Great! Let's go step by step. Since you're new to Flutter, I'll explain everything in a simple and clear way.

### ****Step 1: Install Flutter and Set Up the Environment****

Follow these steps to install Flutter on your system.

#### ****1. Install Flutter SDK****

* **Download Flutter SDK**
  + Go to the official Flutter website: [Flutter.dev](https://flutter.dev/docs/get-started/install)
  + Select **Windows** (or your OS) and download the latest stable version.
  + Extract the downloaded .zip file to a location like C:\flutter.
  + Do **not** extract it to C:\Program Files\ because it may cause permission issues.

#### ****2. Set Up Environment Variables****

* Open **Start Menu**, search for **"Environment Variables"**, and open it.
* Under **System Variables**, find Path, click **Edit**, and then click **New**.
* Add the path to the Flutter bin folder:
* C:\flutter\bin
* Click **OK** and **Apply** to save the changes.

#### ****3. Verify Installation****

* Open **Command Prompt (cmd)** and run:
* flutter doctor
* It will check if everything is installed properly. If you see issues with Android Studio, Dart, or VS Code, don’t worry; we will fix them next.

### ****Step 2: Install VS Code & Flutter Plugin****

* If you don’t have **VS Code**, download it from [code.visualstudio.com](https://code.visualstudio.com/) and install it.
* Open **VS Code**, go to **Extensions** (Ctrl + Shift + X), and search for:
  + Flutter
  + Dart
* Install both extensions.

### ****Step 3: Install Android Emulator (or Connect a Physical Device)****

You need an Android emulator to run your Flutter app.

#### ****Option 1: Use Android Emulator****

* Install **Android Studio** from [developer.android.com](https://developer.android.com/studio).
* Open Android Studio and install the necessary **SDKs** and **Emulator**:
  + Go to **SDK Manager** and install the latest **Android SDK**.
  + Go to **AVD Manager** (Android Virtual Device) and create a new **Pixel 4/5 Emulator**.

#### ****Option 2: Connect a Physical Device****

* Enable **Developer Mode** and **USB Debugging** on your phone.
* Connect the phone via **USB**.
* Run:
* flutter devices

It should detect your phone.

**Step 4: Run a Flutter Demo App (Counter App)**

Now, let’s run the built-in demo app.

**1. Create a New Flutter Project**

* Open VS Code and press **Ctrl + Shift + P**
* Type Flutter: New Project → Select **Application**
* Enter a project name (e.g., counter\_app)
* Choose a folder to save the project

**2. Run the Counter App**

* Open the **main.dart** file inside lib/ folder.
* Run the app by pressing **F5** or using the terminal:
* flutter run
* If everything is set up correctly, you will see the **Counter App** running!

**Flutter Counter App Run Karne Ka Asaan Tareeqa (VS Code)**

**Step 1: VS Code Open Karo**

1. **VS Code ko open karo**
2. **"View" → "Command Palette" (Ctrl + Shift + P)** open karo.
3. **Search karo: "Flutter: New Project"**
4. **"Flutter: New Project" select karo.**

**Step 2: Project Type Choose Karo**

1. **"Application" select karo.**
2. Ab **project ka naam likho** (e.g., counter\_app).
3. Koi bhi folder select karo jahan project save karna hai.
4. Flutter thodi der mein project create karega.

**Step 3: Emulator (Mobile) Start Karo**

1. **VS Code Terminal Open Karo** (Ctrl + ~)
2. Run karo: