Name:Atharv Sanjay Nikam Div:D15C Roll:36

Experiment No. 1

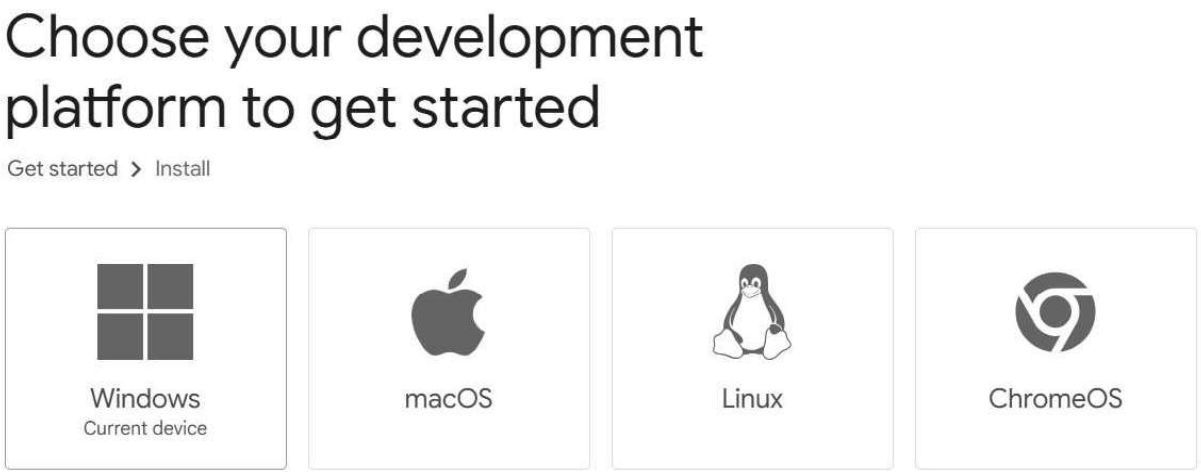
Aim:
To install and configure the Flutter Environment.

Theory:
The goal of this experiment was to install and set up the Flutter SDK along with the required tools to develop mobile applications using a single codebase. For our Attendance App, this setup was the foundation that enabled the smooth development of features across Android and iOS platforms.

We began by downloading and installing the Flutter SDK, setting the environment path, and running the flutter doctor command to verify the setup. Visual Studio Code was chosen as the IDE, with necessary extensions such as Flutter and Dart installed. The Android emulator and a physical device were configured for testing the app during the development cycle.

This configuration allowed us to start building the core UI and logic for our app and ensured that our development workflow was stable and efficient.

Screenshot:



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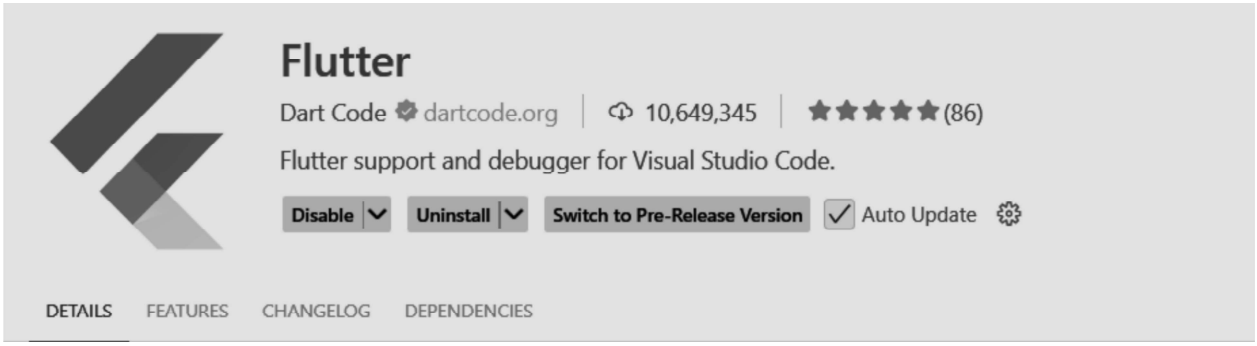
```
C:\Users\athar>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[√] Flutter (Channel stable, 3.29.0, on Microsoft Windows [Version 10.0.22621.4317], locale en-IN)
[√] Windows Version (11 Home Single Language 64-bit, 22H2, 2009)
[√] Android toolchain - develop for Android devices (Android SDK version 35.0.0)
[√] Chrome - develop for the web
[√] Visual Studio - develop Windows apps (Visual Studio Build Tools 2019 16.11.35)
[√] Android Studio (version 2024.2)
[√] VS Code (version 1.99.0)
[√] Connected device (3 available)
[√] Network resources

• No issues found!
```



Conclusion:

Flutter environment was successfully installed and configured. It provided the necessary setup for beginning the development of our Manual Attendance App and ensured that the app could be built and tested across platforms seamlessly.

GitHub Link:

https://github.com/atharvnikam38/attendanceapp