**INSTALLATION**

Flutter is Google’s UI toolkit for building beautiful, natively compiled applications for MOBILE, WEB and DESKTOP from a single codebase written in dart.

The First step is the Installation go <https://flutter.dev/docs/get-started/install> to install flutter on your device.

Although flutter can be written on many text editors, we would be using VS Code for its simplicity and robustness.

**CREATING A NEW FLUTTER APP**

**The easiest way to create and run a new flutter application is by the terminal (This works on all operating systems)**

1. **Open your terminal to the folder you want your project to be.**

**Eg: C:/Users/Desktop/FlutterProject**

1. **To create a new project type flutter create <app\_name>**

**Eg: C:/Users/Desktop/FlutterProject > flutter create testing\_app**

1. **This will create a flutter application at the location**
2. **Now to run this project go inside the folder of your project cd <app\_name>**

**Eg: C:/Users/Desktop/FlutterProject > cd testing\_app**

1. **Type the command flutter run to start your application**

**Eg: C:/Users/Desktop/FlutterProject/testing\_app> flutter run**

**If everything goes fine you will see this on your emulator or device (default app)**

**A screenshot of a cell phone

Description automatically generated**

**CONTENTS OF THE APP**

**Before diving in the code first let’s explore the folders and files which the my create app created. Open the folder in an editor of your choice (I am using VS CODE)**

A screenshot of a cell phone

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These are the folder and files made from **my create app :**

1. Android : The native code for android is stored here
2. IOS : The native code for IOS app is stored here
3. Lib : This contains the most important file in which we would be writing our dart code :

**MAIN.DART : Contains code for the default app**

1. Test: Has tests for the code
2. Pubspec.yaml : An important file where ewe add the any outside assets into our application. Eg: Images, Videos, Files or dart packages