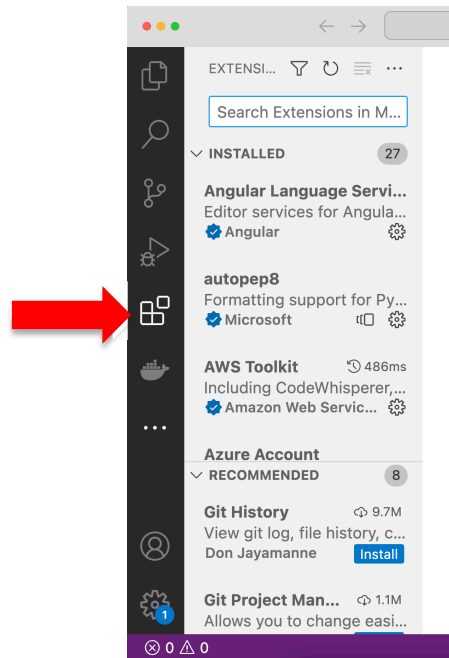


2B IDEs

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 most 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. Let's make sure it is there first.

2. With VS Code open, look at the toolbar to the left. Choose the *Extensions* option. You'll usually see two sections, *INSTALLED* and *RECOMMENDED*. If the Flutter extension appears in the *INSTALLED* section, you're good. If not, install it 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 these installed, you're ready for the next steps.

Running a Flutter app in VS Code

Let's get some practice running a Flutter app from the IDE.

6. You downloaded the starters and solutions in the first lab. Notice that there's a project called 99 Final Solution. Go ahead and drag that whole folder into VS Code.
7. You should be able to see all the files that make it up in the Explorer tool, the first icon in the toolbar on the left. Notice that there's a main.dart file in the lib folder. That's your starting point when running any Flutter app.
8. Now choose the debug tool.
9. From the dropdown in the top left, choose *Flutter (Chrome)*.
10. Hit F5 or the green play button.
11. This will open Chrome and run your app as a web application. Try it out.

