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MPL EXP 1

AIM: Installation and Configuration of Flutter Environment.

Description: Flutter is an open-source UI software development kit (SDK) created by Google. It's used to build natively compiled applications for mobile (iOS, Android), web, and desktop from a single codebase.

Key Features:

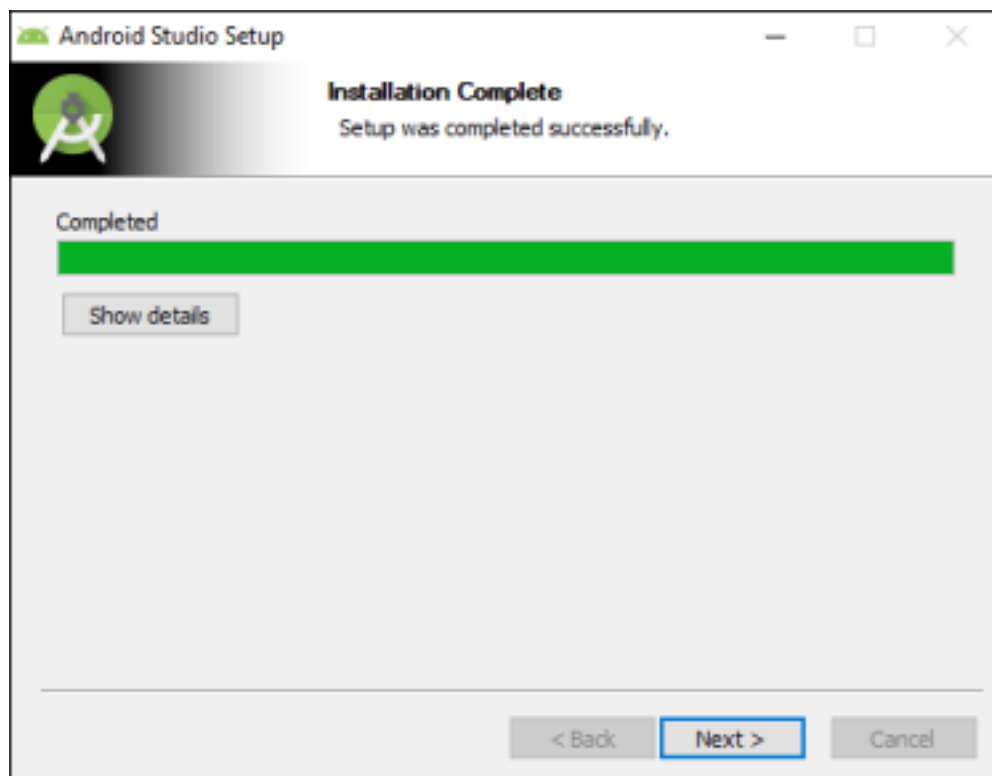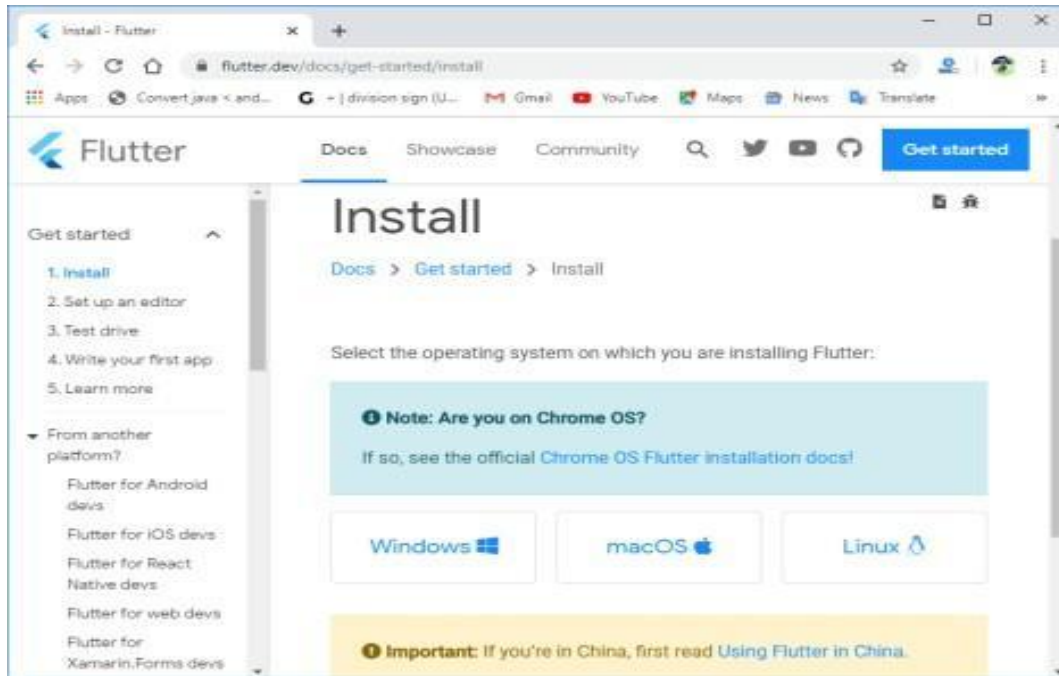Cross-platform: Write once, run on multiple platforms.

Dart Language: Flutter apps are written in Dart, a modern object-oriented language.

Hot Reload: Instantly see changes in the code without restarting the app.

Rich Widgets: Flutter offers a wide range of pre-designed, customizable widgets.

High Performance: Compiles to native ARM code for mobile, providing fast performance.

Screenshots:

Conclusion:

In this experiment, we successfully installed and set up Flutter for cross-platform app development. The process included installing the Flutter SDK, setting up Dart, and configuring an editor like VS Code or Android Studio. This setup allows developers to build high-performance apps for Android, iOS, web, and desktop using a single codebase. The installation also enabled features like hot reload, making development faster and more efficient.