

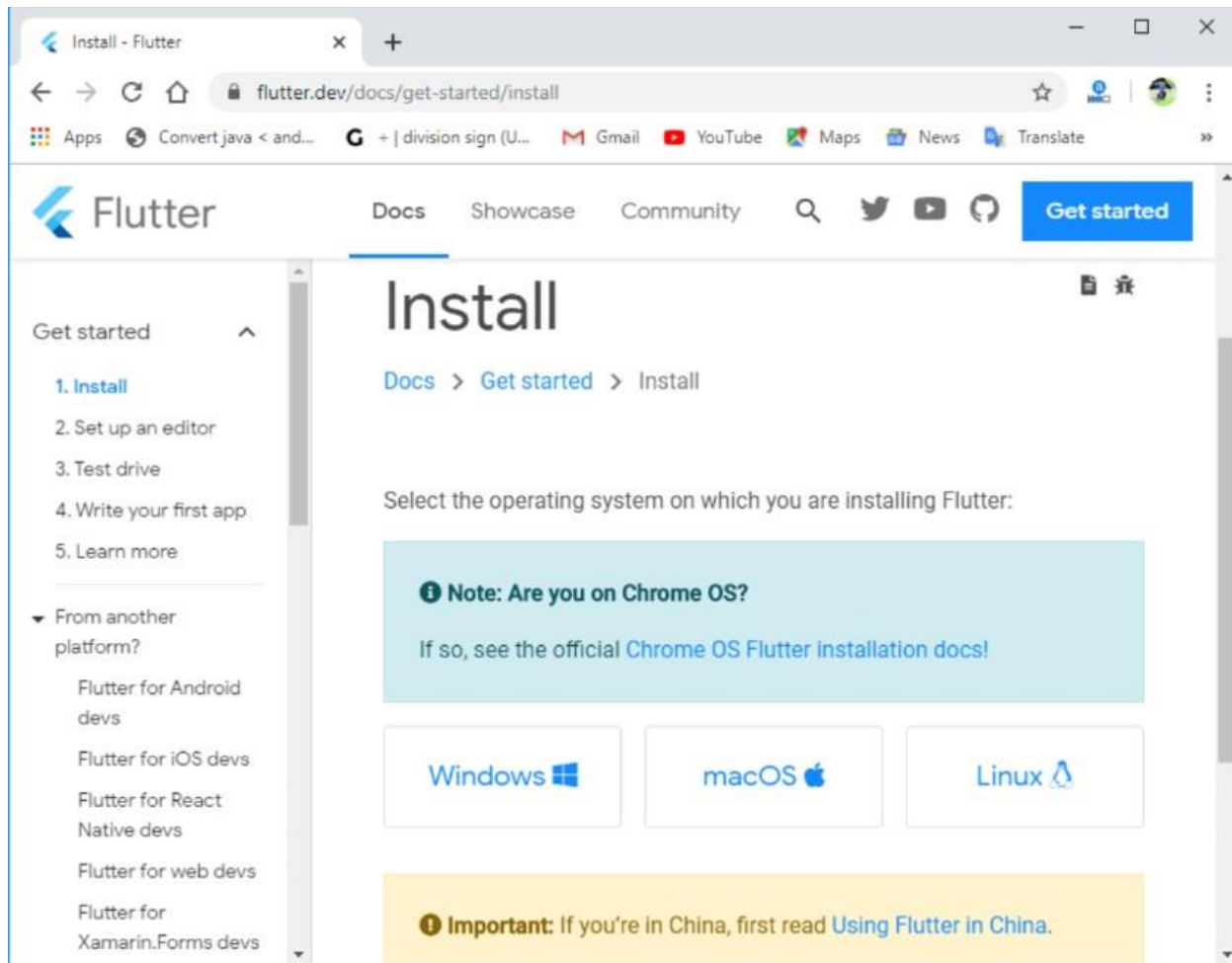
MAD LAB EXP-1

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Div-D15A Roll-56

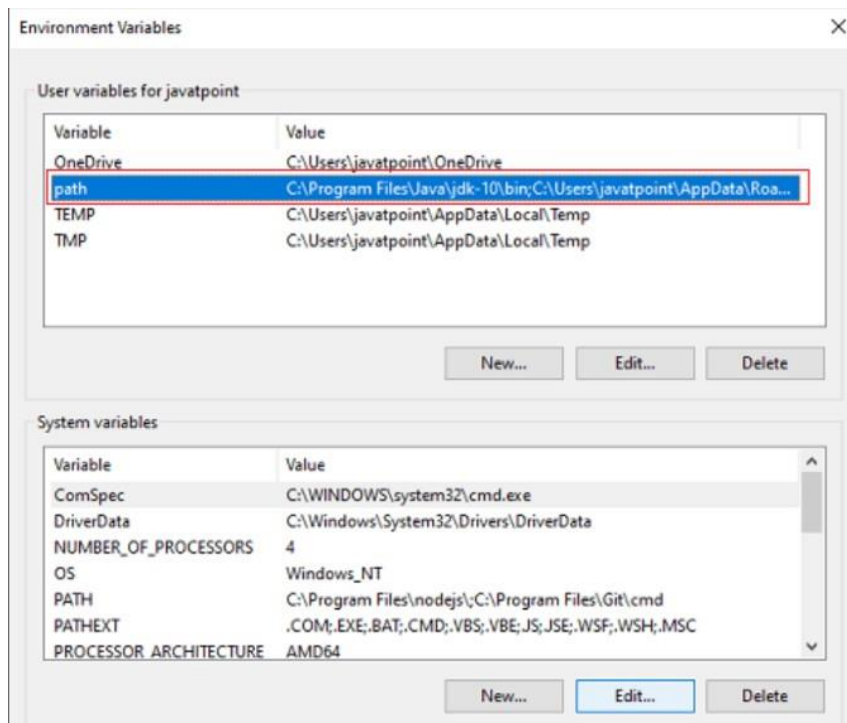
EXP-1 Installation of Flutter

Step 1- Install the flutter SDK, download the latest Flutter SDK,

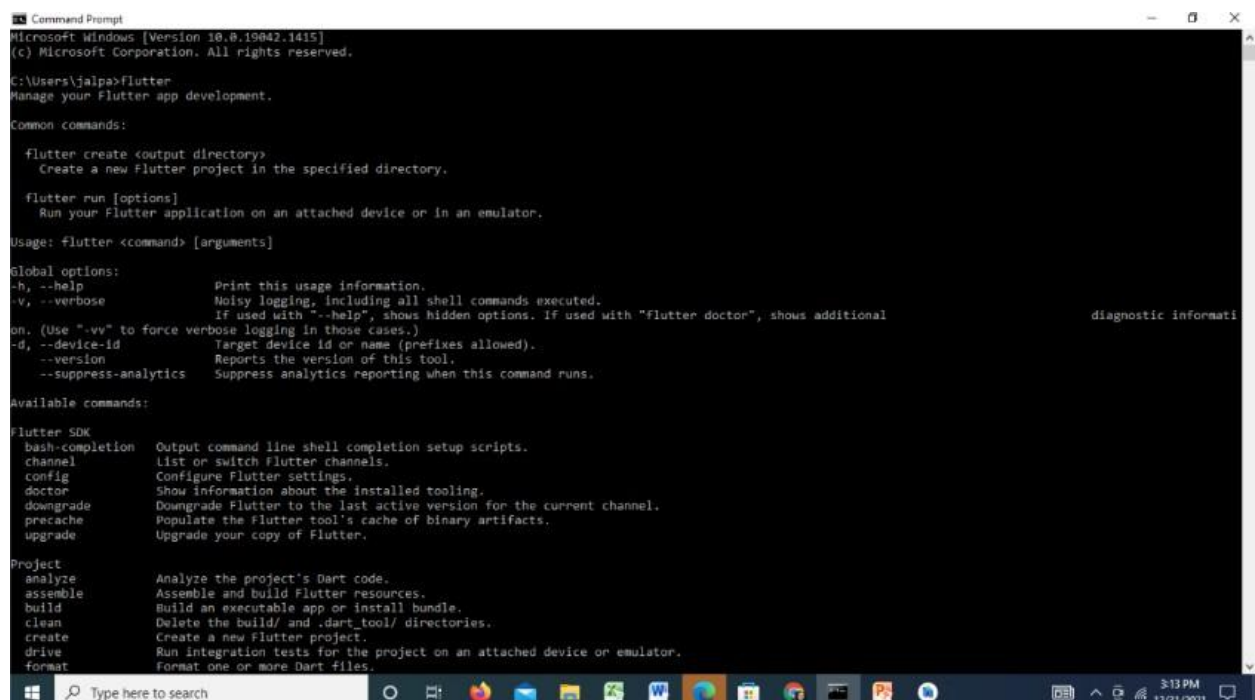


Step 2-When your download is complete, extract the zip file and place it in the desired installation folder or location, for example, C: /Flutter.

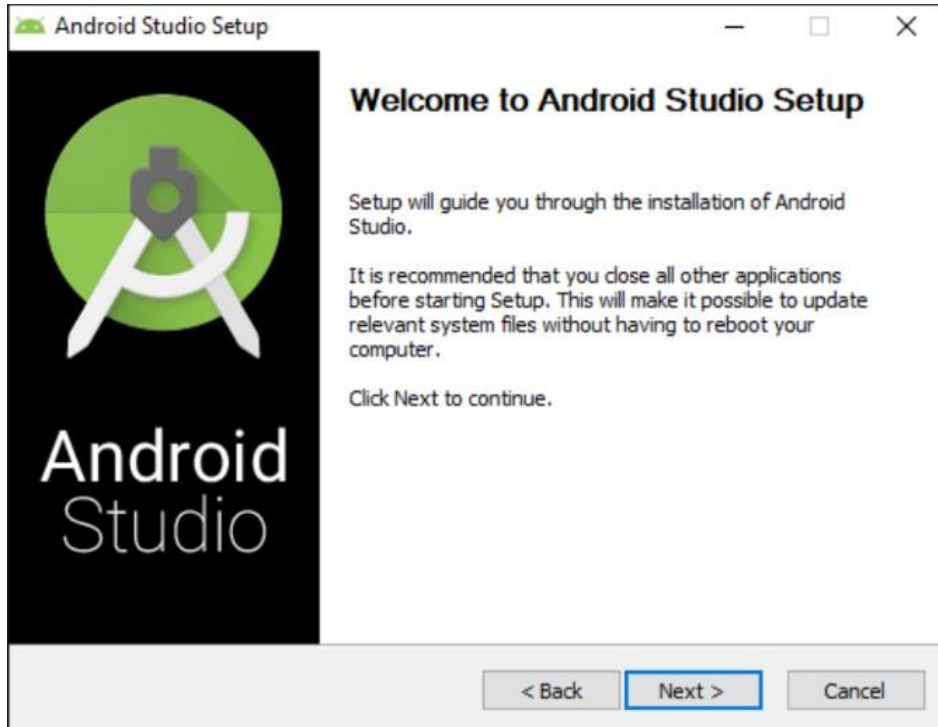
Step 3- Now edit the environment variables.



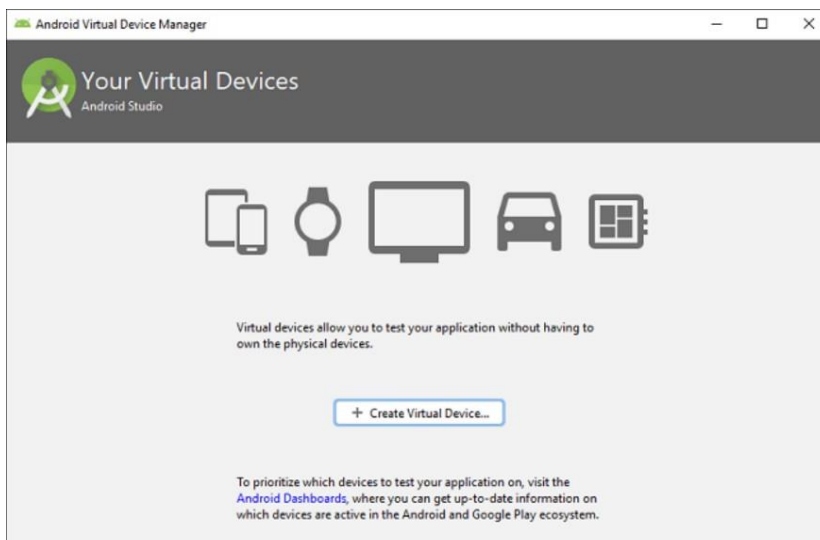
Step 4-Now, run the \$ flutter and Flutter doctor command in command prompt.



Step 5- Install the Android SDK. If the flutter doctor command does not find the Android SDK tool in your system, then you need first to install the Android Studio IDE.



Step 6- Next, you need to set up an Android emulator. It is responsible for running and testing the Flutter application.



Step 7- Select the system image for the latest Android version and click on Next. Now, verify the all AVD configuration. If it is correct, click on Finish. The following screen appears.



Step 8 - Now, install Flutter and Dart plugin for building Flutter application in Android Studio. These plugins provide a template to create a Flutter application, give an option to run and debug Flutter application in the Android Studio itself.



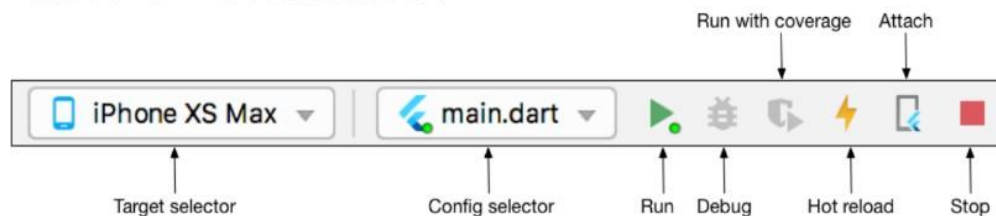
EXP 2 - RUNNING Hello World on Flutter

Step 1-Create the app.

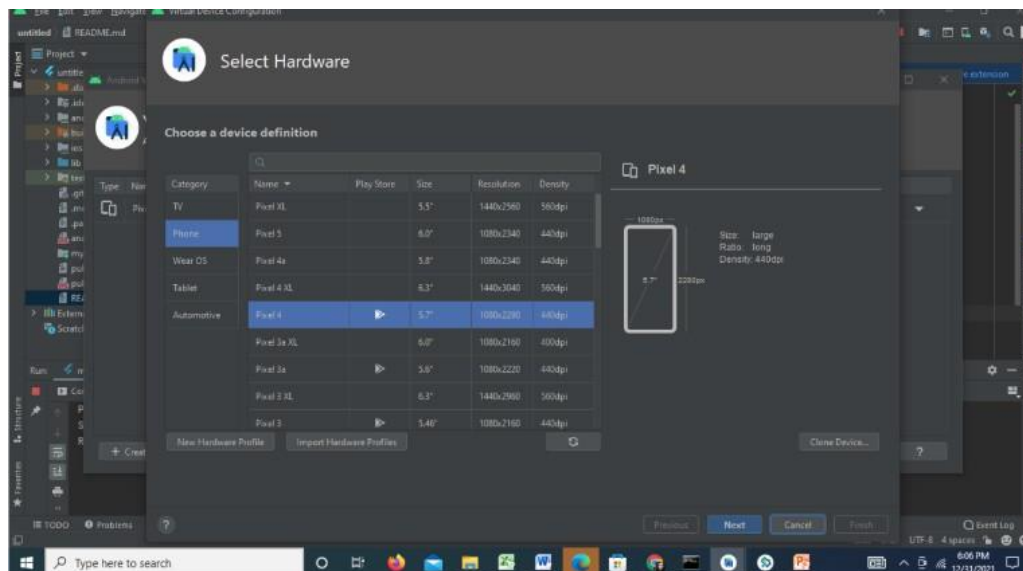
1. Open the IDE and select Create New Flutter Project.
2. Select Flutter Application as the project type. Then click Next.
3. Verify the Flutter SDK path specifies the SDK's location (select Install SDK... if the text field is blank).
4. Enter a project name (for example, myapp). Then click Next.
5. Click Finish.
6. Wait for Android Studio to install the SDK and create the project.

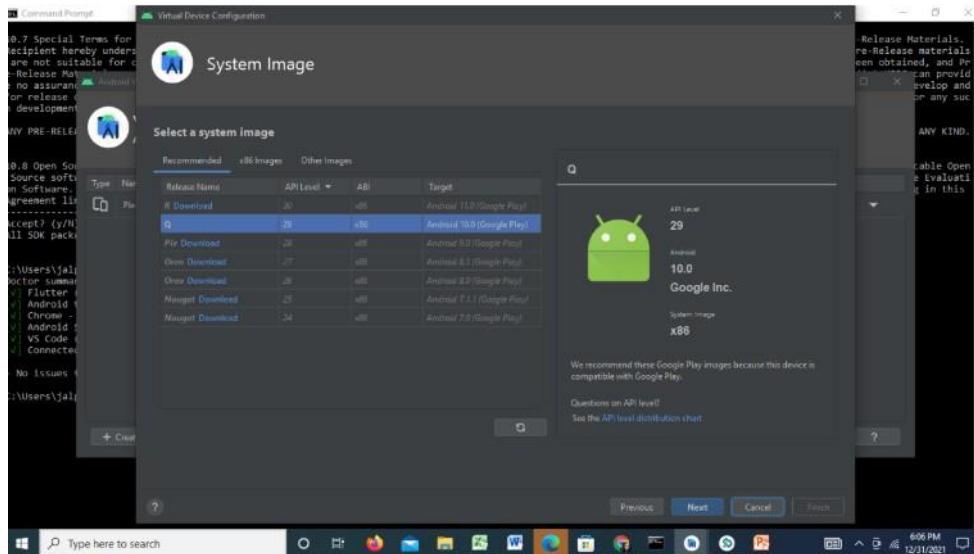
Step 2: Run the app.

Locate the main Android Studio toolbar:



Step 3-





Step 3 : Creating Hello world app

Code-

```
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Welcome to Flutter',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Welcome to Flutter'),
        ),
        body: const Center(
          child: Text('Hello
            Arjun'),
        ),
      ),
    );
  }
}
```

OUTPUT:-

