

Setting up the mobile app in MacOS in VS code:

- Install flutter <https://docs.flutter.dev/get-started/install/macos>
- Create a folder in space we want to keep flutter, or keep in 'Downloads'. Then unzip it by running in terminal:

```
unzip ~/Downloads/flutter_macos_3.16.4-stable.zip
```

- Update the env path. In my case flutter was in 'Downloads' folder, so run the below command in terminal:

```
export PATH="$PATH:~/Downloads/flutter/bin"
```

Or

```
export PATH="$PATH:$HOME/Downloads/flutter/bin"
```

 (in case the flutter doctor didn't work)

- Confirm the flutter setup by:

```
flutter doctor
```

- Continue with the iOS setup (only the below) : <https://docs.flutter.dev/get-started/install/macos>
 - set up iOS Simulator
- Install Android Studio from:
 - <https://developer.android.com/studio/index.html>
 - On first launch it will assist you in installing the Android SDK components.
- In VS Code install 'Flutter' extension
- Validate your VS Code setup
 - Go to **View > Command Palette....**
 - Type doctor.
 - Select the **Flutter: Run Flutter Doctor**. Flutter Doctor runs and its response displays in the **Output** panel.
 - Go to **View > Output**.
 - In the dropdown on the upper right of the **Output** panel, select **flutter (flutter)**.
- In Mac terminal run:

```
sudo gem install cocoapods
```

Then verify the installation

```
pod --version
```

- Load up the project to VS Code
- In VS Code terminal run:

```
flutter pub outdated
```

Then

```
flutter pub upgrade
```

- Open Android studio. Make note of the SDK path from Android Studio->Settings-> Android SDK Location .
- Install command line tools only. Follow instructions here: <https://programbling.com/command-line-install-of-android-sdk/>
- In Android Studio go Tools->SDK Manager->Android SDK . Here click on 'SDK Tools'. Make sure 'Android SDK Command Line tools (latest)' and 'Android SDK Platform Tools' is ticked. If not, tick it, click 'Apply' and it will be installed.

- Now that all packages are installed we can run in terminal in VS Code:

`flutter run`

Note that the first time we build the app, it will take some time.

My page in VS code (flutter / dart)

- Install :

`flutter pub add csv:5.0.4`

`flutter pub add sqflite:2.0.0`

CSV to Firestore

- Use jet admin to upload my csv to Firestore
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