

2A Developing in Flutter

The toolchain for developing anything cross-platform is unfortunately complex. But in this lab, let's get ourselves started setting up that toolchain by installing Flutter itself and making sure it is working alright.

1. Make sure you have the flutter command working. Open a terminal/command/PowerShell/whatever window and run ..
`flutter --version`

You should see a version number.

2. If you don't have a version number, then Flutter isn't installed properly. Follow the instructions here: <https://flutter.dev/docs/get-started/install>

Only do enough to run flutter doctor.

3. Now make sure that you have all the tools needed. Run ...
`flutter doctor`

Note that some of the problems that flutter doctor exposes will be fixed in future labs, so don't worry about fixing the issues just yet. We just want you to see the status of your system and know how to check it at any time. You'll be doing that a lot.

4. Run ...
`flutter channel`

5. Read the description of each channel. Make sure you're on the stable channel.

6. Run ...
`flutter devices`
You should only see one or two but soon we'll cover how to add additional devices with which to test your flutter app.

7. Run ...
`flutter upgrade`

8. Hopefully you're on the latest version, but if not, go grab a coffee while flutter upgrades to the latest.

9. Run ...
`flutter config`

10. Look at all the settings! Read through to get an initial idea of what settings are available.

11. Run
`flutter config --enable-web`
This will allow you to create and run your flutter app in a browser.

Dart

Dart is the language of Flutter and you now (hopefully) have the Dart interpreter installed. Let's make sure and look at the dart command.

12. Run ...
`dart info`

13. Look at the output, especially the Dart version.

Xcode

If you're on a PC or Linux machine you can skip this section but you will also be skipping testing on an iOS device like an iPhone or iPad. In order to compile for those, you need to have Xcode.

14. On your Mac, run Xcode. If you don't have Xcode on your Mac, read these instructions and then install Xcode. <https://docs.flutter.dev/get-started/install/macos#ios-setup>

15. Run Xcode one time.