

Software Installation Manual

Introduction

Thank you for choosing our Park-inspot Flutter application! This manual provides step-by-step instructions to guide you through the installation process using Visual Studio Code.

System Requirements

Before you begin, ensure that your system meets the following requirements:

Operating System: Windows 10, macOS, or Linux

Flutter SDK: Version 2.0.0 or higher

Visual Studio Code: Latest version

Dart SDK: Included with Flutter

Internet Connection: Required for package dependencies

Installation Steps

Step 1: Set Up Flutter SDK

Ensure that you have Flutter SDK (version 2.0.0 or higher) installed on your system. You can download it from the official Flutter website.

Step 2: Install Visual Studio Code

Download and install Visual Studio Code from the official Visual Studio Code website.

Launch Visual Studio Code.

Step 3: Open Flutter_Park-inspot Project in Visual Studio Code

Locate the "Flutter_parkinspot.zip" file on your computer.

Extract the contents of the compressed file to your preferred location.

Open Visual Studio Code.

Click on File -> Open Folder.

Select the folder where you extracted the "flutter_parkinspot" project.

Step 4: Run the Flutter Application

Open a terminal in Visual Studio Code.

Navigate to the lib->main.dart of your "flutter_parkinspot" project.

Run the command: flutter run

Step 5: Accessing the Park-inspot Application

Once the Flutter application is running an emulator will open in chrome or your preferred browser with the application.

Troubleshooting Tips

If you encounter any issues during the installation or running of the application, please

check the Visual Studio Code terminal for error messages. Additionally, refer to the Flutter documentation for further assistance.