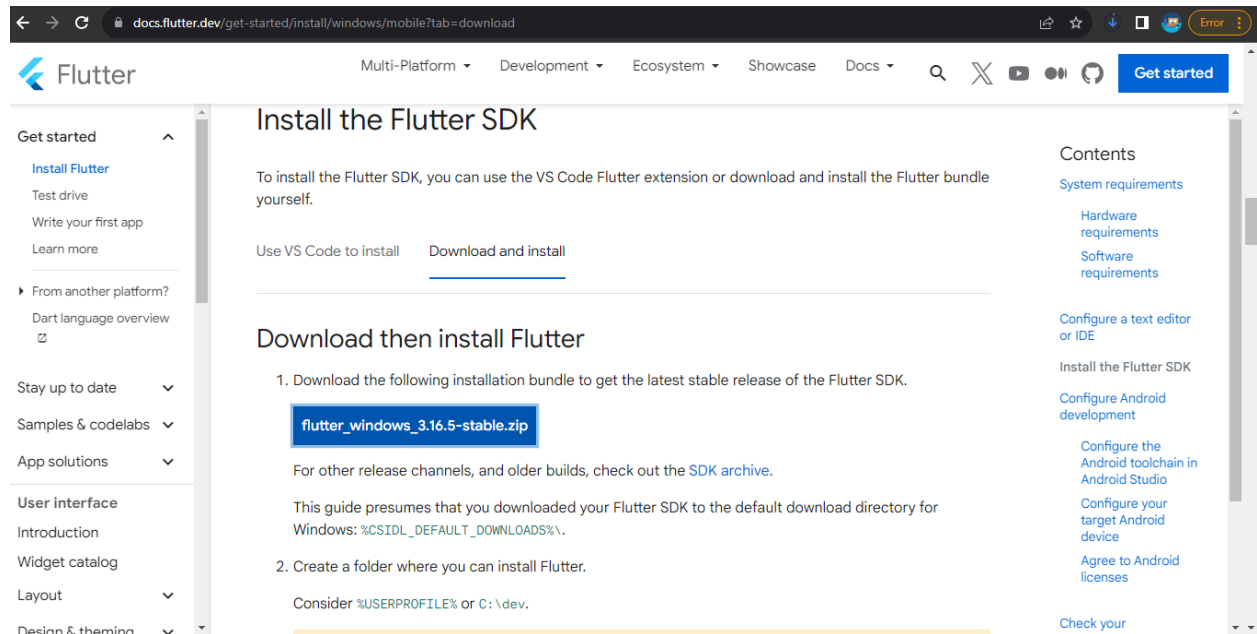**MOHD USMAAN MOGAL**
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# Experiment No. 1

Aim: To write a Hello World Program on Flutter

Pre Requisites: Android Studio Hedgehog, Visual Studio Code and Flutter package.I highly recommend watching this video, for Setting up your Flutter Environment and your Virtual Device: https://youtu.be/ZSWfgxrxN0M?feature=shared

Output:

Flutter

Multi-Platform ▾   Development ▾   Ecosystem ▾   Showcase   Docs ▾

Get started

**Get started** ▲
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# Install the Flutter SDK

To install the Flutter SDK, you can use the VS Code Flutter extension or download and install the Flutter bundle yourself.

Use VS Code to install        **Download and install**

## Download then install Flutter

1. Download the following installation bundle to get the latest stable release of the Flutter SDK.

   flutter_windows_3.16.5-stable.zip

   For other release channels, and older builds, check out the SDK archive

   This guide presumes that you downloaded your Flutter SDK to the default download directory for Windows: `%CSIDL_DEFAULT_DOWNLOADS%\`.

2. Create a folder where you can install Flutter.

   Consider `%USERPROFILE%` or `C:\dev`.

### Contents

System requirements
  Hardware requirements
  Software requirements

Configure a text editor or IDE

Install the Flutter SDK

Configure Android development
  Configure the Android toolchain in Android Studio
  Configure your target Android device
  Agree to Android licenses

Check your

---

Administrator: Command Prompt - flutter

```
Microsoft Windows [Version 10.0.22000.2652]
(c) Microsoft Corporation. All rights reserved.

C:\Users\INFT505-11>flutter
Manage your Flutter app development.

Common commands:

  flutter create <output directory>
    Create a new Flutter project in the specified directory.

  flutter run [options]
    Run your Flutter application on an attached device or in an emulator.

Usage: flutter <command> [arguments]

Global options:
-h, --help                  Print this usage information.
-v, --verbose               Noisy logging, including all shell commands executed.
                            If used with "--help", shows hidden options. If used with "flutter doctor", shows additional      diagnostic informati
on. (Use "-vv" to force verbose logging in those cases.)
-d, --device-id             Target device id or name (prefixes allowed).
    --version               Reports the version of this tool.
    --enable-analytics      Enable telemetry reporting each time a flutter or dart command runs.
    --disable-analytics     Disable telemetry reporting each time a flutter or dart command runs, until it is
                            re-enabled.
    --suppress-analytics    Suppress analytics reporting for the current CLI invocation.

Available commands:

Flutter SDK
  bash-completion   Output command line shell completion setup scripts.
  channel           List or switch Flutter channels.
  config            Configure Flutter settings.
  doctor            Show information about the installed tooling.
  downgrade         Downgrade Flutter to the last active version for the current channel.
  precache          Populate the Flutter tool's cache of binary artifacts.
  upgrade           Upgrade your copy of Flutter.

Project
  analyze           Analyze the project's Dart code.
  assemble          Assemble and build Flutter resources.
  build             Build an executable app or install bundle.
```

```
C:\Users\INFT505-11>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[√] Flutter (Channel stable, 3.16.5, on Microsoft Windows [Version 10.0.22000.2652], locale en-US)
[√] Windows Version (Installed version of Windows is version 10 or higher)
[!] Android toolchain - develop for Android devices (Android SDK version 33.0.1)
    ! Some Android licenses not accepted. To resolve this, run: flutter doctor --android-licenses
[√] Chrome - develop for the web
[X] Visual Studio - develop Windows apps
    X Visual Studio not installed; this is necessary to develop Windows apps.
      Download at https://visualstudio.microsoft.com/downloads/.
      Please install the "Desktop development with C++" workload, including all of its default components
[√] Android Studio (version 2021.3)
[√] VS Code (version 1.76.0)
[√] Connected device (3 available)
[√] Network resources

! Doctor found issues in 2 categories.

C:\Users\INFT505-11>
```

:

```dart
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 Flutter',
 home: Scaffold(
 appBar: AppBar(
 title: const Text('Welcome to Flutter'),
 ),
 body: const Center(
 child: Text('Vedang Khandagale'),
 ),
 ),
 );
 }
}
```
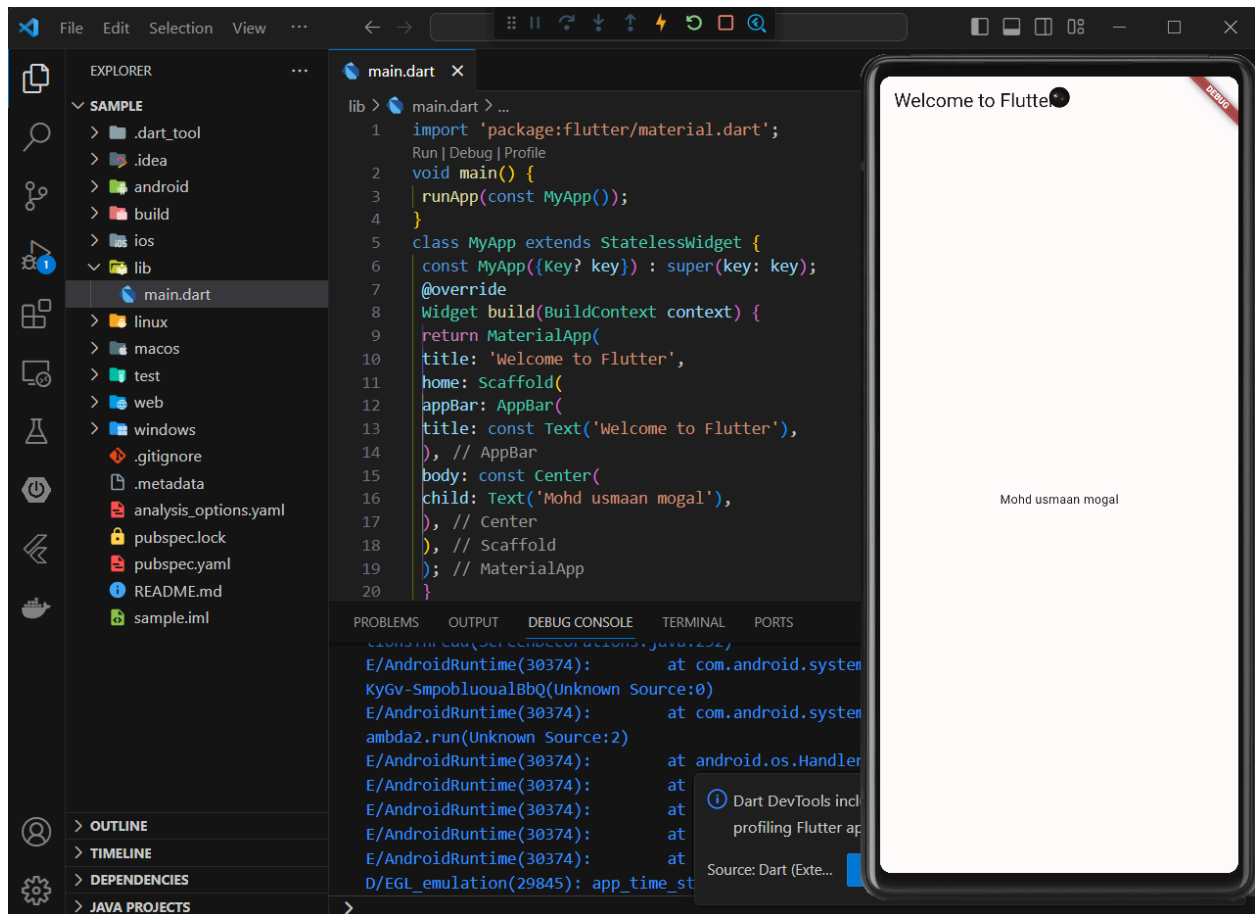
Output:



Conclusion: Hence We ran a simple program on running a simple text,on flutter, running on a virtual device