Tutorial Android Studio

# Download app

* Link: <https://developer.android.com/studio?gclid=Cj0KCQjwj5mpBhDJARIsAOVjBdpnZC_oWqJyCjfg5pWIZScz8SQWkPxHyLkRTMTpC0pVDfRaW5M-RR8aAtjDEALw_wcB&gclsrc=aw.ds>

# Install app

* After download app click icon download and start install app
* App will show in desktop after install or you can search in taskbar

# Install SDK and dependencies

* Open Android Studio and find SDK Manager

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* Sure Android SDK Build Tools 33.0.0 and Android SDK Command-line Tools is install (check Show Package Details to show version)

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# Check flutter connect with Android Studio

* Open command line and input “flutter doctor”

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* If two red dot is checked we are connected success.

# Set up the android emulator

* To prepare to run and test your Flutter app on the Android emulator, follow these steps:
  + Enable [VM acceleration](https://developer.android.com/studio/run/emulator-acceleration#accel-vm) on your machine.
  + Launch **Android Studio**, click the **Device Manager** icon, and select **Create Device** under **Virtual** **tab**…
    - In older versions of Android Studio, you should instead launch **Android Studio > Tools > Android > AVD Manager** and select **Create Virtual Device…**. (The **Android** submenu is only present when inside an Android project.)
    - If you do not have a project open, you can choose **3-Dot Menu / More Actions > Virtual Device Manager** and select **Create Device…**

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* + Choose a device definition and select **Next**.

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* + Select one or more system images for the Android versions you want to emulate, and select **Next**. An *x86* or *x86\_64* image is recommended.

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* + Under Emulated Performance, select **Hardware - GLES 2.0** to enable [hardware acceleration](https://developer.android.com/studio/run/emulator-acceleration).

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* + Verify the AVD configuration is correct, and select **Finish**.
  + In Android Virtual Device Manager, click **Run** in the toolbar. The emulator starts up and displays the default canvas for your selected OS version and device.

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# Everything already start to code

* Check area red to sure Flutter and Emulator is connected.

A screen shot of a cell phone

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