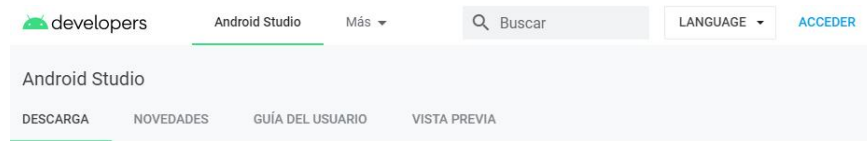


GERAÇÃO DO EXECUTÁVEL DO PROJETO

Uma primeira coisa a ter em conta para rodar o projeto desenvolvido, é instalar os softwares necessários, e vamos fazer com aqueles softwares que foram utilizados por nossa equipe.

Instalação do Android Studio:

Vamos nos dirigir ao site: <https://developer.android.com/studio> e fazemos click no botão de Download.



android studio

Android Studio provides the fastest tools for building apps on every type of Android device.

DOWNLOAD ANDROID STUDIO

3.5.2 for Windows 64-bit (718 MB)

DOWNLOAD OPTIONS

RELEASE NOTES



Fazemos a instalação do software e não esquecer o path correto onde botaremos o SDK correspondente.

Instalacao do Flutter:

Vamos nos dirigir ao site <https://flutter.dev/docs/get-started/install/windows>, no nosso caso foi para Windows, mas também tem suporte para Linux e macOS.

Flutter Docs Showcase Community [Get started](#)

System requirements

To install and run Flutter, your development environment must meet these minimum requirements:

- Operating Systems:** Windows 7 SP1 or later (64-bit)
- Disk Space:** 400 MB (does not include disk space for IDE/tools).
- Tools:** Flutter depends on these tools being available in your environment.
 - [Windows PowerShell 5.0](#) or newer (this is pre-installed with Windows 10)
 - [Git for Windows 2.x](#), with the **Use Git from the Windows Command Prompt** option.

If Git for Windows is already installed, make sure you can run [git](#) commands from the command prompt or PowerShell.

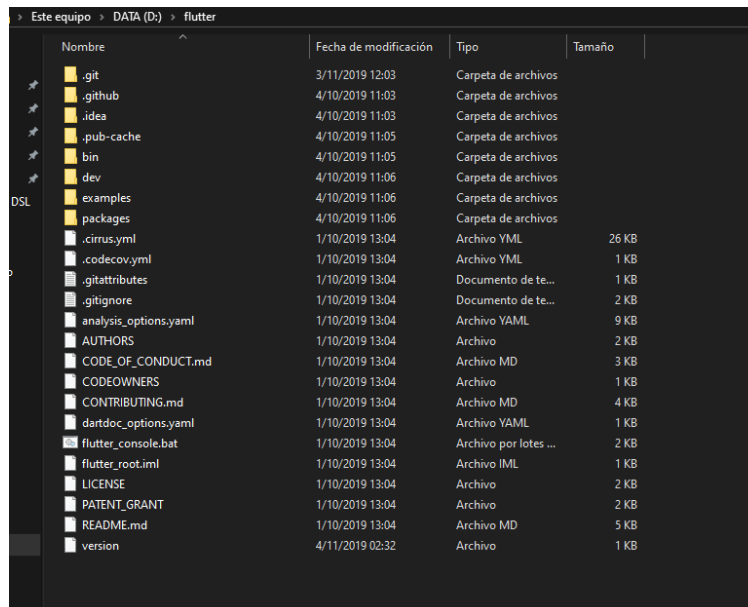
Get the Flutter SDK

- Download the following installation bundle to get the latest stable release of the Flutter SDK:

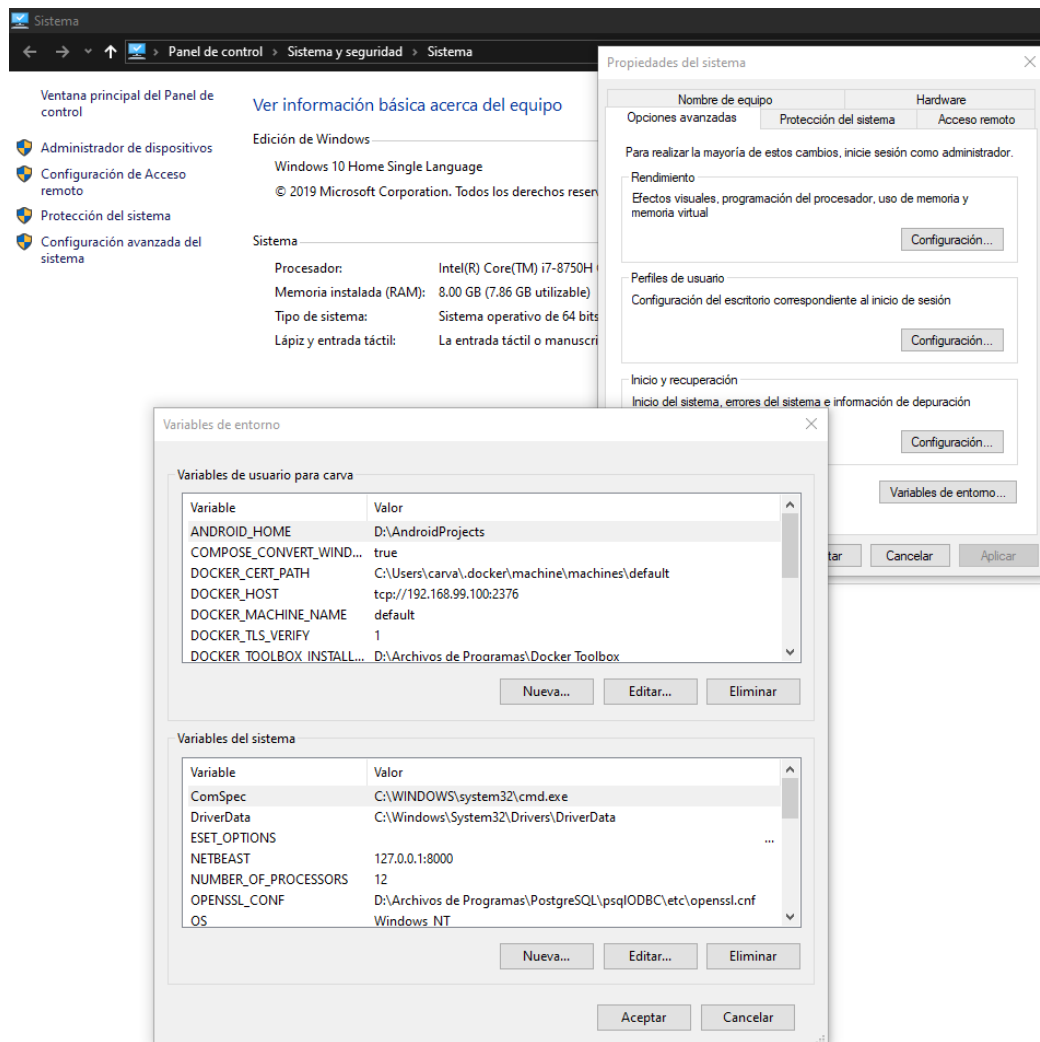
flutter_windows_v1.9.1+hotfix.6-stable.zip

For other release channels, and older builds, see the [SDK archive](#) page.
- Extract the zip file and place the contained [flutter](#) in the desired installation location for the Flutter SDK (for example, `C:\src\flutter`; do not install Flutter in a directory like `C:\Program Files\` that requires elevated privileges).

Uma vez aí fazemos o download do SDK Flutter e teremos um arquivo comprimido. Esse arquivo vamos a descomprimi-lo em uma pasta onde queiramos que fique o SDK, no nosso caso foi no caminho D://flutter



Depois vamos a fazer a configuração necessária para poder executar o comando do Flutter. Vamos às Propriedades do nosso equipo e depois a configuração avançada do sistema. Fazemos click em Variáveis do Ambiente.



Nas variáveis de usuário adicionamos o path: **D:\flutter\bin** (que tem que ser o path onde alocamos o SDK). Salvamos e fechamos as janelas abertas.

Logo abrimos um Power Shell desde a pasta do SDK e executamos o comando “flutter doctor”, com isso, o Flutter vai analisar o entorno e as ferramentas necessárias para começar a desenvolver nosso projeto.

```

Use the console below this message to interact with the "flutter" command.
Run "flutter doctor" to check if your system is ready to run Flutter apps.
Run "flutter create <app_name>" to create a new Flutter project.

Run "flutter help" to see all available commands.

Want to use an IDE to interact with Flutter? https://flutter.dev/ide-setup/

Want to run the "flutter" command from any Command Prompt or PowerShell window?
Add Flutter to your PATH: https://flutter.dev/setup-windows/#update-your-path

=====
D:\flutter>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, v1.9.1+hotfix.5, on Microsoft Windows [VersiÃ³n 10.0.18362.418], locale es-PE)

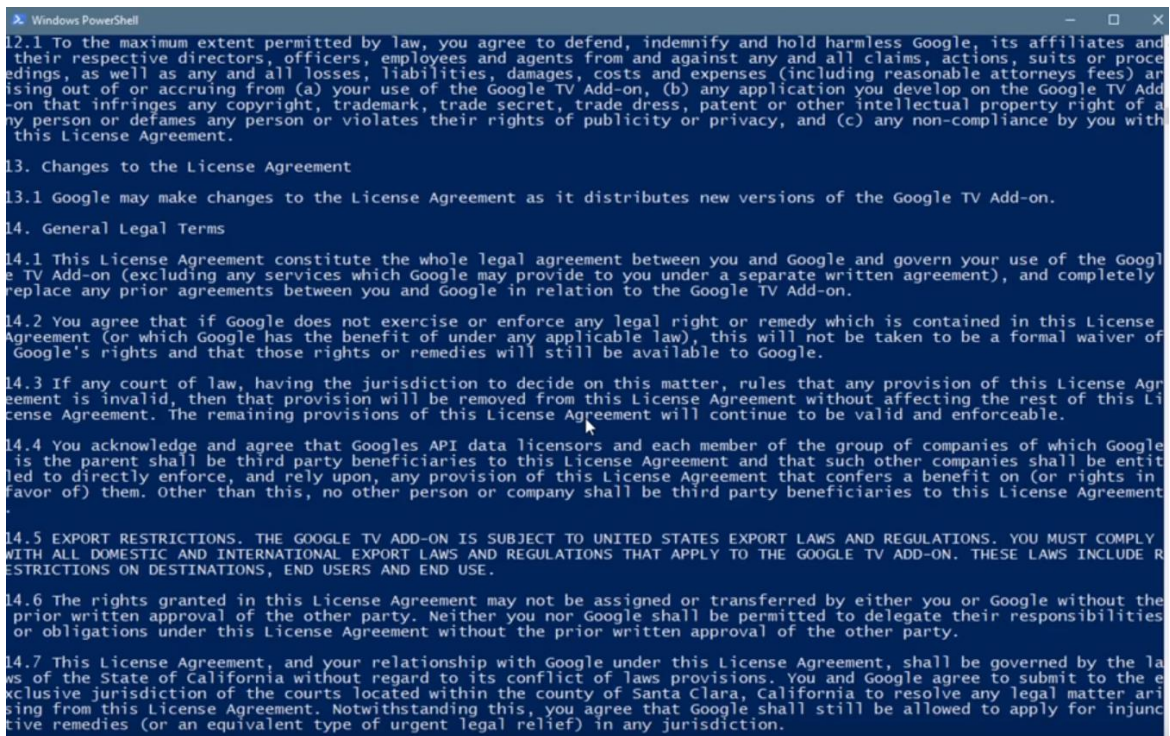
[✓] Android toolchain - develop for Android devices (Android SDK version 28.0.3)
[✓] Android Studio (version 3.3)
[!] IntelliJ IDEA Community Edition (version 2019.2)
    X Flutter plugin not installed; this adds Flutter specific functionality.
    X Dart plugin not installed; this adds Dart specific functionality.
[!] Connected device
    ! No devices available

! Doctor found issues in 2 categories.
D:\flutter>

```

Importante: Se tivéssemos algum problema com o SDK ou com alguma ferramenta, esse análise vai nos indicar o comando ou os passos a seguir para corrigir o erro.

Pode ser necessário que o flutter doctor detecte um problema com as licencias que poderíamos consertar com o comando **“flutter doctor –android-licenses”**



```

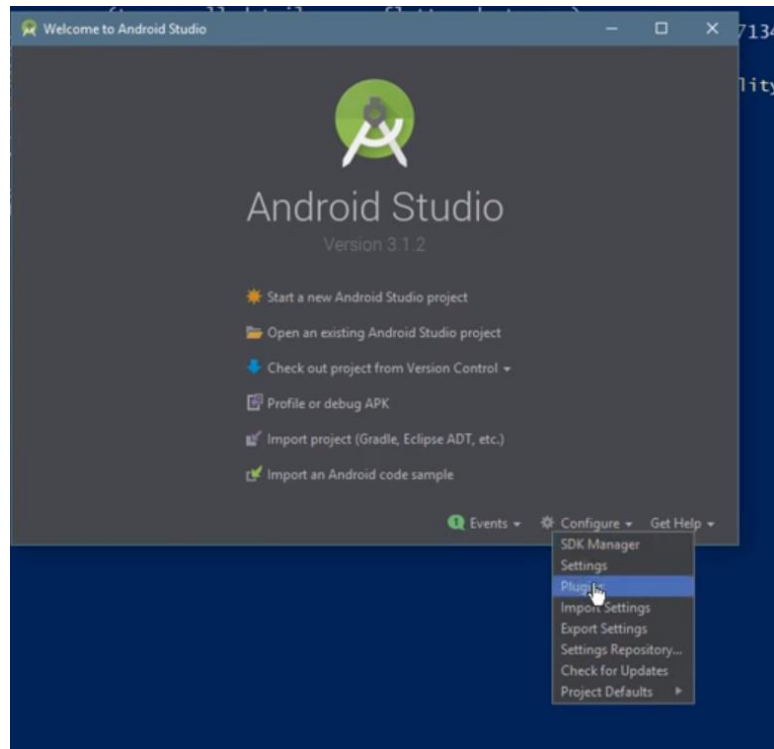
Windows PowerShell
12.1 To the maximum extent permitted by law, you agree to defend, indemnify and hold harmless Google, its affiliates and
their respective directors, officers, employees and agents from and against any and all claims, actions, suits or proce
dings, as well as any and all losses, liabilities, damages, costs and expenses (including reasonable attorneys fees) ar
ising out of or accruing from (a) your use of the Google TV Add-on, (b) any application you develop on the Google TV Add
-on that infringes any copyright, trademark, trade secret, trade dress, patent or other intellectual property right of a
ny person or defames any person or violates their rights of publicity or privacy, and (c) any non-compliance by you with
this License Agreement.

13. Changes to the License Agreement
13.1 Google may make changes to the License Agreement as it distributes new versions of the Google TV Add-on.

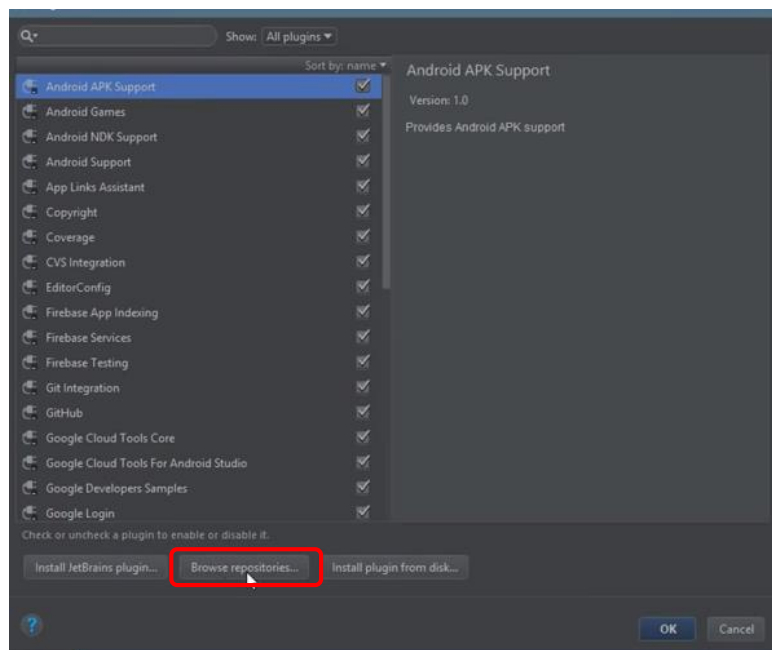
14. General Legal Terms
14.1 This License Agreement constitute the whole legal agreement between you and Google and govern your use of the Googl
e TV Add-on (excluding any services which Google may provide to you under a separate written agreement), and completely
replace any prior agreements between you and Google in relation to the Google TV Add-on.
14.2 You agree that if Google does not exercise or enforce any legal right or remedy which is contained in this License
Agreement (or which Google has the benefit of under any applicable law), this will not be taken to be a formal waiver of
Google's rights and that those rights or remedies will still be available to Google.
14.3 If any court of law, having the jurisdiction to decide on this matter, rules that any provision of this License Agr
eement is invalid, then that provision will be removed from this License Agreement without affecting the rest of this Li
cense Agreement. The remaining provisions of this License Agreement will continue to be valid and enforceable.
14.4 You acknowledge and agree that Google's API data licensors and each member of the group of companies of which Google
is the parent shall be third party beneficiaries to this License Agreement and that such other companies shall be entit
led to directly enforce, and rely upon, any provision of this License Agreement that confers a benefit on (or rights in
favor of) them. Other than this, no other person or company shall be third party beneficiaries to this License Agreement
.
14.5 EXPORT RESTRICTIONS. THE GOOGLE TV ADD-ON IS SUBJECT TO UNITED STATES EXPORT LAWS AND REGULATIONS. YOU MUST COMPLY
WITH ALL DOMESTIC AND INTERNATIONAL EXPORT LAWS AND REGULATIONS THAT APPLY TO THE GOOGLE TV ADD-ON. THESE LAWS INCLUDE R
ESTRICTIONS ON DESTINATIONS, END USERS AND END USE.
14.6 The rights granted in this License Agreement may not be assigned or transferred by either you or Google without the
prior written approval of the other party. Neither you nor Google shall be permitted to delegate their responsibilities
or obligations under this License Agreement without the prior written approval of the other party.
14.7 This License Agreement, and your relationship with Google under this License Agreement, shall be governed by the la
ws of the State of California without regard to its conflict of laws provisions. You and Google agree to submit to the e
xclusive jurisdiction of the courts located within the county of Santa Clara, California to resolve any legal matter ari
sing from this License Agreement. Notwithstanding this, you agree that Google shall still be allowed to apply for injunc
tive remedies (or an equivalent type of urgent legal relief) in any jurisdiction.

```

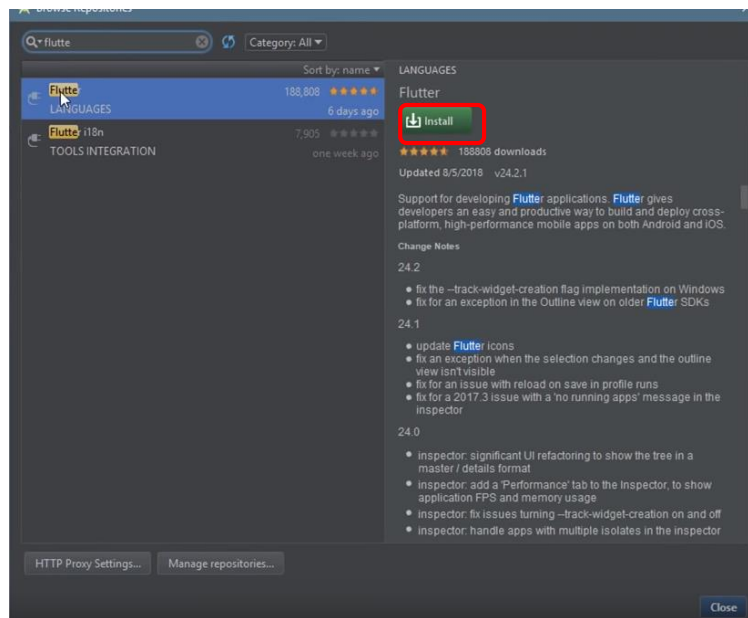
Pode ser o caso de sair mais um erro referente ao SDK do flutter com o Android Studio, então vamos a fazer a configuração, para isso abrimos o Android Studio já instalado e vamos a “**Configuration / Plugins**”.



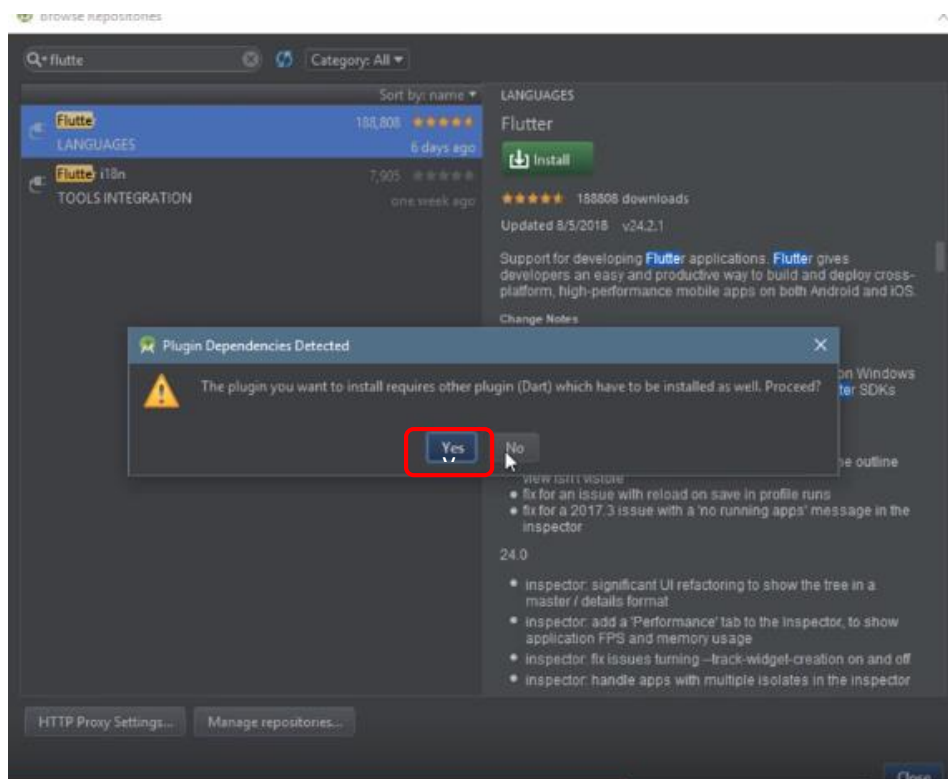
Depois entramos em “**Browse repositories...**” e aí nos abrija outra janela.



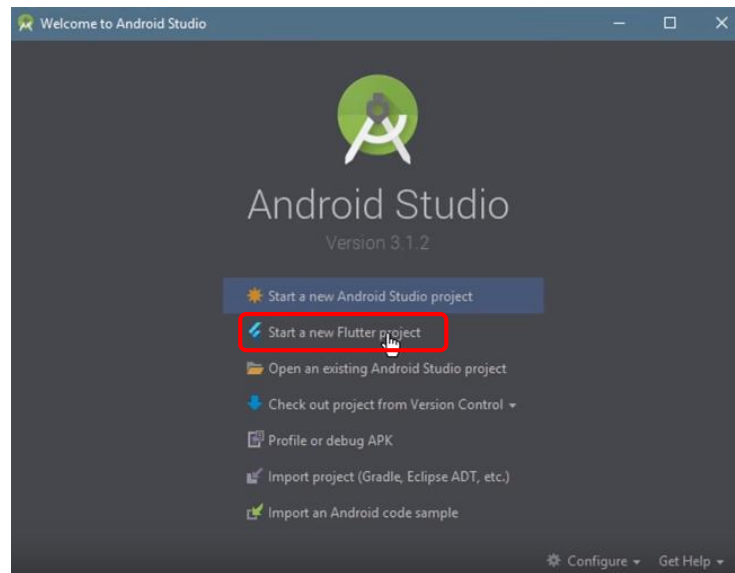
Aqui buscamos Flutter e fazemos click em **Install**.



Nos vai sair uma janela emergente indicando que precisamos do plugin de Dart (já que flutter trabalha com a linguagem Dart), só aceitamos e vai começar a instalar os plugin.



Depois disso vai ser necessário que reiniciemos o Android Studio, e no momento de abrir de novo teremos a seguinte tela.



Visualizando o botão: “Start a new Flutter Project”, sabemos que está pronto o Flutter, então só faltaria fazer o **commit** do repositório na pasta dos projetos flutter e abrir ele no Android Studio:

https://github.com/carlos1521/objetos_aprendizagem

Para rodar o projeto só precisa ter instalado algum emulador dentro do Android Studio (qualquer dispositivo móvel, já que o flutter tem a capacidade de rodar em qualquer dispositivo) e fazer click no botão “Play” do Toolbar do Android Studio.

