**CHAPTER 1**

**In Chapter 1, I learned how to set up the tools needed for Flutter app development. Flutter, a UI toolkit for building cross-platform apps, requires downloading its SDK and adding the bin folder to the system PATH. This ensures that the flutter command can be used globally. I also learned that Dart, the programming language used by Flutter, is included with the Flutter SDK, so no separate installation is needed.**

**I learned that Android Studio is an essential tool for testing and running Flutter apps on Android devices. It provides the Android SDK, an emulator for simulating devices, and plugins for Flutter and Dart to streamline the development process. Installing the Flutter and Dart plugins in Android Studio ensures seamless coding, debugging, and running of apps directly from the IDE.**

**Finally, I learned how to verify the setup using the flutter doctor command. This command checks if Flutter, Dart, and Android Studio are properly configured and highlights any missing components. By completing these steps, I ensured my development environment was ready for creating and testing Flutter applications.**