

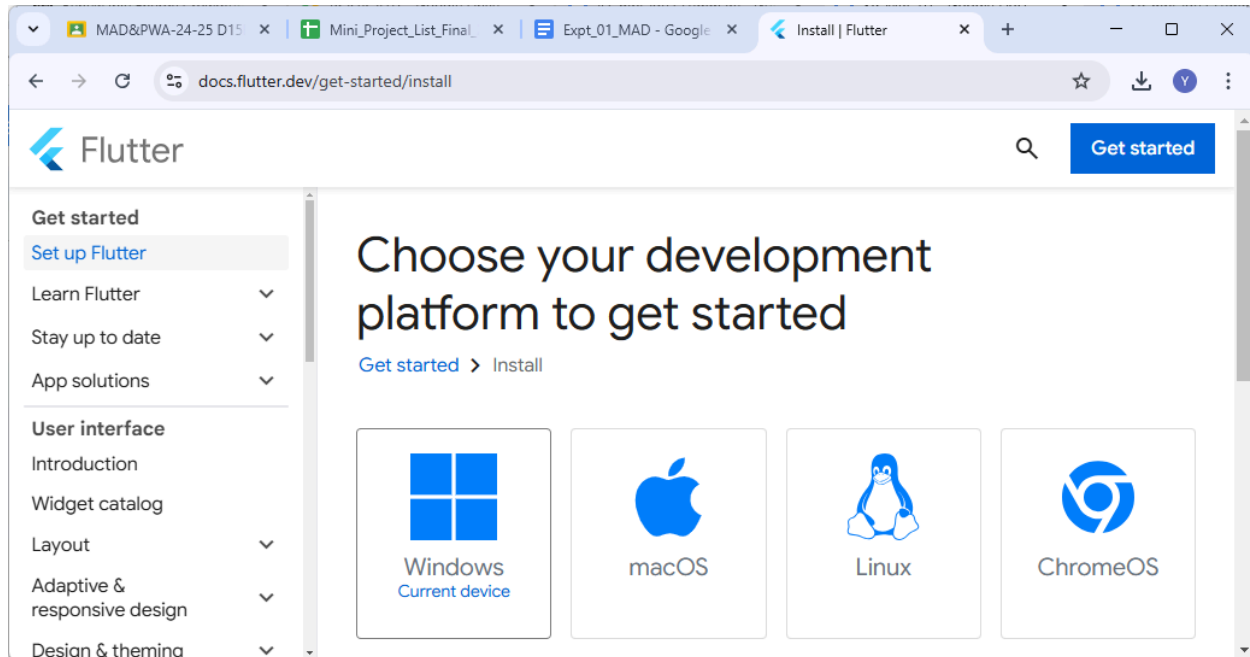
Name : Naikwadi Yash Shivdas

MPL Practical 01

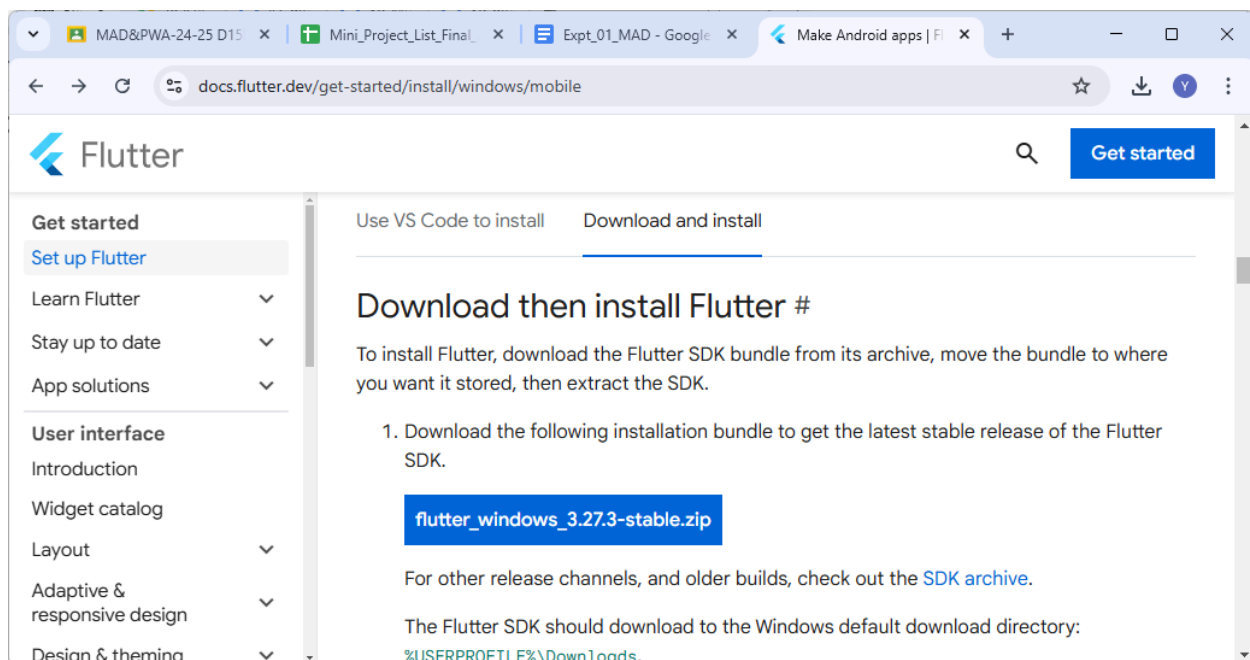
Aim: Installation and Configuration of Flutter Environment.

Install the Flutter SDK

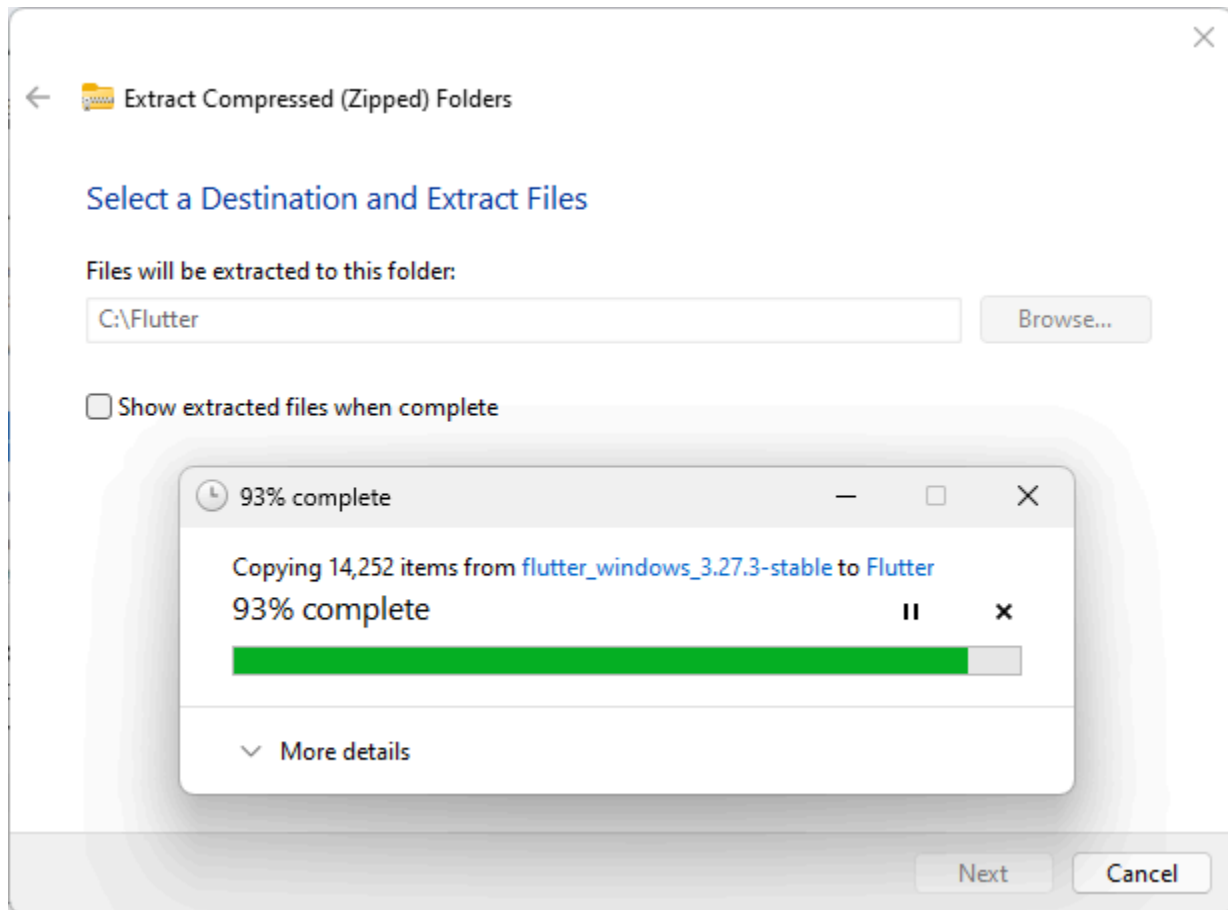
Step 1: Download the installation bundle of the Flutter Software Development Kit for windows. To download Flutter SDK, Go to its official website <https://docs.flutter.dev/get-started/install>, you will get the following screen.



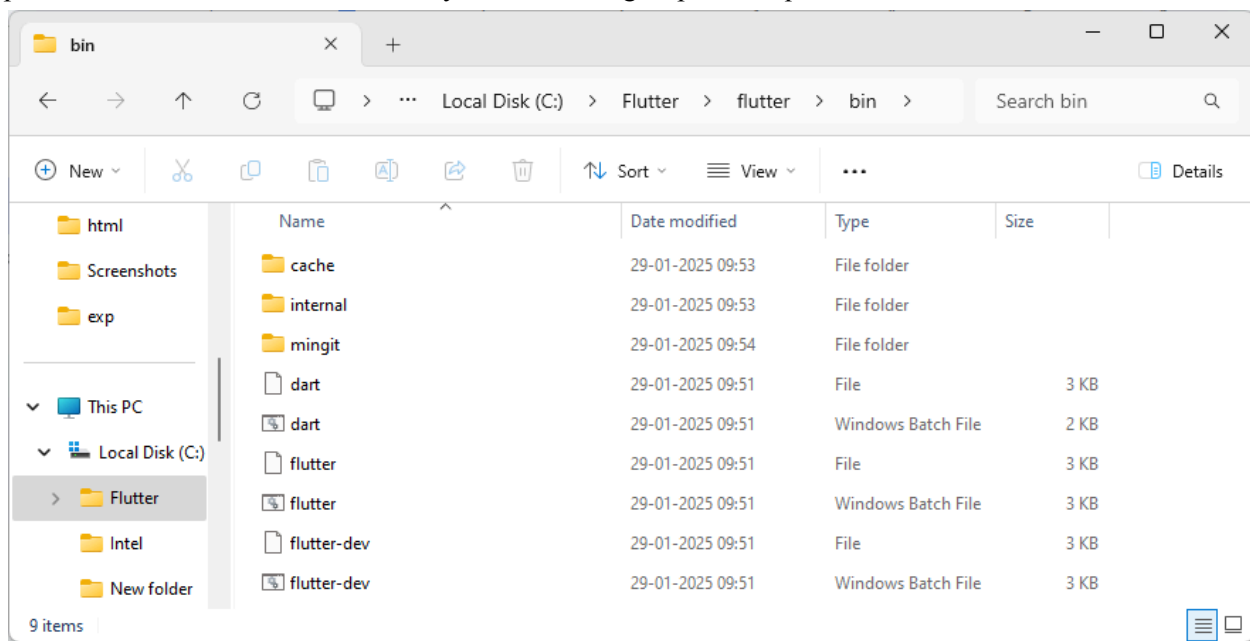
Step 2: Next, to download the latest Flutter SDK, click on the Windows icon. Here, you will find the download link for SDK.



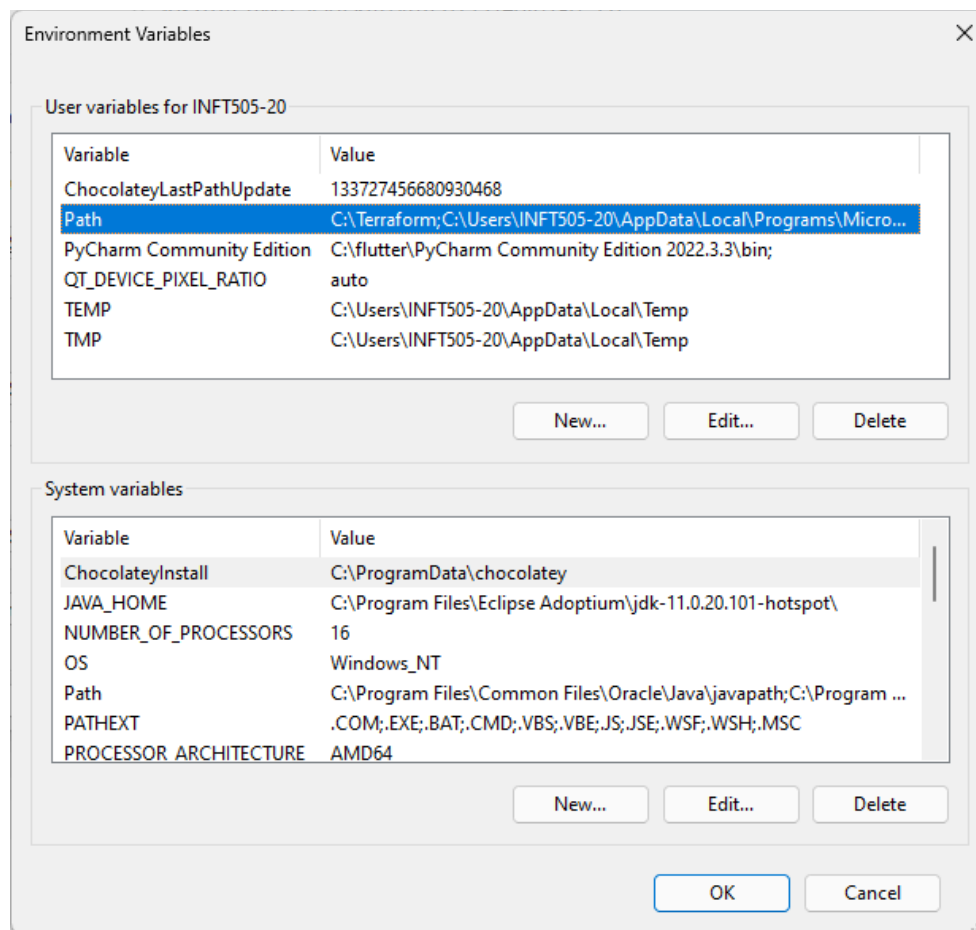
Step 3: When your download is complete, extract the zip file and place it in the desired installation folder or location, for example, C: /Flutter.



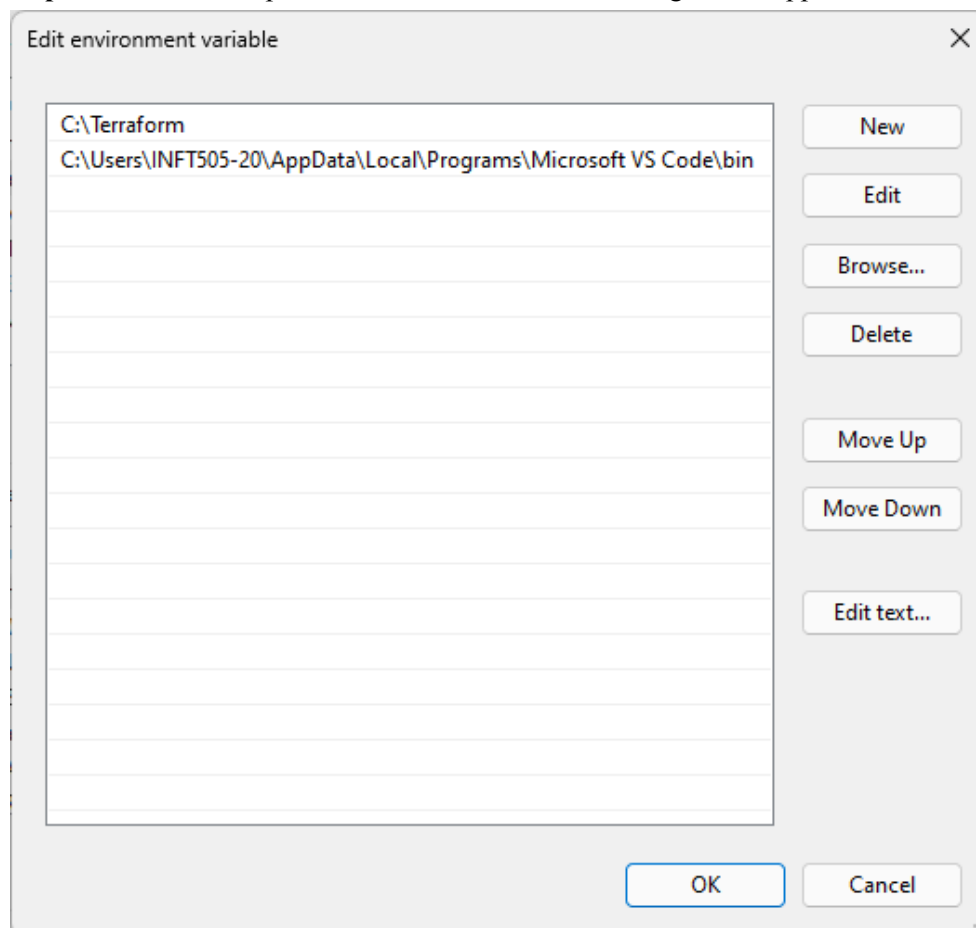
Step 4: To run the Flutter command in regular windows console, you need to update the system path to include the flutter bin directory. The following steps are required to do this:



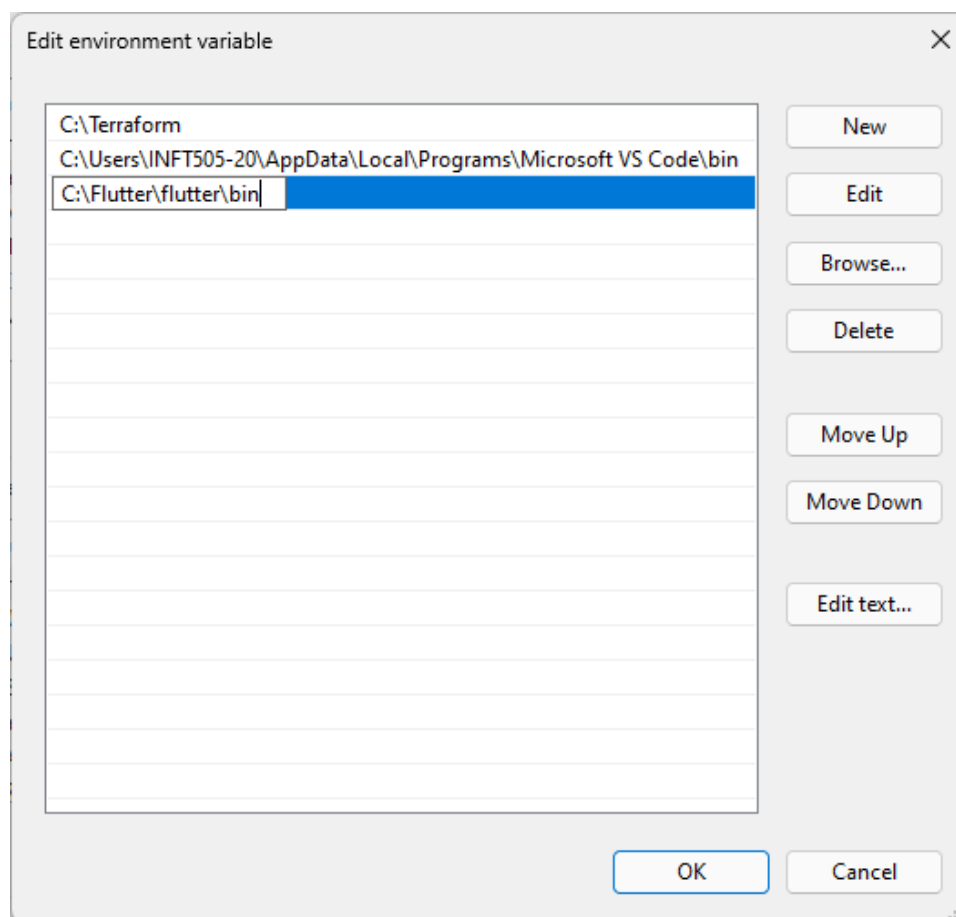
Step 4.1: Go to MyComputer properties -> advanced tab -> environment variables. You will get the following screen.



Step 4.2: Now, select path -> click on edit. The following screen appears



Step 4.3: In the above window, click on New->write path of Flutter bin folder in variable value -
> ok -> ok -> ok.



Step 5: Now, run the \$ flutter command in the command prompt.

Now, run the \$ flutter doctor command. This command checks for all the requirements of Flutter app development and displays a report of the status of your Flutter installation.

```

Command Prompt - flutter  x  +  v
Microsoft Windows [Version 10.0.22631.4751]
(c) Microsoft Corporation. All rights reserved.

C:\Users\AAdmin>flutter
Manage your Flutter app development.

Common commands:

  flutter create <output directory>
    Create a new Flutter project in the specified directory.

  flutter run [options]
    Run your Flutter application on an attached device or in an emulator.

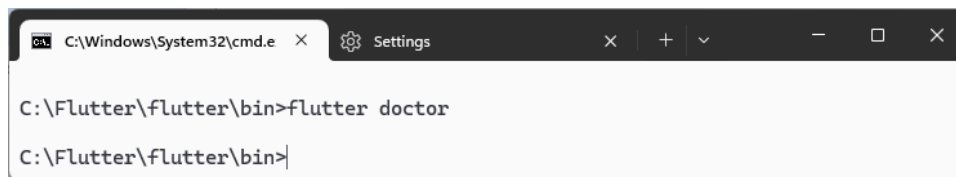
Usage: flutter <command> [arguments]

Global options:
-h, --help                Print this usage information.
-v, --verbose              Noisy logging, including all shell commands executed.
                           If used with "--help", shows hidden options. If used with "flutter doctor", shows additional
                           diagnostic information. (Use "-vv" to force verbose logging in those cases.)
-d, --device-id            Target device id or name (prefixes allowed).
--version                 Reports the version of this tool.
--enable-analytics         Enable telemetry reporting each time a flutter or dart command runs.
--disable-analytics       Disable telemetry reporting each time a flutter or dart command runs, until it is
                           re-enabled.
--suppress-analytics       Suppress analytics reporting for the current CLI invocation.

Available commands:

```

Step 6: When you run the above command, it will analyze the system and show its report, as shown in the below image. Here, you will find the details of all missing tools, which required to run Flutter as well as the development tools that are available but not connected with the device.



```

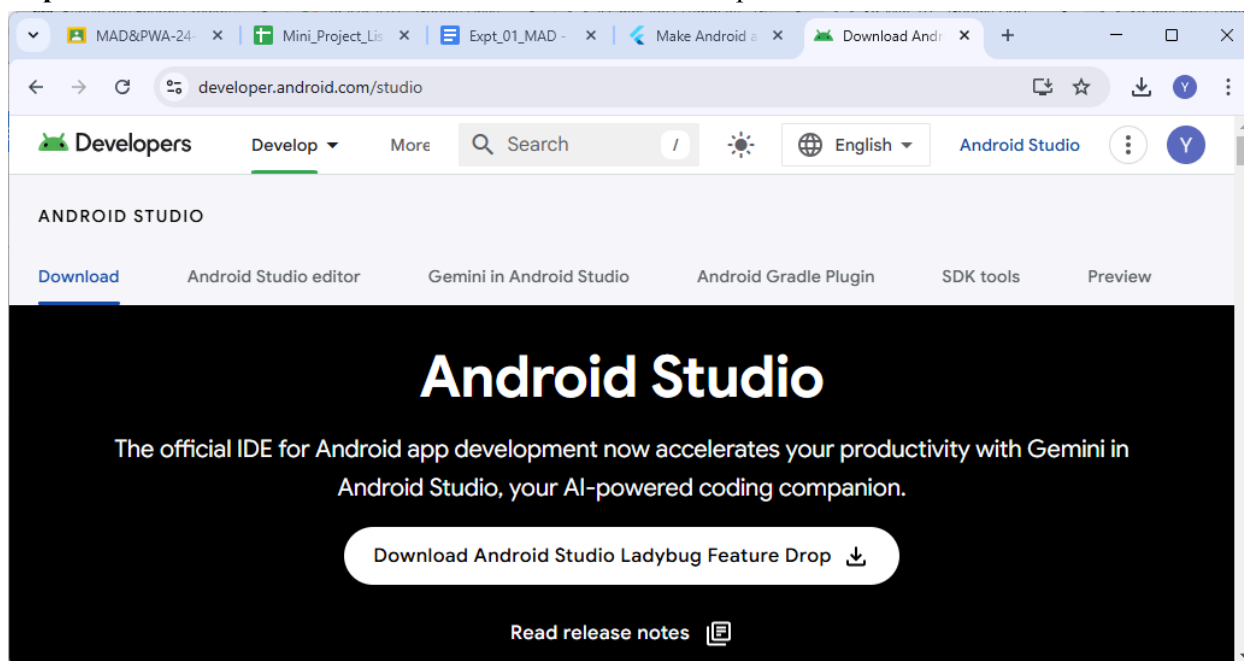
C:\Flutter\flutter\bin>flutter doctor

C:\Flutter\flutter\bin>

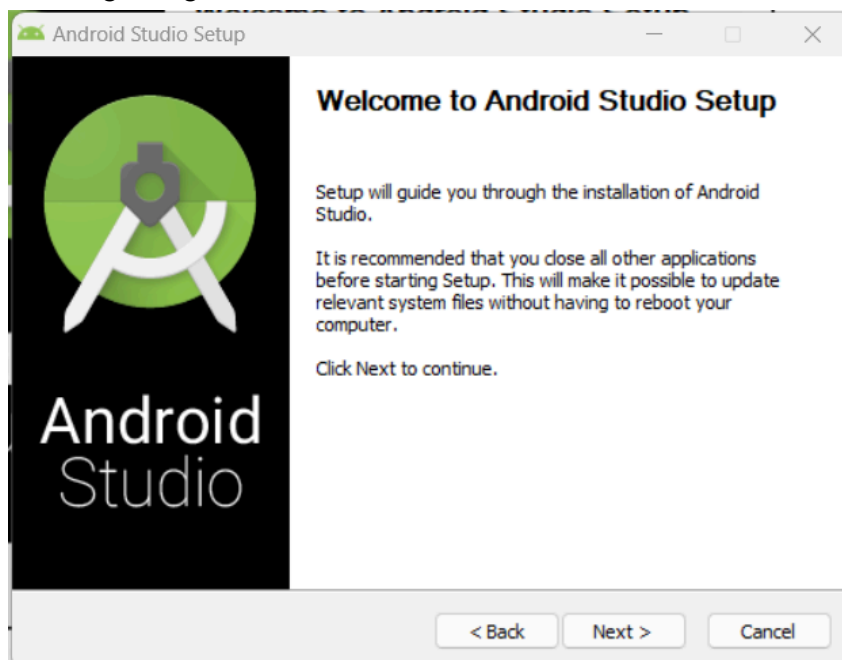
```

Step 7: Install the Android SDK. If the flutter doctor command does not find the Android SDK tool in your system, then you need first to install the Android Studio IDE. To install Android Studio IDE, do the following steps.

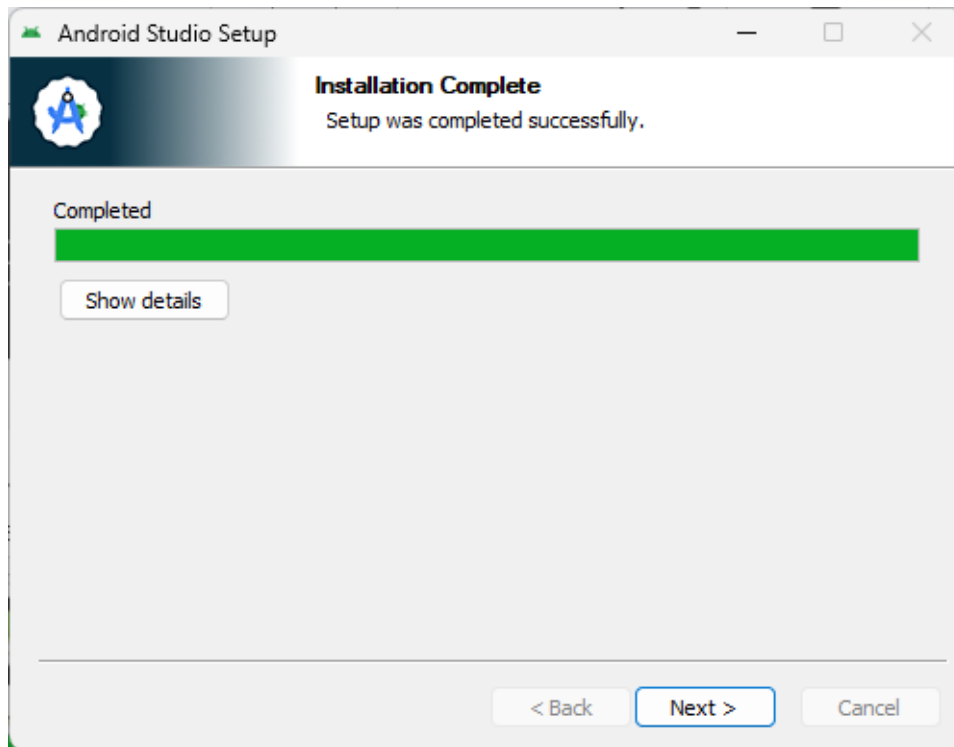
Step 7.1: Download the latest Android Studio executable or zip file from the official site.



Step 7.2: When the download is complete, open the .exe file and run it. You will get the following dialog box.



Step 7.3: Follow the steps of the installation wizard. Once the installation wizard completes, you will get the following screen.



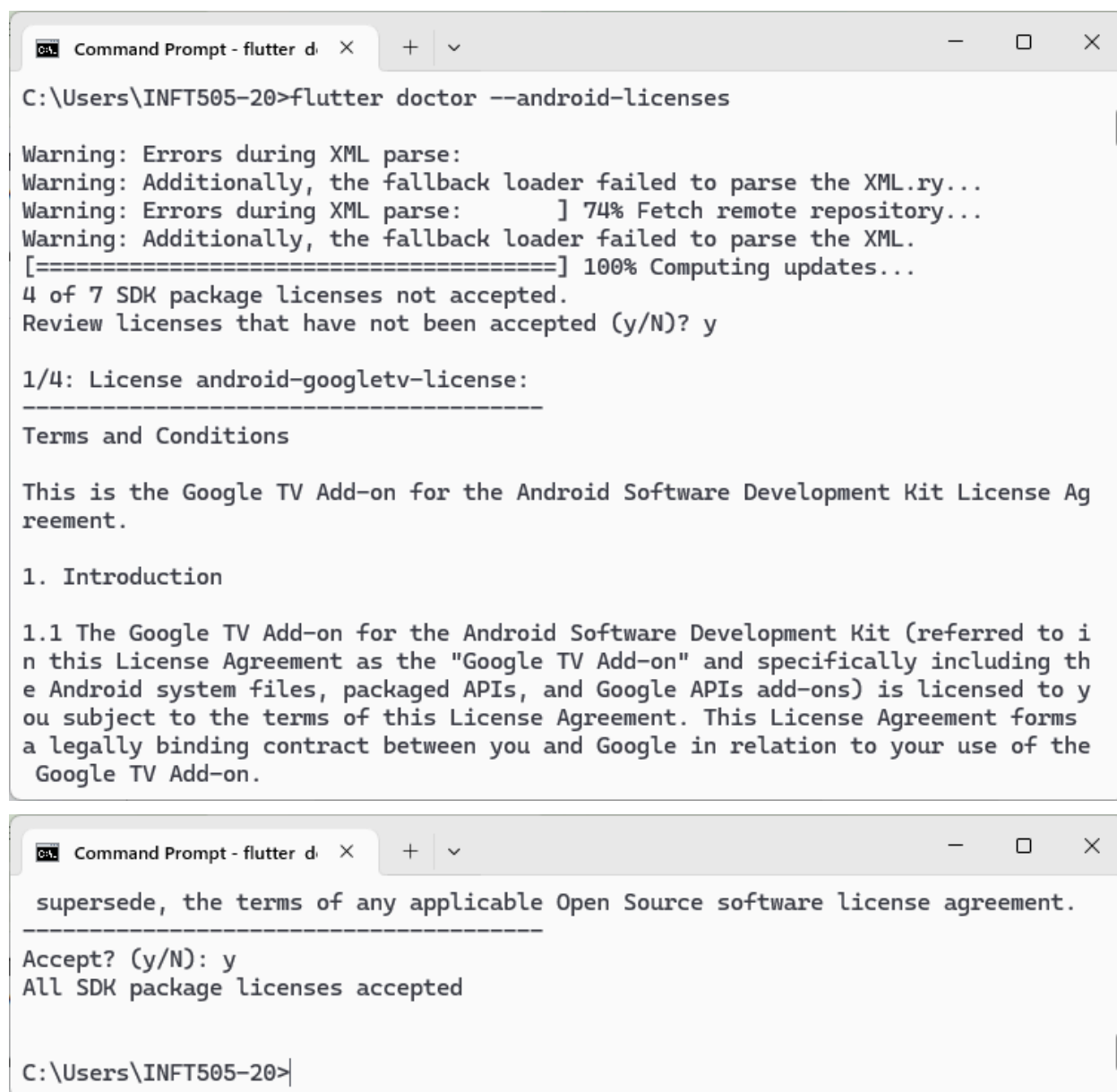
Step 7.4: In the above screen, click Next-> Finish. Once the Finish button is clicked, you need to choose the 'Don't import Settings option' and click OK. It will start the Android Studio.

Step 7.5: run the \$ flutter doctor command and Run flutter doctor --android-licenses command.

```
Command Prompt - flutter d  Settings
C:\Users\INFT505-20>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.27.3, on Microsoft Windows [Version 10.0.22631.4751], locale en-IN)
[✓] Windows Version (Installed version of Windows is version 10 or higher)
[!] Android toolchain - develop for Android devices (Android SDK version 35.0.1)
    ! Some Android licenses not accepted. To resolve this, run: flutter doctor --android-licenses
[✓] Chrome - develop for the web
[✓] Visual Studio - develop Windows apps (Visual Studio Community 2022 17.4.4)
[✓] Android Studio (version 2024.2)
[✓] VS Code (version 1.96.4)
[✓] Connected device (3 available)
[✓] Network resources

! Doctor found issues in 1 category.

C:\Users\INFT505-20>
```



```

C:\Users\INFT505-20>flutter doctor --android-licenses

Warning: Errors during XML parse:
Warning: Additionally, the fallback loader failed to parse the XML.ry...
Warning: Errors during XML parse:      ] 74% Fetch remote repository...
Warning: Additionally, the fallback loader failed to parse the XML.
[=====] 100% Computing updates...
4 of 7 SDK package licenses not accepted.
Review licenses that have not been accepted (y/N)? y

1/4: License android-googletv-license:
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Terms and Conditions

This is the Google TV Add-on for the Android Software Development Kit License Agreement.

1. Introduction

1.1 The Google TV Add-on for the Android Software Development Kit (referred to in this License Agreement as the "Google TV Add-on" and specifically including the Android system files, packaged APIs, and Google APIs add-ons) is licensed to you subject to the terms of this License Agreement. This License Agreement forms a legally binding contract between you and Google in relation to your use of the Google TV Add-on.

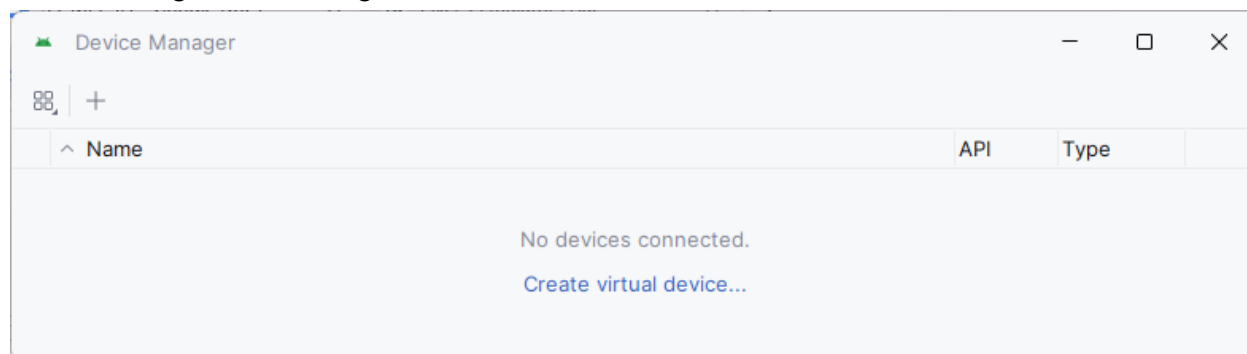
supersede, the terms of any applicable Open Source software license agreement.
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Accept? (y/N): y
All SDK package licenses accepted

C:\Users\INFT505-20>

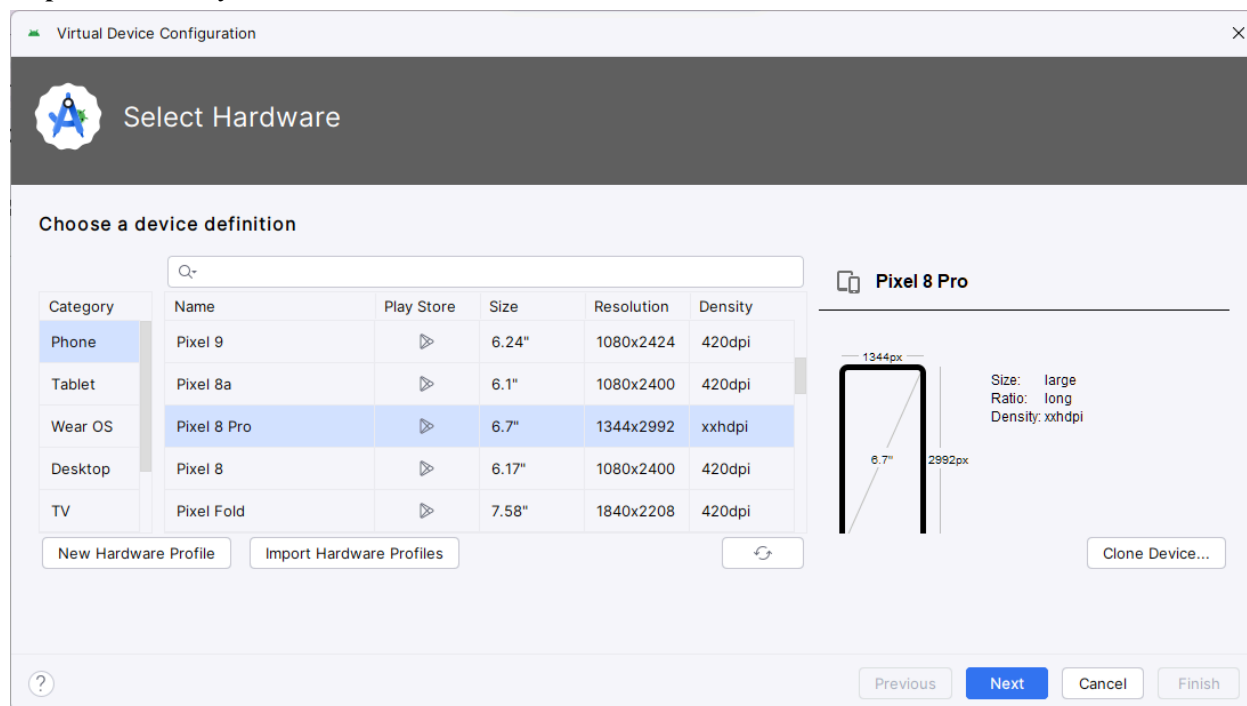
```

Step 8: Next, you need to set up an Android emulator. It is responsible for running and testing the Flutter application.

Step 8.1: To set an Android emulator, go to Android Studio > Tools > Android > AVD Manager and select Create Virtual Device. Or, go to Help->Find Action->Type Emulator in the search box. You will get the following screen.

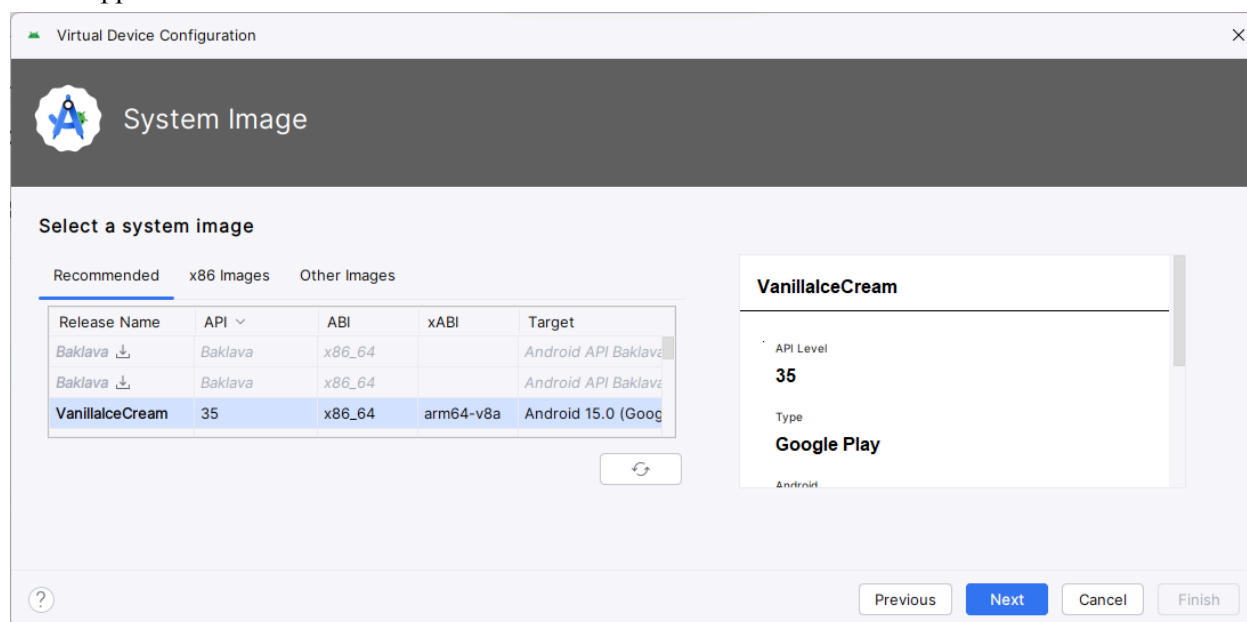


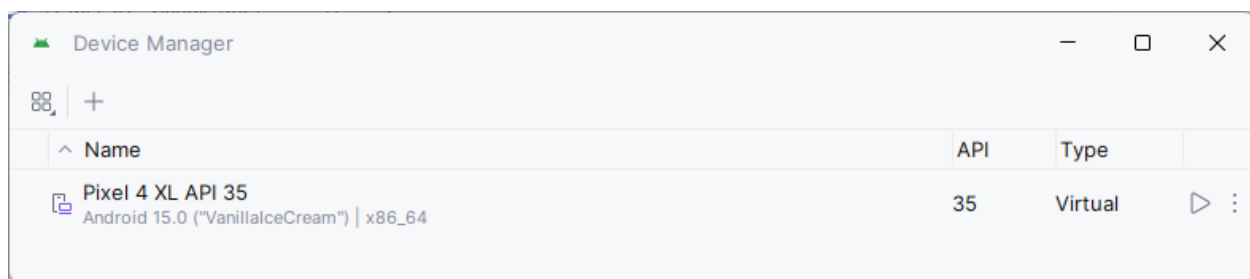
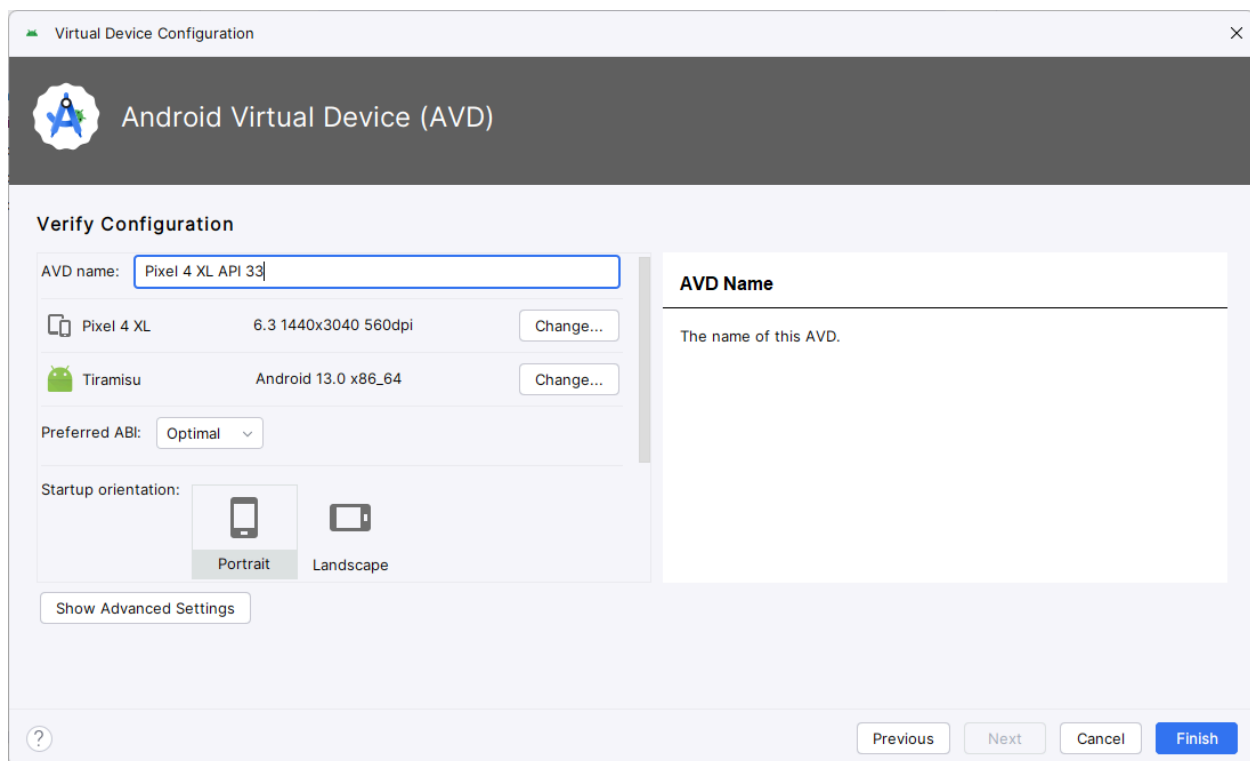
Step 8.2: Choose your device definition and click on Next.



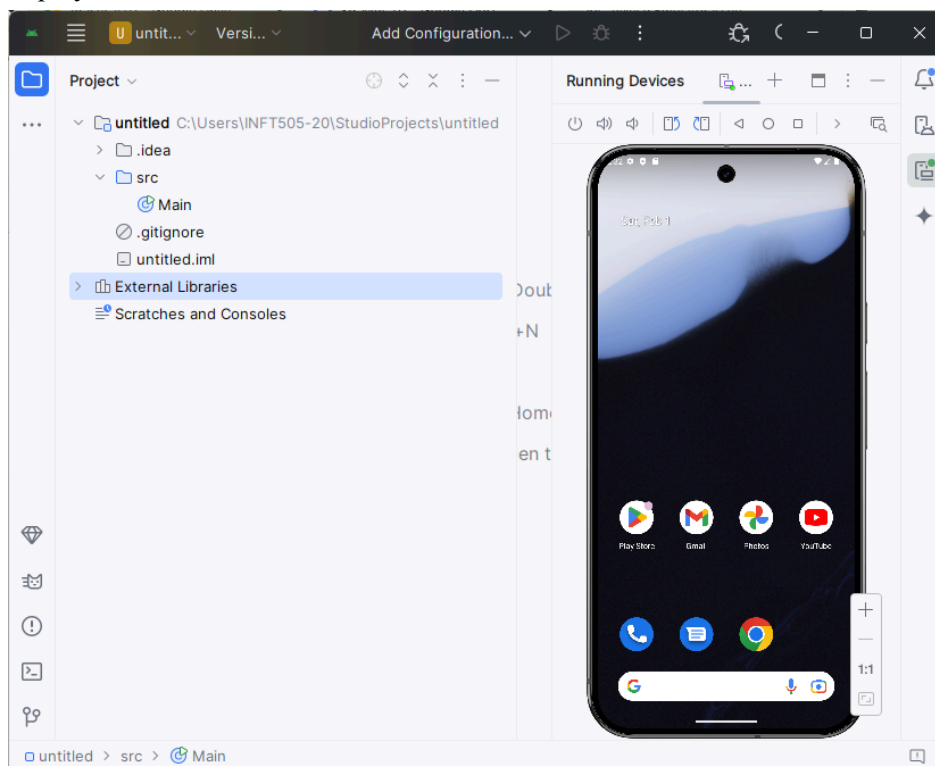
Step 8.3: Select the system image for the latest Android version and click on Next.

Step 8.4: Now, verify the all AVD configuration. If it is correct, click on Finish. The following screen appears.



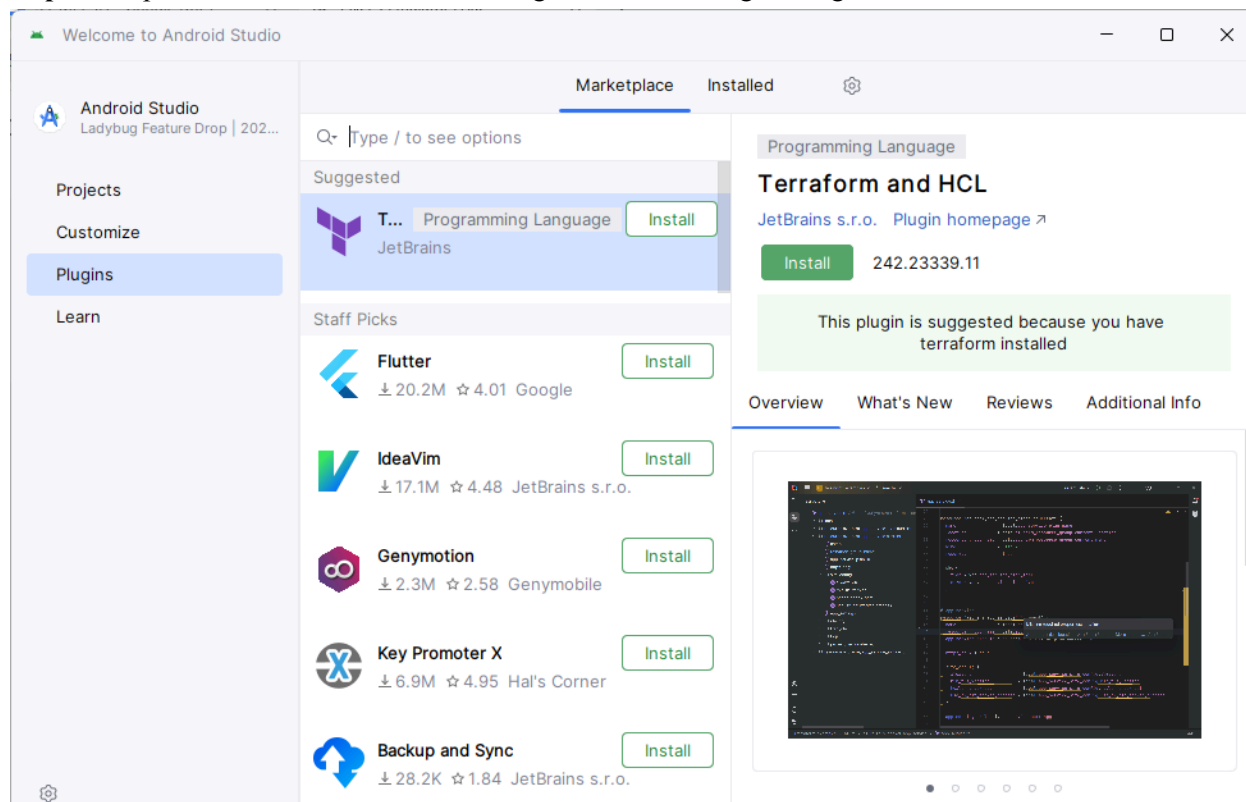


Step 8.5: Last, click on the icon pointed into the red color rectangle. The Android emulator displayed as below screen.

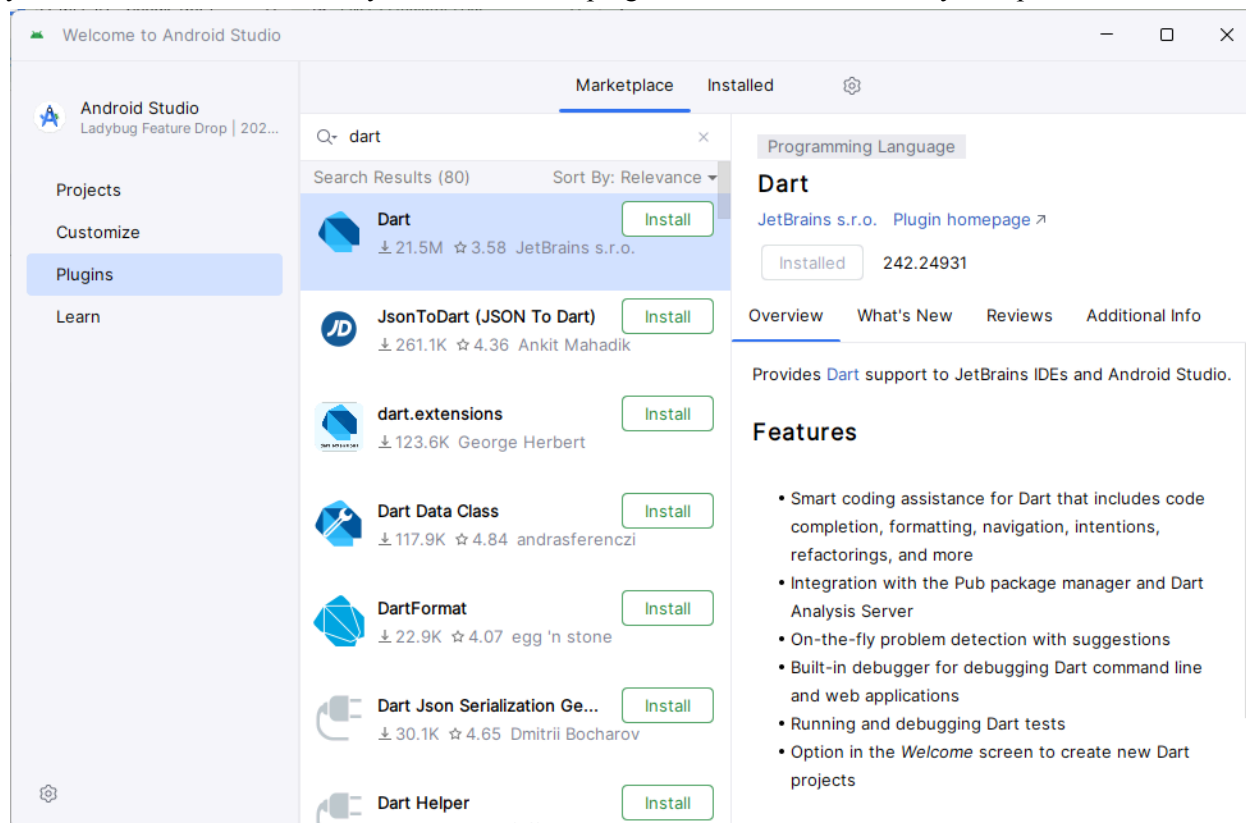


Step 9: Now, install the Flutter and Dart plugin for building Flutter applications in Android Studio. These plugins provide a template to create a Flutter application, give an option to run and debug Flutter application in the Android Studio itself. Do the following steps to install these plugins.

Step 9.1: Open the Android Studio and then go to File->Settings->Plugins.



Step 9.2: Now, search the Flutter plugin. If found, select Flutter plugin and click install. When you click on install, it will ask you to install Dart plugin as below screen. Click yes to proceed.



Step 9.3: Restart the Android Studio.