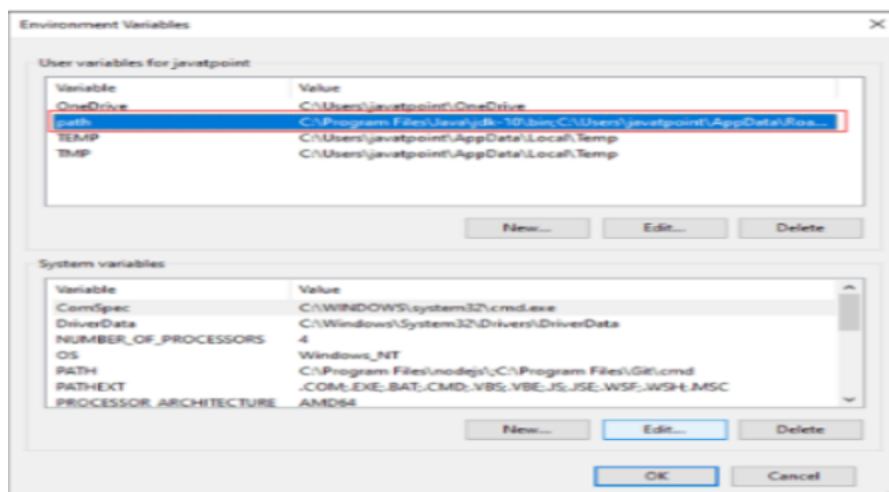


EXPERIMENT 1	
Name	DIMPLE DALWANI
Class_Roll no	D15C_8
DOP	
DOS	
Grade	
Sign	

Aim: Installation and Configuration of Flutter Environment.

Theory: The installation and configuration of the Flutter environment involve setting up the necessary tools to start developing cross-platform apps. It begins with downloading the Flutter SDK from the official Flutter website and extracting it to a suitable directory. The SDK's bin folder is then added to the system's PATH variable to enable access to Flutter commands globally. Developers also need to install an IDE like Visual Studio Code or Android Studio with the Flutter and Dart plugins. Running flutter doctor in the terminal helps verify the setup and highlights any missing dependencies. This setup ensures a ready environment for building and running Flutter apps on various platforms.

Output:



```
Command Prompt

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-----
Accept? (y/N): y
All SDK package licenses accepted

C:\Users\jalpa>Flutter doctor
Doctor summary (to see all details, run Flutter doctor -v):
✓ Flutter (Channel stable, 2.8.1, on Microsoft Windows [Version 10.0.19042.1415], locale en-US)
✓ Android toolchain - develop for Android devices (Android SDK version 32.0.0)
✓ Chrome - develop for the web
✓ Android Studio (version 2020.3)
✓ VS Code (version 1.55.2)
✓ Connected device (2 available)

No issues found!

C:\Users\jalpa>Flutter doctor
```

Conclusion: In conclusion, properly installing and configuring the Flutter environment is a crucial first step in mobile and cross-platform app development. It ensures that all necessary tools and dependencies are in place, allowing developers to build, test, and run Flutter applications smoothly. With the right setup, developers can fully leverage Flutter's powerful features and create high-performance apps with a single codebase.