1. **Install Flutter SDK (Windows)**

* **Go to the official Flutter download page**:  
  <https://flutter.dev/docs/get-started/install/windows>
* **Download the latest** **Windows stable ZIP**.
* **Extract it to a folder, for example:**
* **C:\src\flutter**
* **Add Flutter to your system** **PATH**:
* **Press Windows + S, search for** **Environment Variables**.
* **Unde**r **System variables**, **select Path → Edit → New** → **add:**
* **C:\src\flutter\bin**

### Install Git

* **Flutter requires Git to work.**
* **Download & install Git**: <https://git-scm.com/downloads>

### Install Android Studio (for Android Development)

1. **Download Android Studio:** [**https://developer.android.com/studio**](https://developer.android.com/studio)
2. **During installation, ensure these options are checked:**

* **Android SDK**
* **Android SDK Platform**
* **Android Virtual Device (AVD)**

1. **After installation:**

* **Open** **Android Studio → Settings → Appearance & Behaviour → System Settings → Android SDK**
* **Install the latest SDK Platform and SDK Tools (especially Android SDK Command-line Tools**)

### Install XCode (for iOS Development, macOS only)

* **If using macOS, install from the App Store.**
* **Then run in Terminal:**
* **sudo XCode-select --switch /Applications/Xcode.app/Contents/Developer**

**sudo XCode build -runFirstLaunch**

**Accept Android Licenses**

* **Run in Command Prompt:**
* **flutter doctor --android-licenses**

1. **Verify Installation**

**Run:**

**flutter doctor**

* **Flutter (Channel stable, 3.x.x, …)**
* **Android toolchain - develop for Android devices**
* **Chrome - develop for** **the web Android Studio**
* **Connected device**