2B IDEs

You've got flutter installed. While that's enough to develop in Flutter, nobody in their right mind would stop there. We really need an IDE. In this lab we'll verify that you have one and, if necessary, install it.

VS Code

VS Code is the choice of the majority of Flutter devs.

1. Look for VS Code on your development machine. If it isn't there, install it. You can find it here: https://code.visualstudio.com/

VS Code needs some help with developing Flutter. It needs an extension for Dart and Flutter.

2. Install the Flutter and Dart plug ins by following the instructions here: https://flutter.dev/docs/get-started/editor?tab=vscode

Android Studio

Android Studio is the second most popular IDE for developing Flutter apps. It should be installed even if you don't want to use it for writing code because of some Android-specific support it provides.

3. If Android Studio is not already installed, install it along with its plugins. You can follow the instructions here: https://flutter.dev/docs/get-started/editor?tab=androidstudio

Xcode

The Xcode IDE isn't used for Flutter development but it has support tools that make it necessary for compiling and testing iOS apps. If you don't have a MacOS based system, you can't debug or test the iOS version of your app. But if you do, you'll need Xcode.

4. If you're on a Mac, make sure that Xcode is installed properly.

5. If not, you'll want to install it. Please note that an Xcode install takes a surprisingly long time. You may consider waiting until you have a few hours with nothing else to do and when your Mac isn't needed for other things. But when you're ready to install, here are some instructions: https://flutter.dev/docs/get-started/install/macos#install-xcode

Once you have all three of these installed, you're ready for the next steps.