Why Flutter?

Flutter is one code run anywhere meaning one codebase compiles to native arm code(machine code for each platform).

Flutter is used to create cross platform mobile apps(hybrid apps).

Flutter app code is written in Dart language.

It’s syntax is similar to Java, Javascript, C sharp and Swift. So if the user knows any of these languages then he will easily get a hold of Dart too.

It supports Just-in-time(allowing fast development process) and Ahead-of-time(the libraries and functions are converted directly to arm code) compilation.

To get started :

First you should either download the flutter project from website or clone it from their git project.

Make sure to put this “flutter” folder in C:\src\ and not inside program files such that it has root access

Make sure you have android studio, VS code, or Intellij Idea as one of the code editors

Install Flutter and Dart plugins from File > Settings or VS code marketplace.

On Android Studio : “Choose create new flutter app”

or

Go to command line, navigate to desired directory and type “flutter create <appname>”.

This creates auto-generated files and folder for the project having:

The project structure is as follows:

Platform specific folders:

Android, iOS directories containing platform specific files and folders

Lib folder:

It contains the main.dart to start coding and also the entry point of app and any other code files the developer writes

Test folder:

It contains the file for running tests on the code in build process

Other independent files:

Metadata, packages – contains project metadata which we need not bother they are flutter files

Gitignore, readme, yaml – git related files, if you know about git, else don’t bother for now

Iml – if you have worked on files like pom.xml, build.gradle