MAD & PWA Lab
Journal

Experiment No.	01
Experiment Title.	To install and configure the Flutter Environment
Roll No.	25
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Class	D15B
Subject	MAD & PWA Lab
Lab Outcome	LO1: Understand cross platform mobile application development using Flutter framework
Grade:	

MPL Lab 1

Aim: To install and configure flutter development environment and set up an Android emulator.

Theory: Flutter is an open-source UI toolkit by Google for building natively compiled applications for mobile, web and desktop from a single codebase. Before developing flutter apps, it's essential to properly install and compare Flutter SDK and dependencies.

Key components:

1) **Flutter SDK:** Core library and tools required to build and run.

2) **Android SDK:** IDEs commonly used for Flutter Development.

3) **Android Studio/VS Code:** Required to build and emulate Android apps.
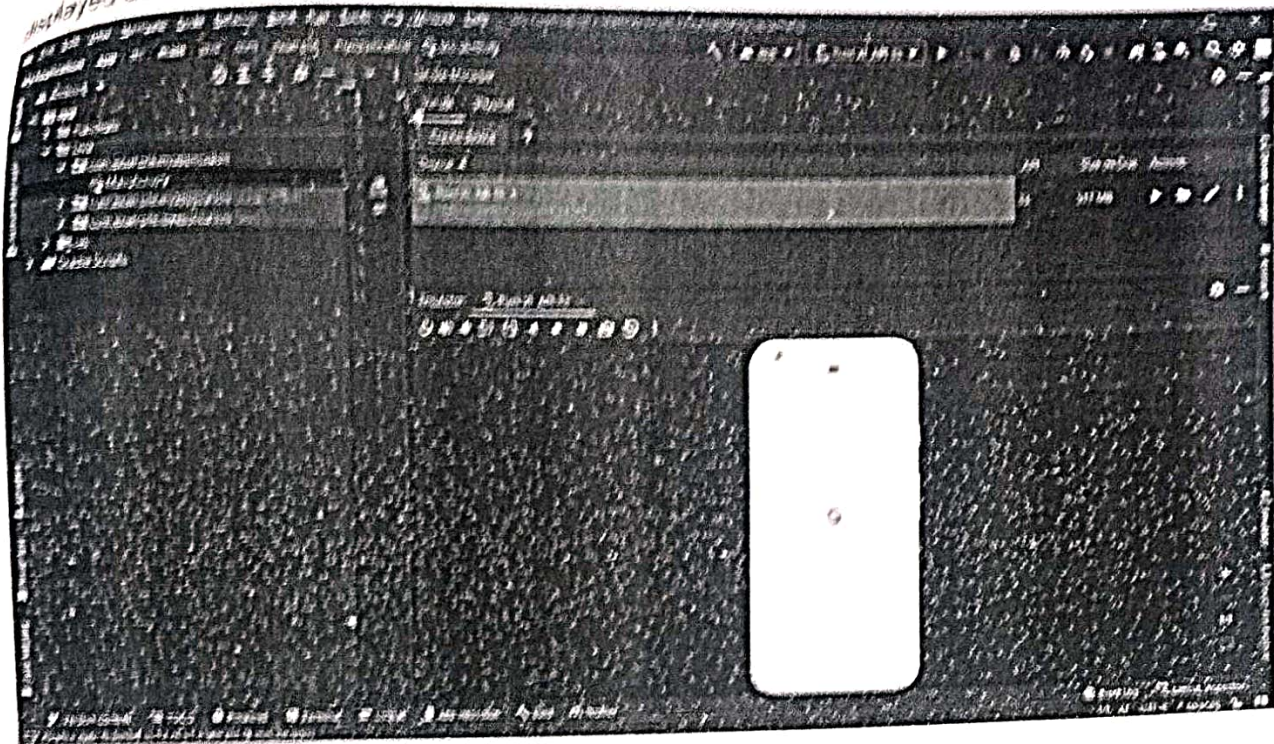
4) **Emulator:** To test the application.

Steps:

1) Download and extract flutter SDK.
2) Add flutter to system environment variables (PATH)
3) Install Android Studio and during installation, select required SDK and plugins.
   → Flutter, Dart, Android SDK.
4) open cmd : flutter doctor

Conclusion:

In this experiment, we successfully installed and configured flutter environment for Compist, including IDE setup, SDK configuration and device setup.

Step 9: Now, install Flutter and Dart plugin for building Flutter application in Android Studio. These plugins provides a template to create a Flutter application, give an option to run and debug Flutter application in the Android Studio itself. Do the following steps to install these plugins.

Step 9.1: Open the Android Studio and then go to File->Settings->Plugins.