Installing Flutter for Mobile Development Prerequisites Git

Windows: Download Git for Windows and run the installer. macOS: Install via Homebrew brew install git or Download Git. Linux: Use your package manager, e.g. sudo apt install git (Debian/Ubuntu). Android Studio (for Android development): Download.

Xcode (for iOS development, macOS only): Download from App Store.

1. Download the Flutter SDK Go to the official Flutter install page and select your OS. Extract the SDK to a desired folder (e.g., C:\src\flutter on Windows, ~/development/flutter on macOS/Linux).
2. Add Flutter to Your PATH Windows: Open “Edit the system environment variables”. Under “Environment Variables”, add C:\src\flutter\bin to the Path.
3. Run Flutter Doctor In a terminal: bash Copy code flutter doctor Follow the suggestions to install missing dependencies (e.g., Android SDK, iOS tools).
4. Accept Android Licenses Run: bash Copy code flutter doctor --android-licenses Press y to accept all licenses.
5. Optional: IDE Plugins VS Code: Install the “Flutter” and “Dart” extensions. Android Studio: Go to Plugins and install the “Flutter” and “Dart” plugins.
6. Create and Run a Test App Create a new Flutter project: bash Copy code flutter create my\_app cd my\_app flutter run Ensure an emulator or device is connected