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# How to install Flutter on Windows 10 on Visual Studio Code and Android Studio

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In this tutorial I will teach you **how to install Flutter on Windows 10**, and also to install and configure **Flutter on Android Studio, and Visual Studio Code** so you can start developing Apps using Flutter.

## Table of Contents

- 1 Install Git
- 2 Configure the Flutter SDK
- 3 Install Android Studio
- 4 Install the Flutter Plugin on Android Studio
- 5 Add the Android SDK to Flutter
- 6 Create Flutter App using Android Studio
- 7 Create an Android Emulator on Android Studio
- 8 Run Flutter App on an Android Emulator from Android Studio
- 9 Install Visual Studio Code
- 10 Install the extension of Flutter on Visual Studio Code
- 11 Create Flutter App using Visual Studio Code
- 12 Run Flutter App on an Android Emulator from Visual Studio Code

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2. Install it, the default configuration is more than enough.

## Configure the Flutter SDK

1. Download the [.zip file of the Flutter SDK](#).
2. Extract the .zip file in C disk. `C:\flutter`.
3. Press **Windows key** and in the search bar type `variable`.
4. Select **Edit the system environment variables**.
5. Click on **Environment Variables**.
6. In **System variables** select the **Path** variable and then click on **Edit**.
7. Click on **New** and paste the path of bin folder of Flutter:

```
1 | C:\flutter\bin
```

8. Now click on **Ok** in the 3 windows to save changes.

## Install Android Studio

1. Download [Android Studio](#).
2. Run the installer.
3. Click on **Next**.
4. **Mark all the boxes** and click on **Next** 2 more times.
5. Click on **Install**.
6. When finished, click on **Next** and then click on **Finish**.
7. Now select **Do not import settings** and click on **OK**.
8. It will open **Android Studio Setup Wizard**.
9. Click on **Next**.
10. Select **Custom** and again click on **Next**.
11. Select the **theme editor** (I recommend Darcula) and click on **Next**.
12. Now download the Android SDK, to do this **check all the check boxes**.
13. Click on the button that has **3 points "..."**.
14. The file browser will open.
15. Select the folder of **your windows username**, inside create a folder called **Android** and inside this a folder called **SDK**, and then select the folder **SDK** and click on **OK**.

```
1 | C:\Users\<YOUR_WINDOWS_USERNAME>\Android\SDK
```

16. Now click on **Next** 2 times and then click on **Finish**.
17. When the download is finished, click on **Finish** and Android Studio will open.

## Install the Flutter Plugin on Android Studio

1. In the window **Welcome to Android Studio** click on **Configure** and then on **Plugins**.

3. Click on the one that says **Flutter**, Then click on **Install, Accept** and **Yes**.

4. Now click on **Restart Android Studio**, then on **OK**, and on **Restart**.

5. Android Studio will open again.

## Add the Android SDK to Flutter

1. Again open the **Environment variables**.

2. And in the **System variables** click on **New**.

3. In **Variable name** type `ANDROID_HOME`.

4. Click on **Browse directory** and select the path to download the Android SDK:

```
1 | C:\Users\<YOUR_WINDOWS_USERNAME>\Android\SDK
```

5. Now click on **Ok** in the 3 windows to save changes.

6. Press the **Windows key** and in the search bar type `cmd` and select the **Command Prompt**.

7. Type the command `flutter doctor` and press **Enter**.

8. You will notice that you need to accept Android licenses, so type the following command and press **Enter**:

```
1 | flutter doctor --android-licenses
```

9. Now you will be asked if **you agree each license**, in which you must type `Y` and press **Enter** for each license.

10. When you have accepted all the licenses you will get **All SDK package licenses accepted** and close the Command Prompt.

## Create Flutter App using Android Studio

1. In the **Welcome to Android Studio** window click on **Start a new Flutter Project**.

2. Select **Flutter Application** and click on **Next**, it will open **Configure the new Flutter application**.

3. In **Project name** enter the name of the project, which should go in the **lowercase\_with\_underscores**.

4. In **Flutter SDK path** enter `C:\flutter`.

5. In **Project location** enter the location where you want to create the project.

6. In **Description** enter a brief description of the project.


7. Now click on **Next**, and it will open **Set the package name**.

8. In **Company's domain** enter a domain of yours or any unique identifier you want, which will be used to generate the **Package name**.


9. The **Package name** will be auto-generated with the **Project name** and the **Company's domain**, which is used to identify your app in the Play Store, although if you do not like it auto-genre you can edit it.

10. In **Platform channel language** choose if you want your app Flutter support Kotlin for the Android code and Swift for the iOS code, in case you want to also code native code for each platform.

## Create an Android Emulator on Android Studio

1. In Android Studio, click on **Tools > AVD Manager**.
2. Now click on **Create Virtual Device**.
3. Select a **Nexus 5** and click on **Next**.
4. Select the **system image** that you downloaded with your Android SDK\*\*, in my case it was **Pie – 28 – x86 – Android 9.0**, and then click on **Next**.
5. Click on **Finish**.
6. Now click on the button **Run**  to **run the Android Emulator** and closes the window.

## Run Flutter App on an Android Emulator from Android Studio

1. In the toolbar at the side of **main.dart** click the button **Run**  to run the app on the emulator. The first time it runs it will take a little bit.
2. It will show the Flutter App on the emulator, which shows how many times you press a button.
3. Now **close Android Studio** and continue with the next step.

“ *Android Studio spends a lot of resources from your computer, so that some developers prefer to use Visual Studio Code to create Apps with Flutter.* ”

## Install Visual Studio Code

1. Download [Visual Studio Code](#).
2. Install it, the default configuration is more than enough.

## Install the extension of Flutter on Visual Studio Code

1. Open Visual Studio Code.
2. Click on the **Extensions** or **Ctrl+Shift+X**.
3. In the search bar type `flutter`.
4. Select **Flutter** by the Author **Dart Code**.
5. Click on **Install**.
6. Click on **Reload**.

## Create Flutter App using Visual Studio Code

3. Select with the arrow keys on the keyboard **Flutter: New Project** and press **Enter**.
4. Enter the **name of the Flutter project**.
5. Select the folder to create Flutter project.
6. The project folder will be opened and all the necessary files and folders will be created.

## Run Flutter App on an Android Emulator from Visual Studio Code

1. In VS Code in the **Explorer** (Ctrl+Shift+E) open with double click the **main.dart** file that is in the folder **lib** (lib > main.dart).
2. Now in the toolbar click on **View > Debug > Start Debugging** or **F5**.
3. Select the **Emulator that we created in Android Studio** (In my case it is Nexus\_5X\_API\_28) and press **Enter**.
4. Finally, the sample App will be executed.

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Now that you know **How to install Flutter on Windows 10 on Android Studio and Visual Studio Code** you can start creating that amazing app you have in mind.



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