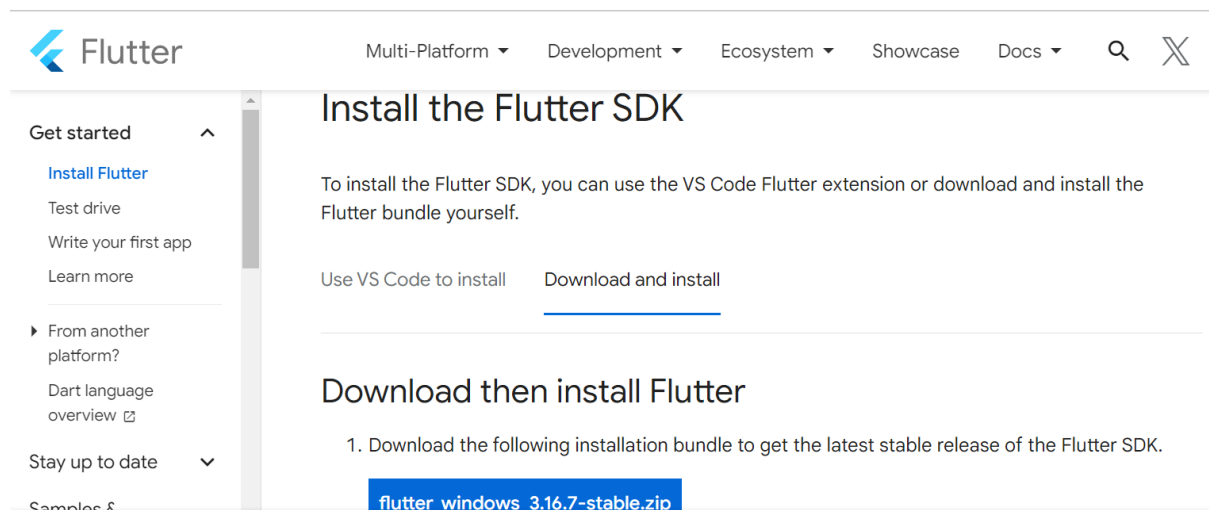


# MPL Experiment-01

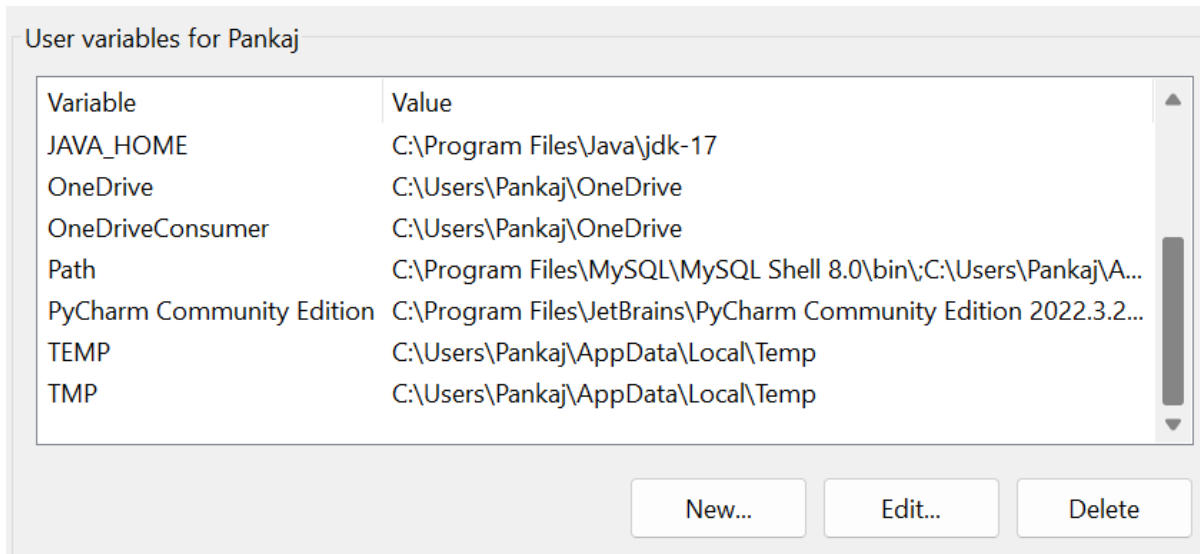
Name: Harshita Dubey Roll no:14 Batch:A/D15A

**Aim : Create a 'Hello World' App using Flutter**

## Step 1: Install Flutter SDK



## Step 2: Set up the Environment Variables



### Step 3: Check if Flutter is installed correctly

```
PS C:\Users\Pankaj> flutter doctor
```

Welcome to Flutter! - <https://flutter.dev>

The Flutter tool uses Google Analytics to anonymously report feature usage statistics and basic crash reports. This data is used to help improve Flutter tools over time.

Flutter tool analytics are not sent on the very first run. To disable reporting, type 'flutter config --no-analytics'. To display the current setting, type 'flutter config'. If you opt out of analytics, an opt-out event will be sent, and then no further information will be sent by the Flutter tool.

By downloading the Flutter SDK, you agree to the Google Terms of Service. The Google Privacy Policy describes how data is handled in this service.

Moreover, Flutter includes the Dart SDK, which may send usage metrics and crash reports to Google.

Read about data we send with crash reports:  
<https://flutter.dev/docs/reference/crash-reporting>

See Google's privacy policy:  
<https://policies.google.com/privacy>

To disable animations in this tool, use 'flutter config --no-animations'.

## Step 4: Download the Android Studio and click on next for installation

Developers

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Android Studio

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ANDROID STUDIO

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Android Studio editor

Android Gradle Plugin

SDK tools

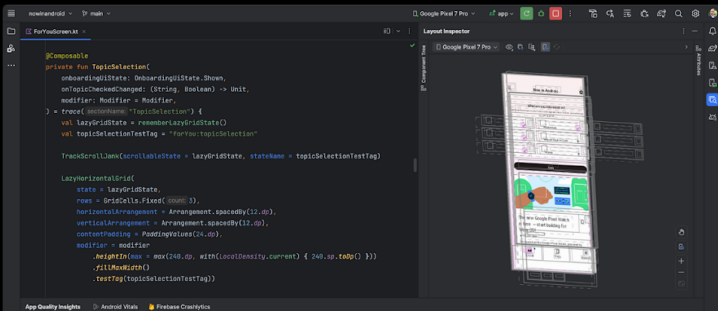
Preview

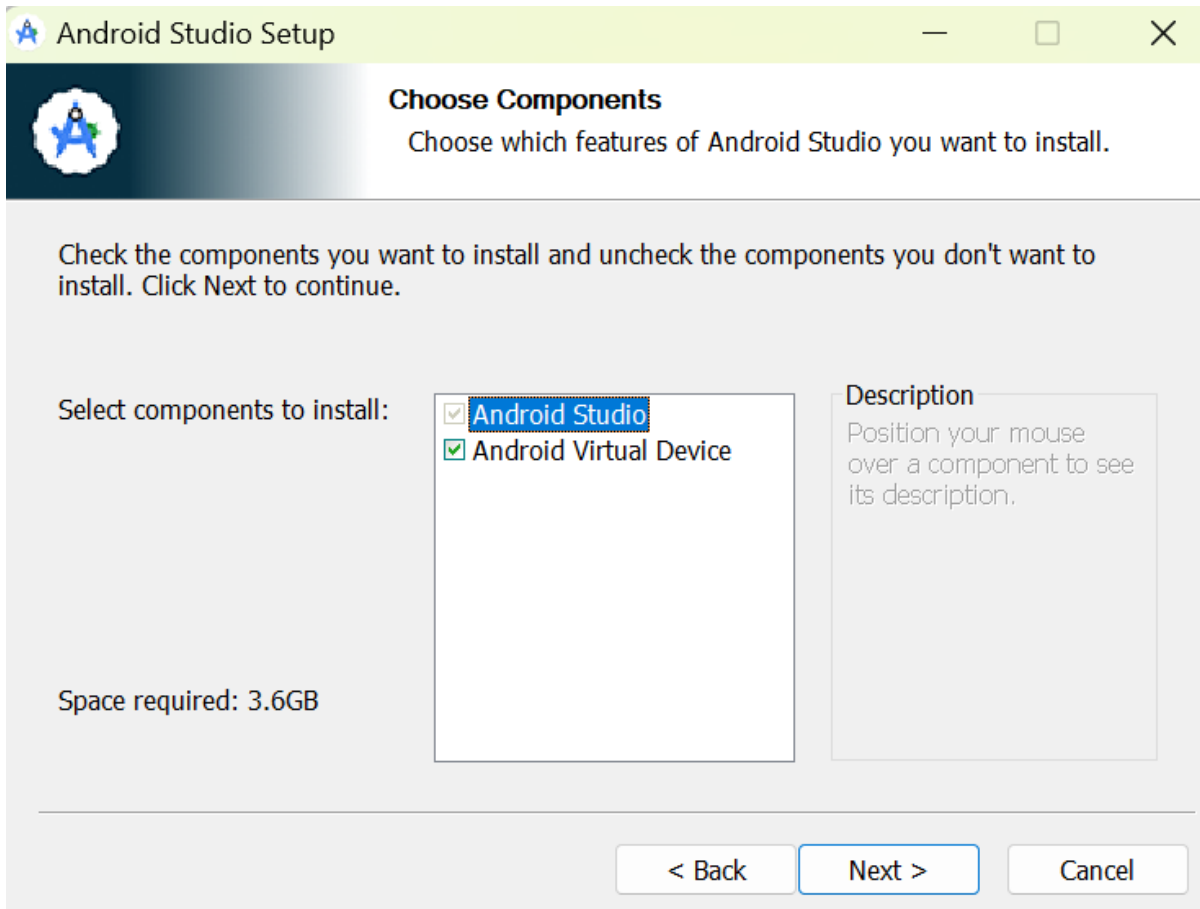
# Android Studio

Get the official Integrated Development Environment (IDE) for Android app development.

Download Android Studio Hedgehog

Read release notes







android  
studio

## Completing Android Studio Setup

Android Studio has been installed on your computer.

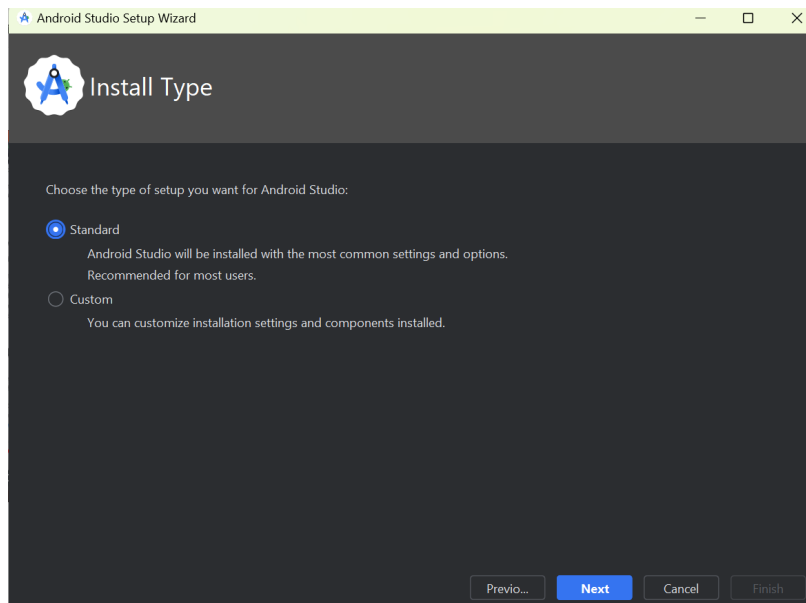
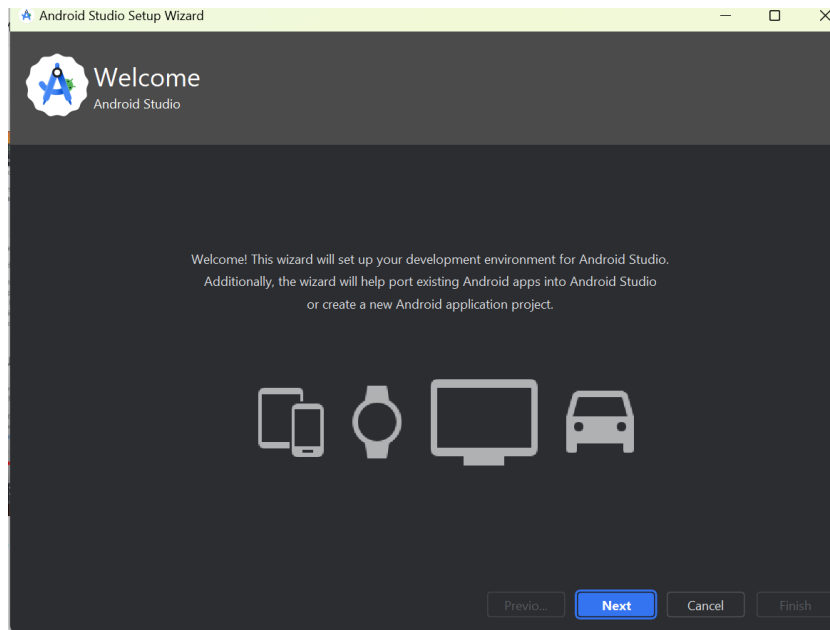
Click Finish to close Setup.

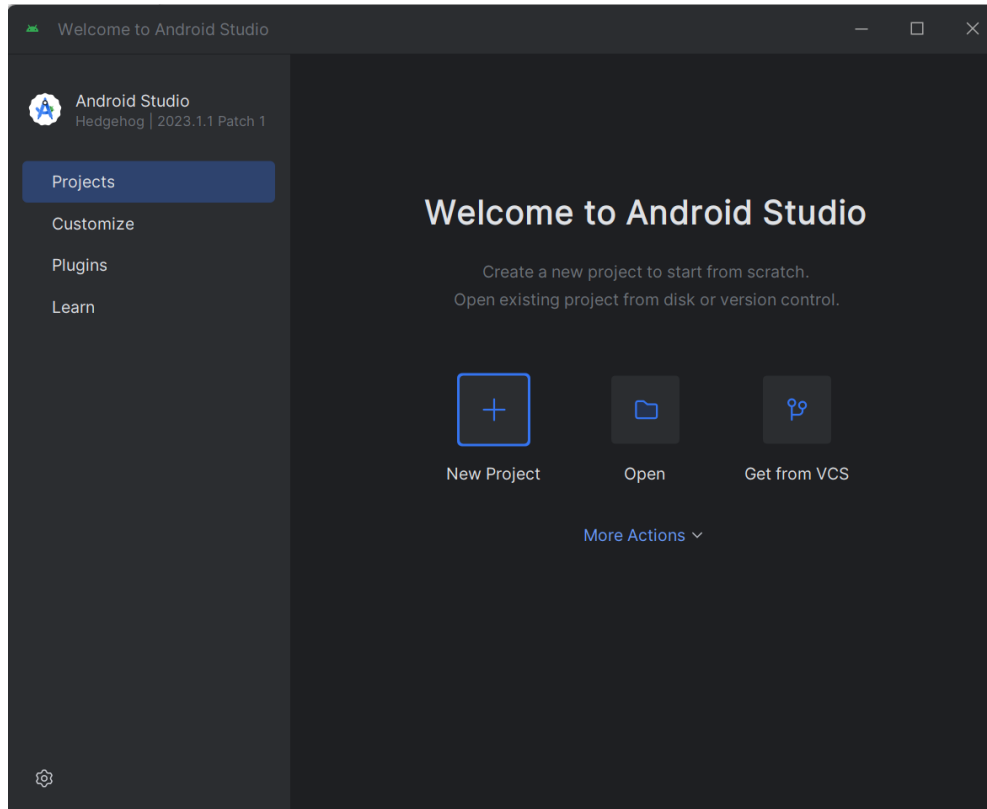
☒ Start Android Studio

< Back

Finish

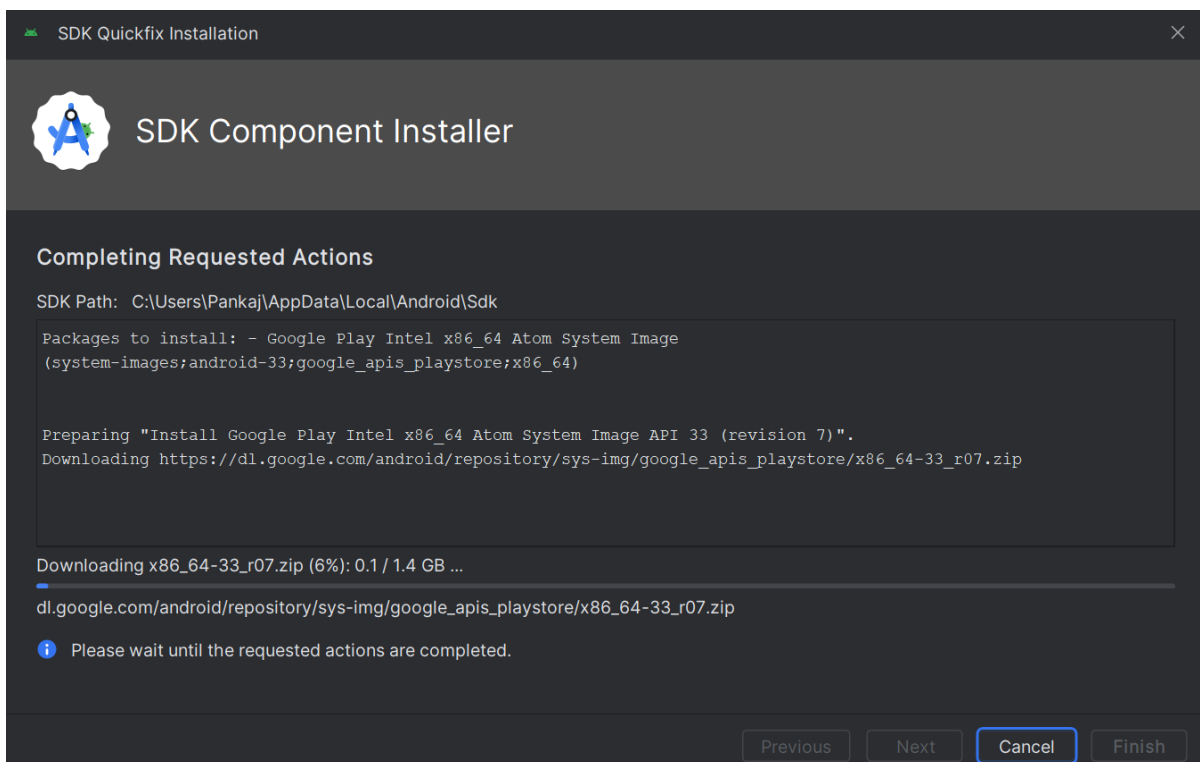
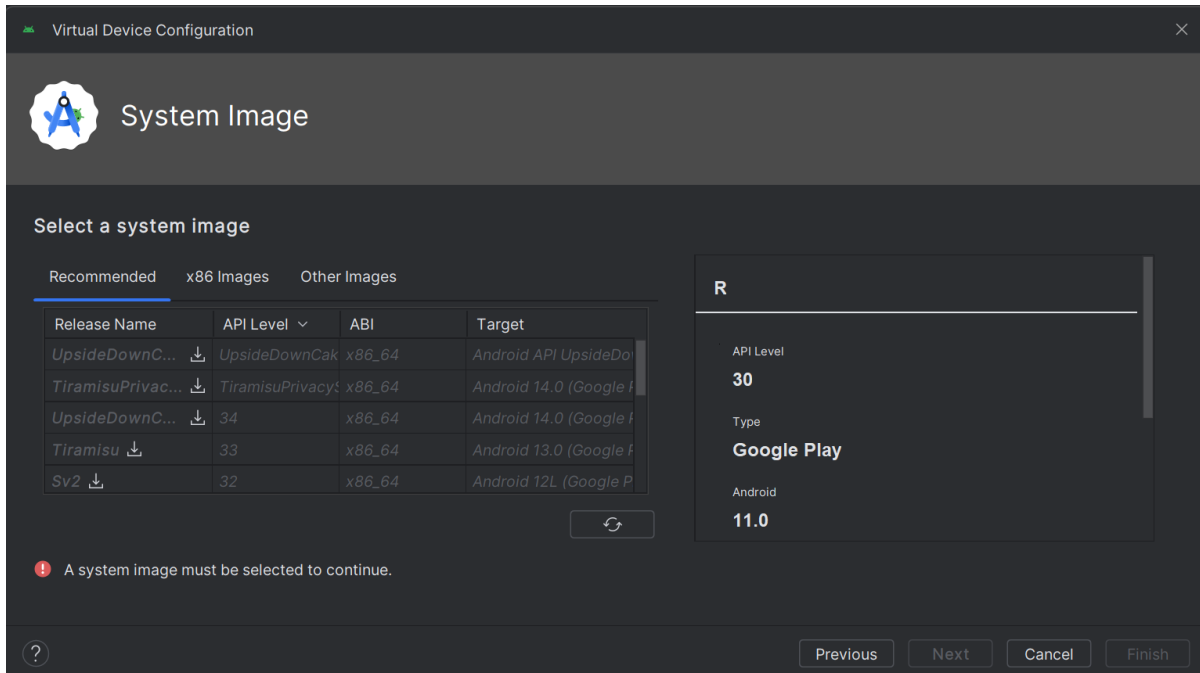
Cancel



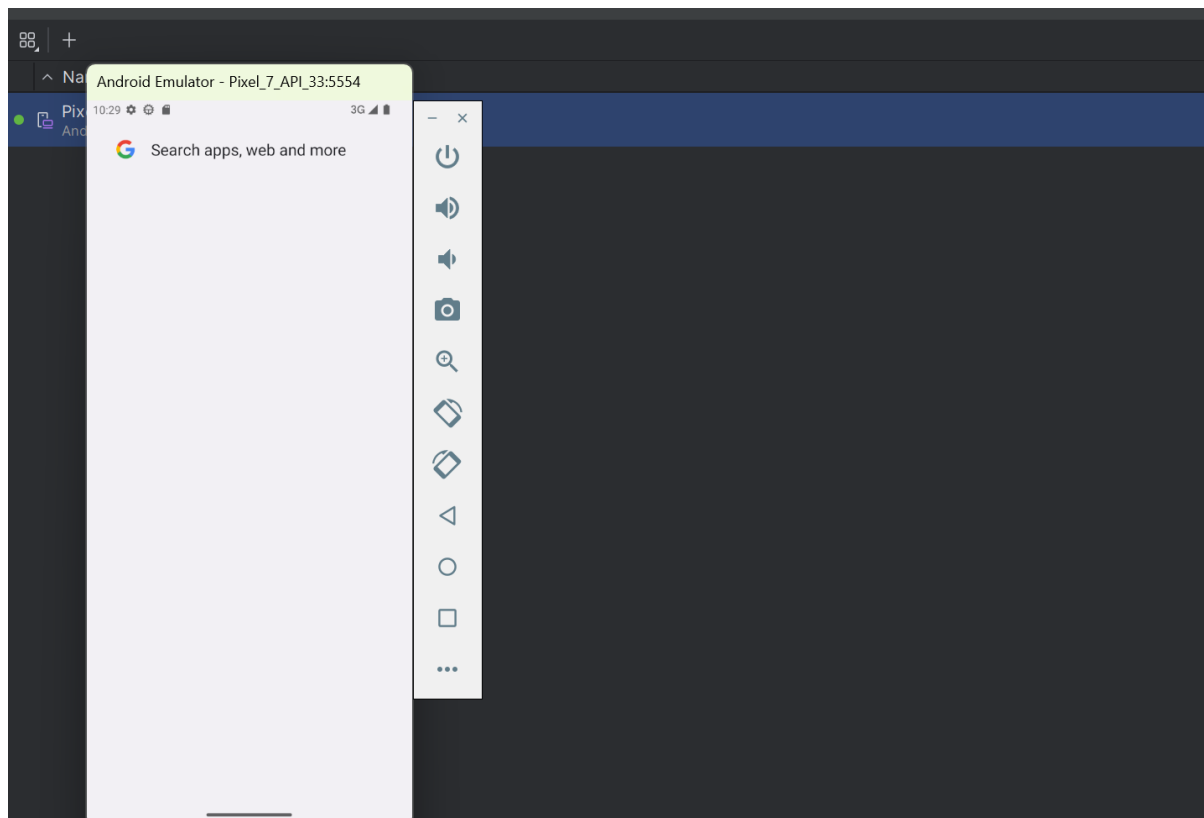
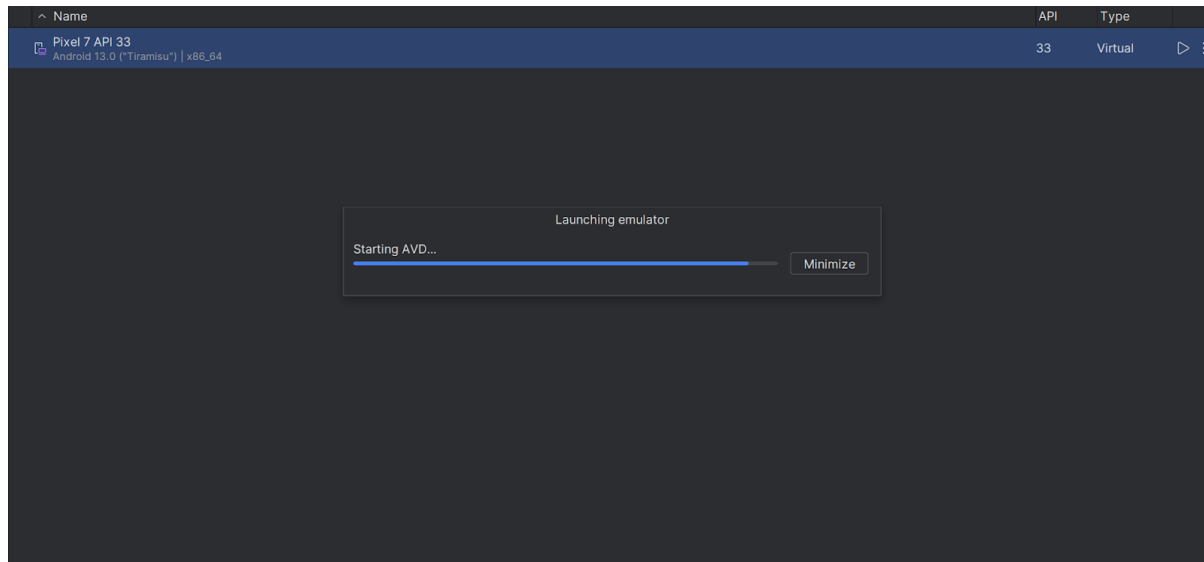


**Step 5: Open Virtual Device Manager and select any system image(eg; Tiramisu) and install it....**

**You are good to go. Select the device(Eg: Pixel 7 API 33) and you have successfully setup the Emulator**



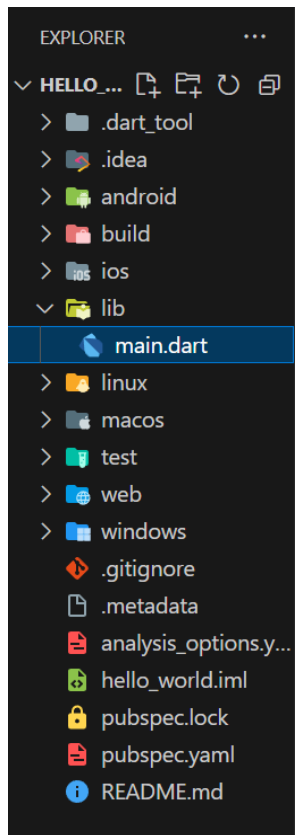




**Step 6: Open VSCode and install Extension 'Flutter'**

**Step 7: Hit Ctrl+Shift+P and select 'Flutter New Project' and then Application. Open the folder you want to built project in..**

## Step 8: Open the lib/main.dart file



## Step 9: Write the code there

```
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: "Welcome to Harshita's Application",
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Welcome to Flutter'),
        ),
        body: const Center(
          child: Text('Hello Harshita'),
        ),
      ),
    );
  }
}
```

```
    },  
    );  
}  
}
```

**Step 8: Open the terminal and enter 'run Flutter'.**

**Step 9: In Emulator, it will be displayed as**

