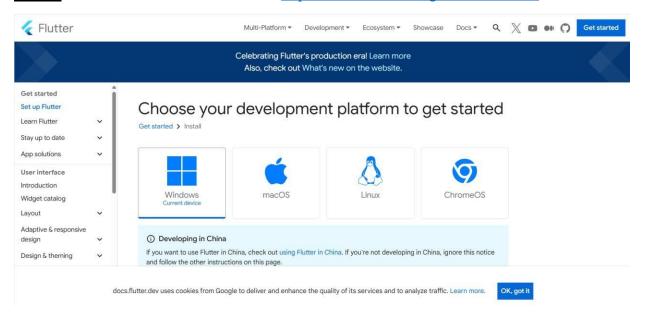
EXPERIMENT NO: - 01

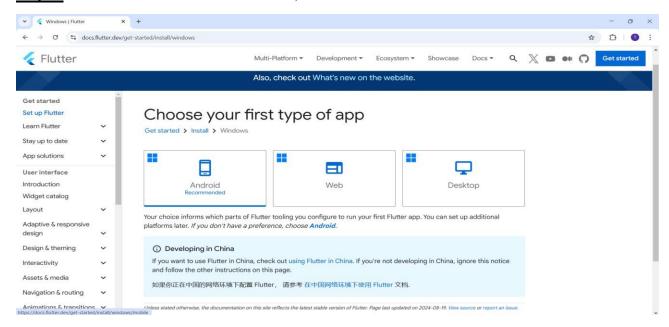
Name:- Arnav Sawant Class:- D15A Roll:No: - 52

<u>AIM: -</u> Installation and Configuration of Flutter Environment.

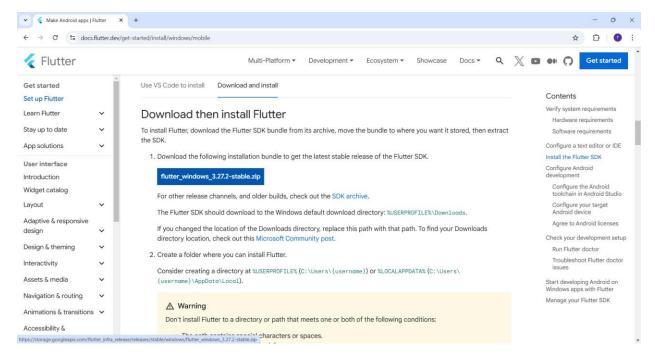
Step 1: Go to the official Flutter website: https://docs.flutter.dev/get-started/install



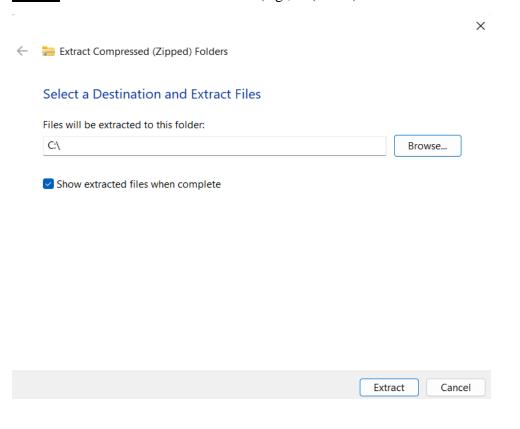
Step 2: To download the latest Flutter SDK, click on the Windows icon > Android



Step 3: For Windows, download the stable release (a .zip file).



Step 4: Extract the ZIP file to a folder (e.g., C:\flutter).

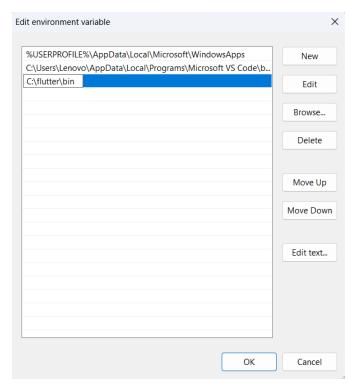


Step 5 :- Add Flutter to System PATH

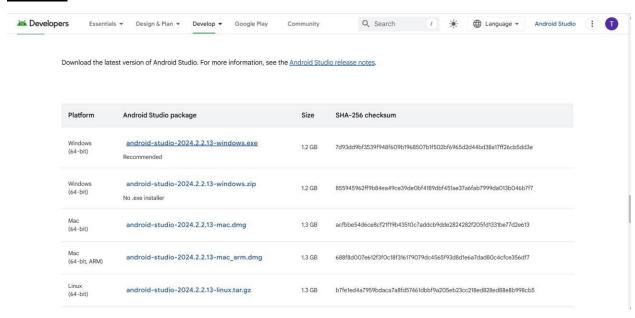
Right-click on the Start Menu > System > Advanced system settings > Environment Variables.

Under System Variables, find Path and click Edit.

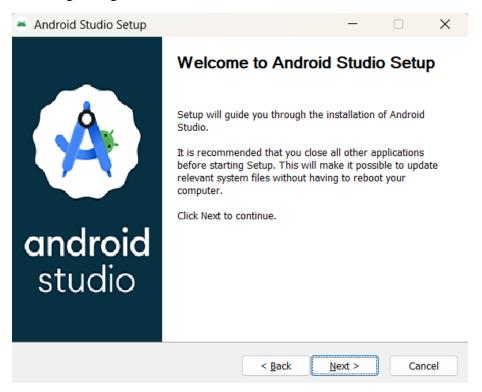
Add the full path to the flutter/bin directory (e.g., C:\flutter\bin).



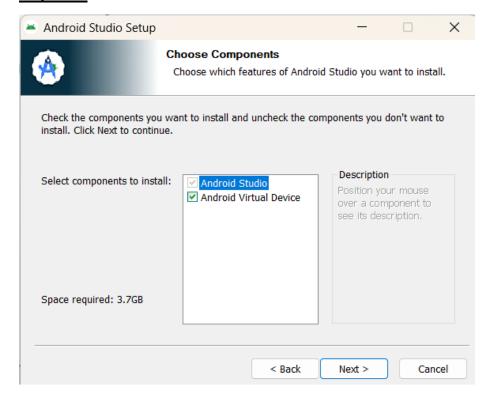
Step 6: Go to Android Studio and download the installer.



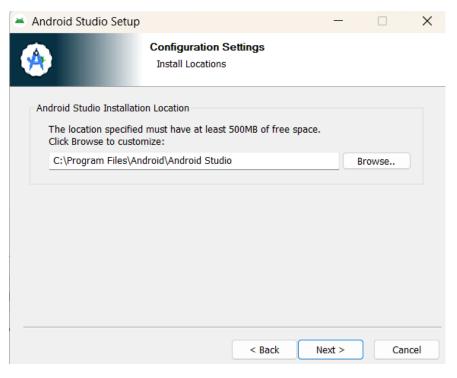
<u>Step 6.1: -</u> When the download is complete, open the .exe file and run it. You will get the following dialog box



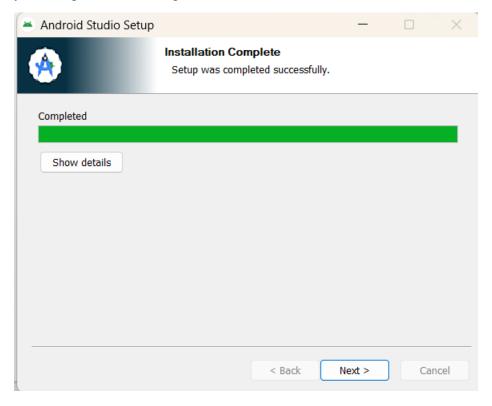
Step 6.2: - Select all the Checkboxes and Click on 'Next' Button.

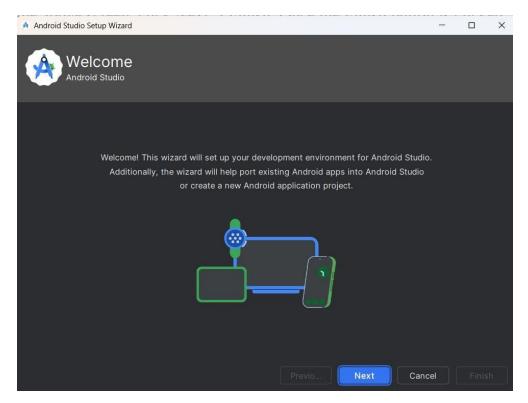


Step 6.3: - Change the destination as per your convenience and click on 'Next' Button.

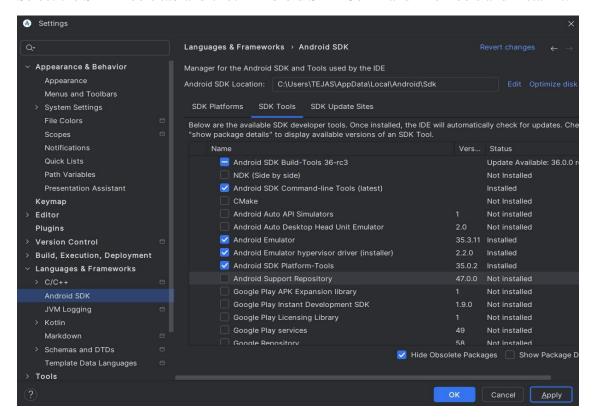


<u>Step 6.4: -</u> Follow the steps of the installation wizard. Once the installation wizard completes, you will get the following screen.





<u>Step 6.5: -</u> Go to Preferences > Appearance & Behavior > System Settings > Android SDK. Select the SDK Tools tab and check Android SDK Command-line Tools and Install it.



Step 7: - Open a terminal and run the following command

```
C.USBERSARMIND SAMANIFFILITE doctor --android-licenses
Warning: Errors during XML parse:
Warning: Errors during XML parse:
Warning: Errors during XML parse:
J 61% Fetch remote repository...
Warning: Errors during XML parse:
J 61% Fetch remote repository...
Warning: Errors during XML parse:
J 61% Fetch remote repository...
Warning: Errors during XML parse:
J 60% Computing updates...
6 of 7 50% package Utenses not accepted.
Review Licenses that have not been accepted (y/M)? y

1/6: License android-posquetv-license:

Terms and Conditions

This is the Google TV Add-on for the Android Software Development Kit License Agreement.

1. Introduction

1.1 The Google TV Add-on for the Android Software Development Kit (referred to in this License Agreement as the "Google TV Add-on" and specifically includin g the Android system files, packaged APIs, and Google APIs add-ons) is Licensed to you subject to the terms of this License Agreement. This License Agreement forms a legally binding contract between you and Google in Telation to your use of the Google TV Add-on.

1.2 "Google" means Google Inc., a Delaware corporation with principal place of business at 1600 Amphitheatre Parkway, Mountain View, CA 94043, United States

2. Accepting this License Agreement

2.1 In order to use the Google TV Add-on, you must first agree to this License Agreement. You may not use the Google TV Add-on if you do not accept this License Agreement.

2.2 You can accept this License Agreement by:

(A) clicking to accept or agree to this License Agreement, where this option is made available to you; or

(B) by actually using the Google TV Add-on. In this case, you agree that use of the Google TV Add-on constitutes acceptance of the License Agreement from that point onwards.

2.3 You may not use the Google TV Add-on and may not accept the Licensing Agreement if you are a person barred from receiving the Google TV Add-on under the laws of the United States or other countries including the country in which you are resident or from which you use the Goo
```

```
C:\Users\ARNAV SAWANT>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):

[/] Flutter (Channel stable, 3.27.3, on Microsoft Windows [Version 10.0.26100.2894], locale en-IN)

[/] Windows Version (Installed version of Windows is version 10 or higher)

[/] Android toolchain - develop for Android devices (Android SDK version 35.0.1)

[/] Chrome - develop for the web

[X] Visual Studio - develop Windows apps

X Visual Studio not installed; this is necessary to develop Windows apps.

Download at https://visualstudio.microsoft.com/downloads/.

Please install the "Desktop development with C++" workload, including all of its default components

[/] Android Studio (version 2024.2)

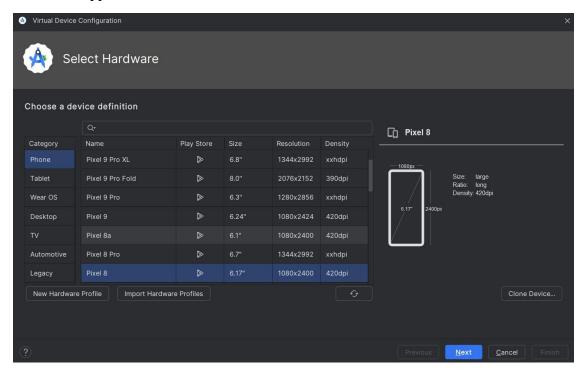
[/] VS Code (version 1.96.4)

[/] Connected device (3 available)

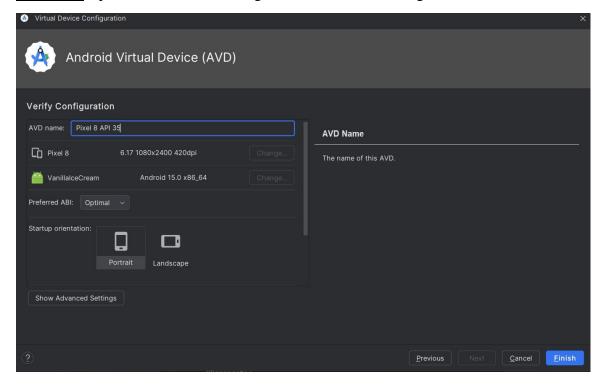
[/] Network resources

! Doctor found issues in 1 category.
```

<u>Step 8: -</u> Next, you need to set up an Android emulator. It is responsible for running and testing the Flutter application

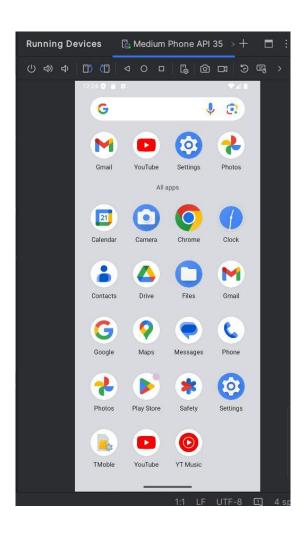


Step 8.1: - Open Android Studio and go to Tools > AVD Manager. Create a new virtual device.



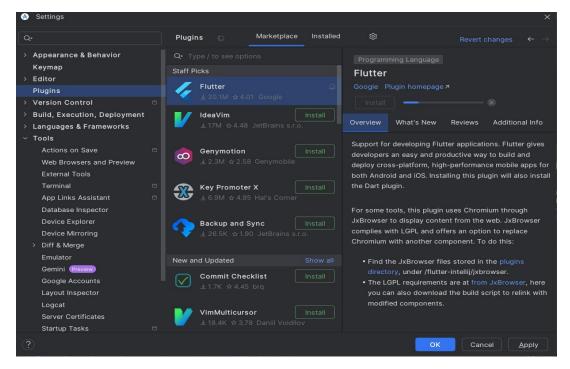
<u>Step 8.2: -</u> Click on the icon pointed into the red color rectangle. The Android emulator displayed as below screen

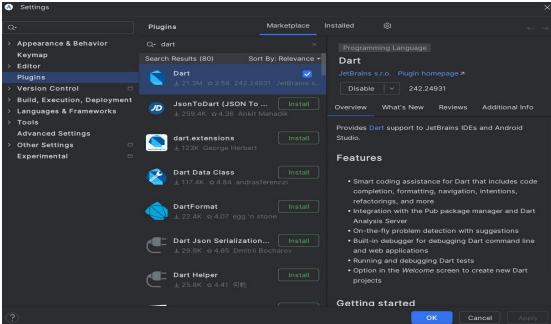




<u>Step 9: -</u> Now, install Flutter and Dart plugin for building Flutter application in Android Studio. These plugins provide a template to create a Flutter application, give an option to run and debug Flutter application in the Android Studio itself

<u>Step 9.1: -</u> Open the Android Studio and then go to File->Settings->Plugins. Now, search the Flutter plugin. If found, select Flutter plugin and click install





Step 9.2: - Restart the Android Studio

<u>Step -10: -</u> Go to File > New Project > Create Flutter Project, then select the project name and location, and click Next to proceed.

