

### P3 TRANSCRIPT – FLUTTER

00:21

**Search for Flutter on google** Now I'm in the official website of flutter and now I'm going to select the operating system I'm currently using, which is Mac OS. So now I see an important notice, it says if I'm installing on Apple Silicon Mac I must have the Rosetta environment available some enviroM1 chip I'm going to do that process. I'm going to download the installation **clicks on the download file (.zip)**

03:02

**Observer:** Are you familiar with flutter?

No.

03:05

**Observer:** You've never heard of it?

03:07

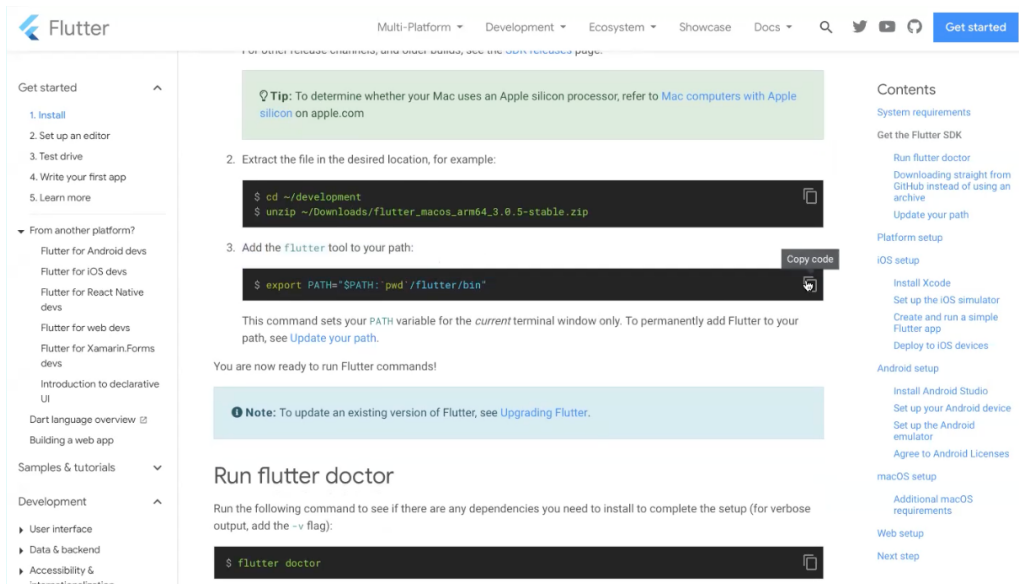
I've heard, but I've never used it. I think it's front-end framework or back-end framework? Because for me it is somehow familiar.

04:06

Okay, now I'm going to extract the file in the designed location and I'm going to open the terminal and also show the screen. I don't think I want to make a new directory, I just unzip in the folder. 05:08 Well okay let me check the folder... **checking on his computer the file folder**

05:35

Okay, so I think my computer just unzipped the file for me so I don't think I need to manually unzip it and I will go back to the browser and I think I just need to undertake that step and I'll go ahead and copy this code and go to my terminal



06:48

**Observer:** Now it's processing?

06:50

I believe so. So I think now I'm going to open the terminal and check if flutter has been stopped because it seems it is stopped.

```
Last login: Fri Aug 12 14:40:37 on console
(base) MacBook-Air ~ % sudo softwareupdate --install-rosetta --agree-to-license
Installing Rosetta 2 on this system is not supported.
(base) MacBook-Air ~ % cd ~/development
cd: no such file or directory: /Users/~/development
(base) MacBook-Air ~ % unzip ~/Downloads/flutter_macos_arm64_3.0.5-stable.zip
unzip: cannot find or open /Users/quanchi/Downloads/flutter_macos_arm64_3.0.5-stable.zip, /Users/~/Downloads/flutter_macos_arm64_3.0.5-stable.zip.zip or /Users/~/Downloads/flutter_macos_arm64_3.0.5-stable.zip.ZIP.
(base) MacBook-Air ~ %
(base) MacBook-Air ~ % export PATH=$PATH:$(pwd)/flutter/bin*
(base) MacBook-Air ~ % export PATH=$PATH:$(pwd)/flutter/bin*
```

09:43

Are you looking for information on the flutter page?

09:47

Yes. I think I followed every step demonstrated in the official website. And not since HP is stopped in my terminal. So well actually, this is my first time to encounter this problem.

Because in the past, if I want to install some tools, for instance, Node js, I will look for some tutorials on YouTube, which is a very good website for study, I think. And because the tool I installed are popular, like Java, or IntelliJ have something else. And there are numerous authors. Yes, publishing. install these videos. So I just follow the steps in the videos. And

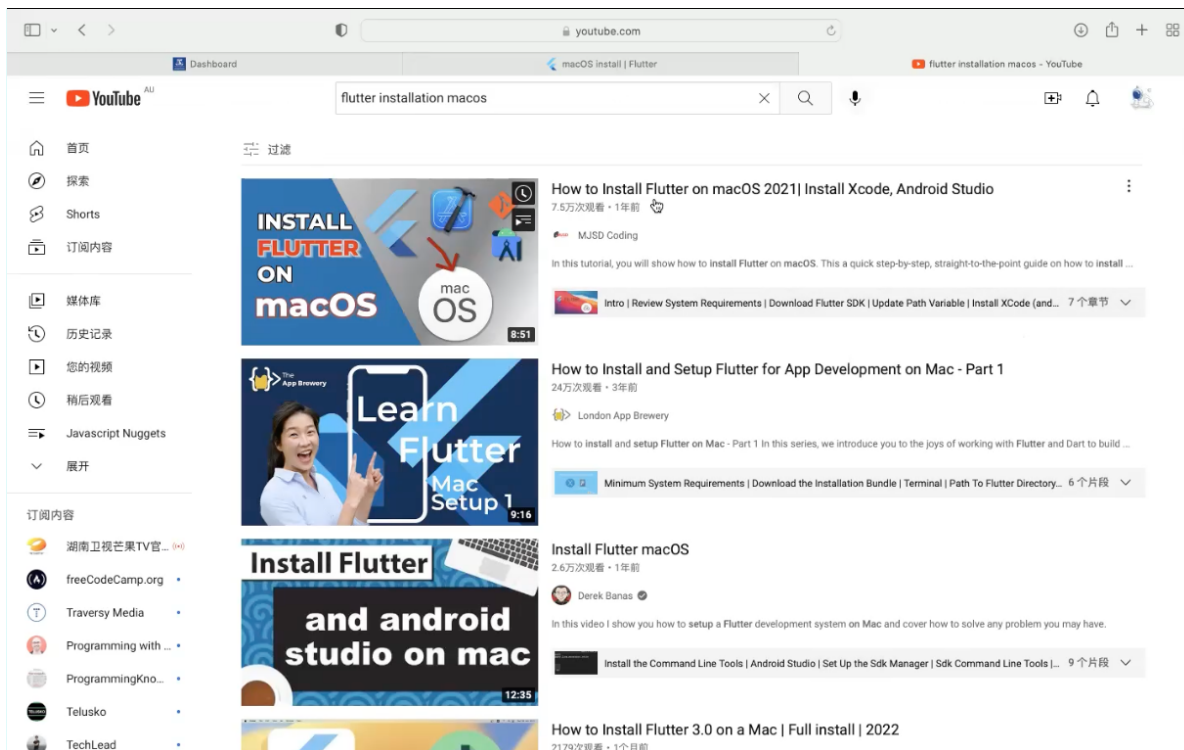
normally, it works perfectly. And now it's my first time to look at the office website. And I think I'm not sure what happened because it is stuck in the terminal.

11:27

Yes. And I think I followed every step here

12:07

Okay, so I will search for help on the internet, I guess Yeah. *Opens youtube and searches "flutter installation macos", clicks on the first video*



12:48

***Plays the video***

*"In this video, I am going to show you how to install flutter on Mac OS project gives you a lot of flexibility. When creating apps and it's free and open source. You can install it on Windows, Mac, and Linux. In this video, I will guide you through the steps to install flutter on Mac OS. That means we will first review the system requirements, download the flutter SDK, update the PATH variable, install Xcode, install*

Android Studio, and accept the Android licenses. If you're interested in installing on Windows, check this video, the link will be in the description below. To start with the installation, you will first go to product update. Once you're here, click on the get started button. This will bring you to the install page. As you can see, there are many options. But since in this video, we will focus on Mac OS, we will click this button. There are not many requirements to install for the Mac, just make sure that you have the minimum space and that you're running a 64 bit version of Mac OS. If your OS is Catalina or later, you have a 64 bit version. If you already have Xcode installed, you probably are good. Also, if you don't, don't worry, we will install Xcode and give later. Also, if your Mac as the number one processor, check these supplementary notes. Now that we are sure that our system needs the minimum requirements, let's move to the next step, which is downloading the flutter SDK. For that, we will click this big blue button here. For those of you who don't know, SDK stands for software development kit. And it's a group of tools, libraries and recommendations that are necessary to develop applications. Just like we have the Android SDK or MacOS SDK. We have flutter SDK, which allows us to make applications for mobile, web and desktop from a single codebase. It's done downloading. Let's extract it.

14:41

Right extracting let's go to the user of folder and create a new folder. We will call it development. Now let's move the trigger folder to the one we just created. Now that we have the flutter SDK downloaded and extracted the next thing to do is to add the flutter slash bin folder to the path. We need to do that because we don't want to write out the entire folder slash bin path in the terminal every time we want to run a flutter command for that we could use this command but as mentioned here, this document sets the PATH variable for the current terminal window only to permanently add flutter to the PATH variable. You will need to create a rc file in the current user and folder if you do not already have it. And as explained here, the name of this file will depend on the shell you're using to know which shell you are using just open the terminal look at the top or on this comment Ico Dasha in my case I am using a Z shell that means I will have to create a dot z sh rc file we can that you've seen that comment so now if we go to the home folder and it come in chief. with

**Pauses the video**

16:42

So now according to the tutorial I need to create a new file I think so I'm going to do that in the terminal. Okay, now I'm going to move back to the tutorial

17:17

**Play the video**

“so now if we go to the home folder and it come in cheap . we can see file that we just created let's open it creating folders

18:01

**Observer:** So now you're creating a folder?

Yes.

18:23

Copy this command and paste it. that we can see the file that we just created down if we go to the home folder and it come in chief. we can see the file that we just created. Let's see where the folder.

20:06

I'm going to paste this code

21:02

*we'll replace this part*

21:39

so now we're going to copy the power of the spring photo

22:16

*Copy the path and paste it here now that we have the variables was that in once come in to refresh the terminal or you can just close the terminal and reopen it*

23:24

*now, let's get into*

23:37

*it see if we can one other comment. Don't install git for now. We'll install it later with Xcode.*

25:07

Okay, I think I think downloaded flutter.

```
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.
clean          Delete the build/ and .dart_tool/ directories.
create         Create a new Flutter project.
drive         Run integration tests for the project on an attached device or emulator.
format         Format one or more Dart files.
gen-l10n       Generate localizations for the current project.
pub            Commands for managing Flutter packages.
run            Run your Flutter app on an attached device.
test           Run Flutter unit tests for the current project.

Tools & Devices
attach         Attach to a running app.
custom-devices List, reset, add and delete custom devices.
devices        List all connected devices.
emulators      List, launch and create emulators.
install        Install a Flutter app on an attached device.
logs           Show log output for running Flutter apps.
screenshot     Take a screenshot from a connected device.
symbolize      Symbolize a stack trace from an AOT-compiled Flutter app.

Run "flutter help <command>" for more information about a command.
Run "flutter help -v" for verbose help output, including less commonly used options.
```

```

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.
Note: 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
```

.. -cBook-Air - %

25:21

Okay, I think yes.

25:46

```
MacBook-Air ~ % flutter doctor

Running "flutter pub get" in flutter_tools... 14.7s
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.0.5, on macOS 12.5 21G72 darwin-arm (Rosetta), locale zh-Hans-CN)
[×] Android toolchain - develop for Android devices
    × Unable to locate Android SDK.
       Install Android Studio from: https://developer.android.com/studio/index.html
       On first launch it will assist you in installing the Android SDK components.
       (or visit https://flutter.dev/docs/get-started/install/macos#android-setup for detailed instructions).
       If the Android SDK has been installed to a custom location, please use
       'flutter config --android-sdk' to update to that location.
[!] Xcode - develop for iOS and macOS
    × Xcode installation is incomplete; a full installation is necessary for iOS development.
      Download at: https://developer.apple.com/xcode/download/
      Or install Xcode via the App Store.
      Once installed, run:
        sudo xcode-select --switch /Applications/Xcode.app/Contents/Developer
        sudo xcodebuild -runFirstLaunch
    ! CocoaPods 1.10.1 out of date (1.11.0 is recommended).
      CocoaPods is used to retrieve the iOS and macOS platform side's plugin code that responds to your plugin usage on the Dart side.
      Without CocoaPods, plugins will not work on iOS or macOS.
      For more info, see https://flutter.dev/platform-plugins
      To upgrade see https://guides.cocoapods.org/using/getting-started.html#installation for instructions.
[×] Chrome - develop for the web (Cannot find Chrome executable at /Applications/Google Chrome.app/Contents/MacOS/Google Chrome)
    ! Cannot find Chrome. Try setting CHROME_EXECUTABLE to a Chrome executable.
[!] Android Studio (not installed)
[✓] IntelliJ IDEA Ultimate Edition (version 2021.1.3)
[✓] Connected device (1 available)
[✓] HTTP Host Availability

! Doctor found issues in 4 categories.
MacBook-Air ~ %
```

So according to the tutorial, I think I've downloaded flutter successfully. So although there are few errors, I think because I didn't install Android SDK, and Xcode, which I think is mostly used to develop iOS applications, I think. And Chrome, which I cannot install. Yet, I don't think I installed it before.

27:31

And according to my past experience, I think the Unix like operating systems are perfect for installing new software, because the procedure are very concise. I think. And for Windows, I think sometimes it is annoying to, you know, to add or modify the environment variables, I think. Because on Windows computers, we have to manually Yeah, some environment variables, but like, Ubuntu did it for us. Most of the time, yeah.

28:14

**Observer:** Do you think you had any challenges during the installation process?

28:18

Well, yes, definitely. I think so. Because firstly, I followed the procedures on the official website. And I'm not sure what happened. But yes, there was a problem and I consulted the YouTube and I successfully installed it.

28:44

**Observer:** So the official page was not helpful at all?

28:47

Yes, I think it it to some extent, it is helpful because according to the tutorial, the author just go went to the official website and copied some commands. But the author just did not follow the steps in the official website. Yeah.

29:18

**Observer:** Well, what did you do to overcome the challenge? I think your answer to this question already

Yes.

**Observer:** What support/information could have made the installation process easier in your opinion?

29:37

Well, I think I think all the commands I need to type were included in the official website, but because according to my experience, it seems like the of this website just separates the commands into two separate pages because was in the first official website, I just copied one code. And I followed the YouTuber to go to another web official website. And I copied some lines of code into the terminal. And I just jump back to the main official website. Yes, this is just two pages of the official website. And I think a better approach could be to integrate the contents of these two pages together in to one page. And it makes more sense and could make developers lives more easier, much more easier. I think so.



