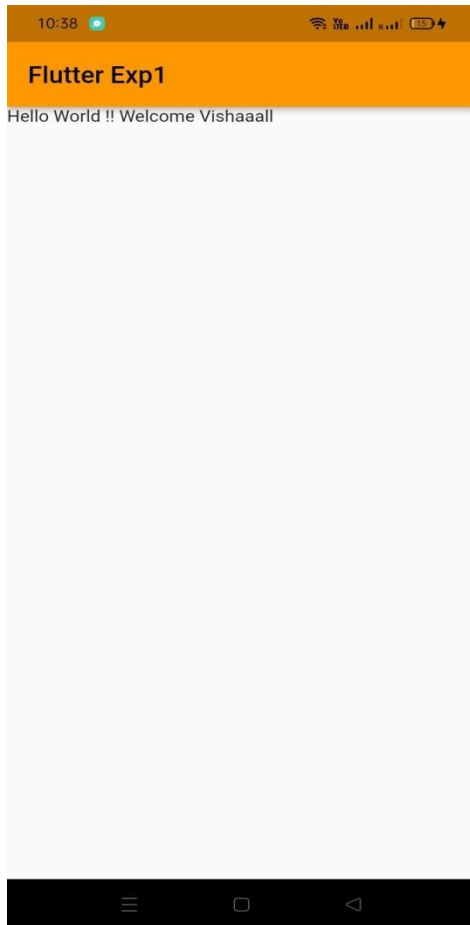
Output :

Conclusion : Therefore we have successfully installed Android studio and flutter and created first hello world app.