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Experiment 1

Aim: To install and configure the Flutter Environment.

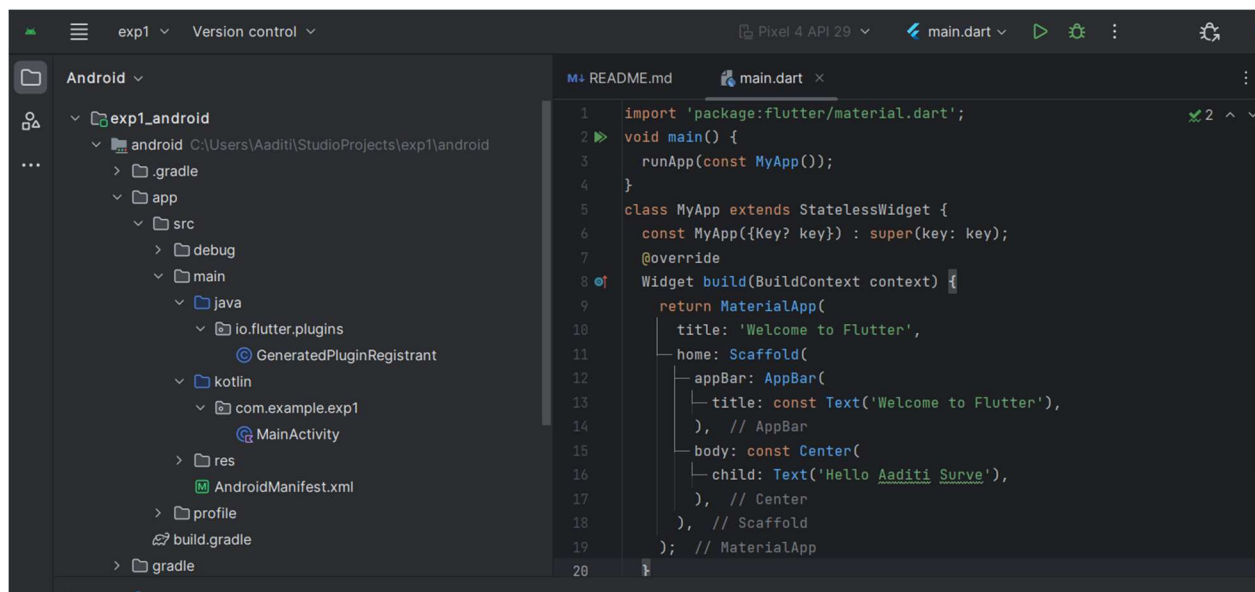
Theory:

Flutter is an open-source UI software development toolkit created by Google. It is used to build natively compiled applications for mobile, web, and desktop from a single codebase.

Cross-Platform Development: Flutter enables developers to build applications for multiple platforms, including iOS, Android, web, and desktop, using a single codebase.

Fast Development: Flutter offers hot reload functionality, allowing developers to see changes to their code in real-time without restarting the app.

Expressive UI: Flutter enables developers to create expressive and visually appealing UIs through its flexible layout system.



```
1 import 'package:flutter/material.dart';
2 void main() {
3   runApp(const MyApp());
4 }
5 class MyApp extends StatelessWidget {
6   const MyApp({Key? key}) : super(key: key);
7   @override
8   Widget build(BuildContext context) {
9     return MaterialApp(
10       title: 'Welcome to Flutter',
11       home: Scaffold(
12         appBar: AppBar(
13           title: const Text('Welcome to Flutter'),
14         ), // AppBar
15         body: const Center(
16           child: Text('Hello Aaditi Surve'),
17         ), // Center
18       ), // Scaffold
19     ); // MaterialApp
20 }
```

