# Setup Guide for Running CoBuildr:

1. Unzip this file into a desired location on your computer

2. Download Visual Studio Code Using this link (https://code.visualstudio.com/download)

3. Open Visual Studio Code

4. Install flutter extension on Visual Studio Code Marketplace, (you can install onto VS code using this link

   https://marketplace.visualstudio.com/items?itemName=Dart-Code.flutter)

5. Open the cloned project on your Visual Studio Code IDE

6. VS Code prompts you to locate the Flutter SDK on your computer
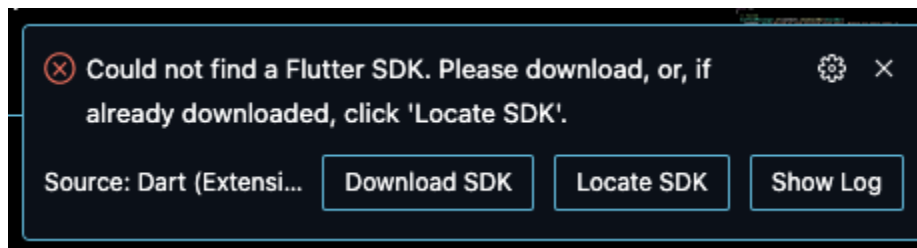
   a. For a detailed Flutter SDK installation follow this guide:

      (https://docs.flutter.dev/get-started/install)

   b. A more succinct version is written below:

      i. If you have Flutter SDK installed, click Locate SDK

         1. Then Select Folder popup for Flutter SDK will be displayed

            a. Select where your SDK was installed

      ii. If you don't have it installed, click Download SDK

         1. If you have not installed Git, you will be sent to git install page

            a. Install git
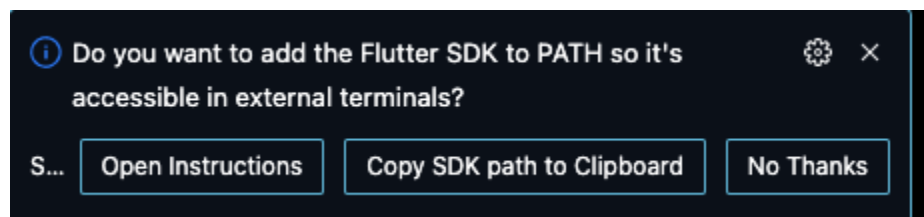
b. Restart Visual Studio Code
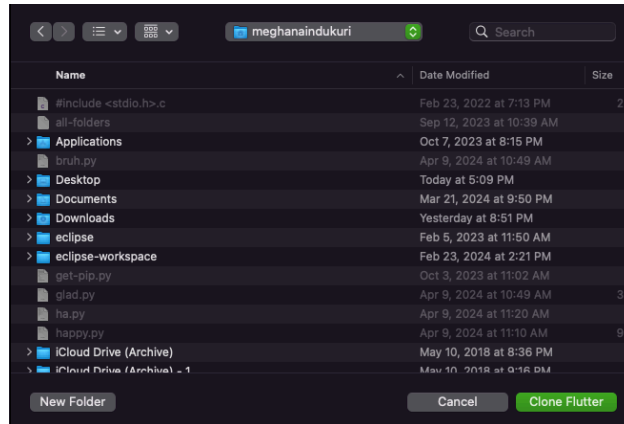
2. Then Select Folder popup for Flutter SDK will be displayed

3. Click Clone Flutter
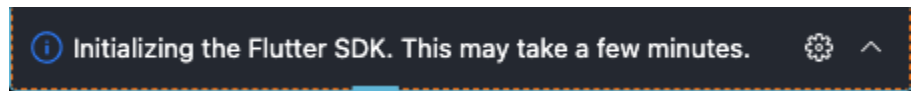
4. If you get the option to click on Add SDK to PATH, click on it.
   (For Windows this will be the case)

5. Else (For mac), click on Copy SDK path to Clipboard (detailed guide for mac users:
   https://docs.flutter.dev/get-started/install/macos/mobile-ios?tab=download#add-flutter-to-your-path)

a. A location like /Users/meghanaindukuri/flutter should be copied to your clipboard

b. In your terminal type:

    i. echo 'export

    PATH=/Users/meghanaindukuri/flutter/bin:$PATH'

    >> ~/.zshenv

        1. Replace the Path /Users/meghanaindukuri/

        as needed based on what was copied to your
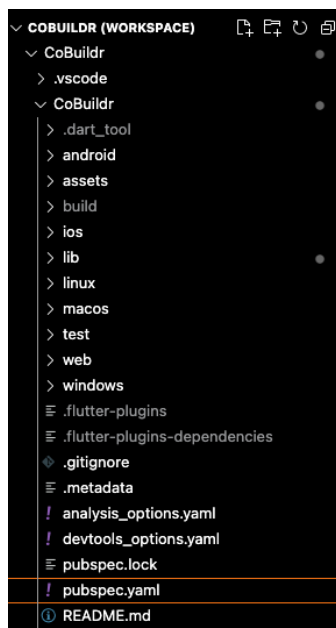
        clipboard

c. Restart VS Code

7. Reopen Visual Studio Code as Needed

8. Click on your project explorer to see the folder structure
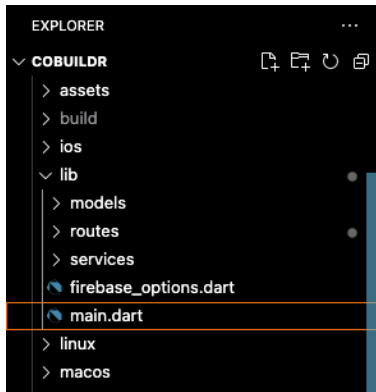
9. Click on CoBuildr folder
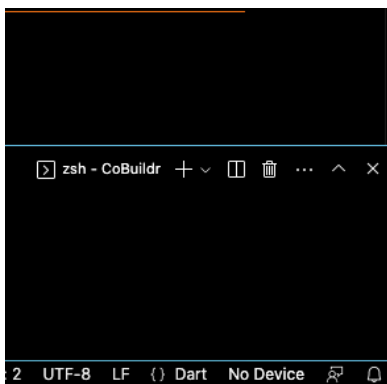
10. Click on pubspec.yaml

11. Ctrl + s or Cmd + s, this runs flutter pub get --no-example

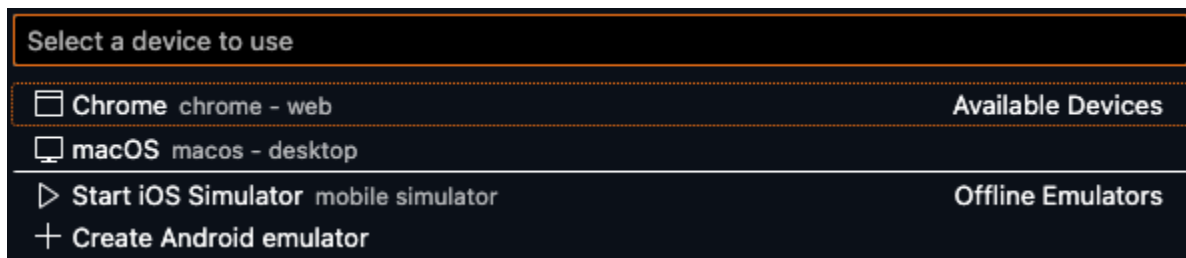12. In the CoBuildr folder, click on the lib folder
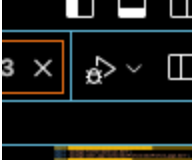
13. Click on main.dart

14. Bottom Right of main.dart , click on No Device

15. Select Chrome for smooth sailing, depending on your computer other emulators may fail.

16. In main.dart, click on this play button on top right corner

17. Wait for Code to run!