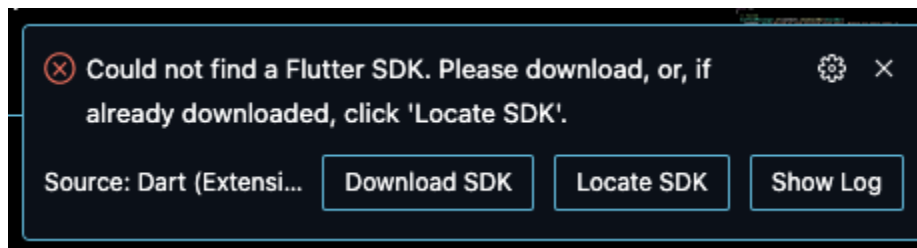


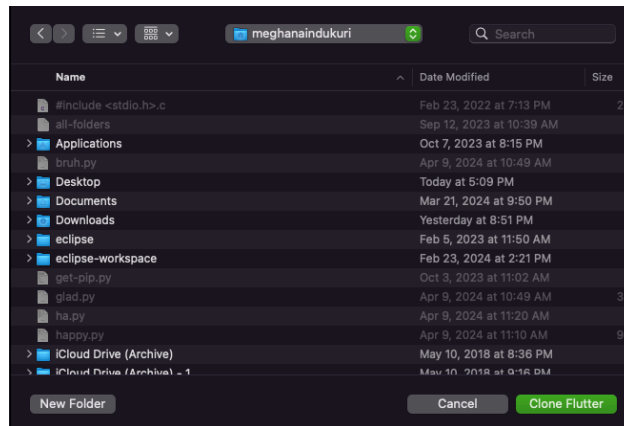
Setup Guide for Running CoBuilder:

1. Unzip the zip file attached in canvas submission 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

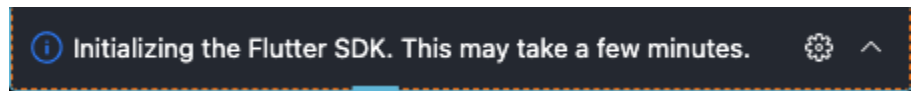


- a. For a detailed Flutter SDK installation follow this guide:
(<https://docs.flutter.dev/get-started/install>)
- b. A more succinct version is written below:
 - i. If you have Flutter SDK installed, click Locate SDK
 1. Then Select Folder popup for Flutter SDK will show up
 - a. Select where your SDK 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

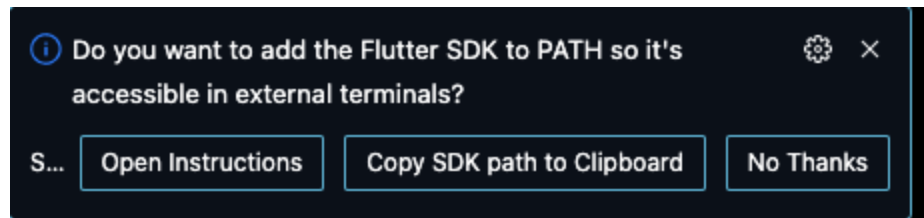


2. Then Select Folder popup for Flutter SDK will be displayed
3. Select location where you want to clone the Flutter SDK
4. Click Clone Flutter



5. If you get the option to click on Add SDK to PATH, click on it.
(For Windows this will be the case)
6. 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

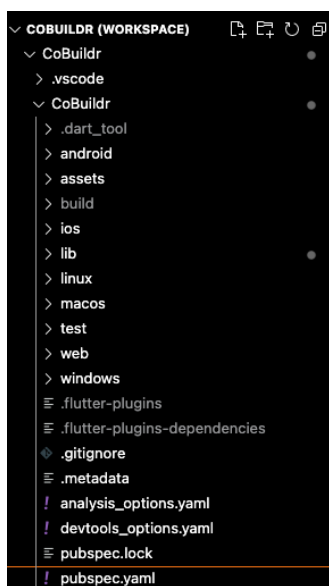
c. Restart VS Code

7. Reopen Visual Studio Code as Needed

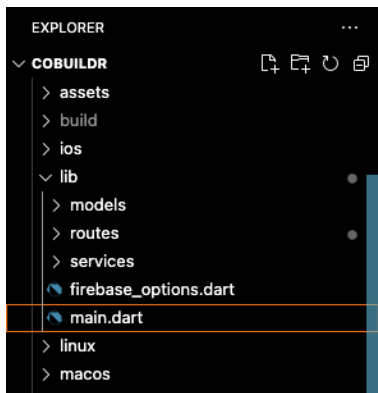
8. Click on your project explorer to see the folder structure

9. Click on CoBuildr folder

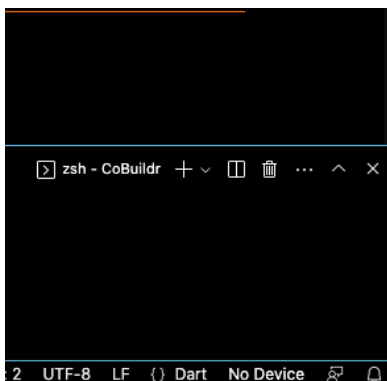
10. Click on pubspec.yaml



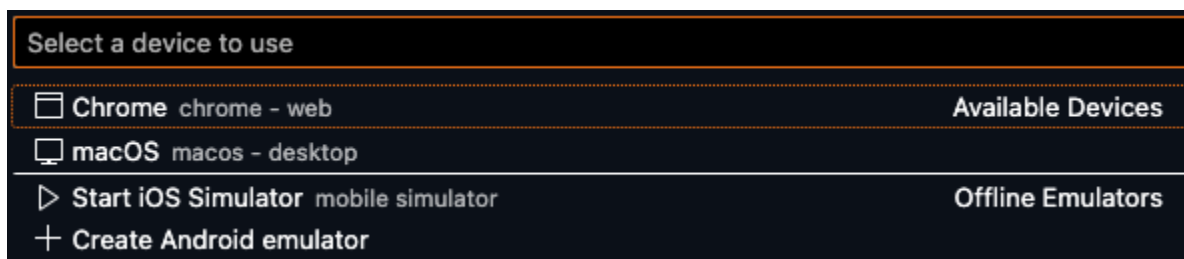
11. Ctrl + s or Cmd + s the pubspec.yaml file, this auto runs flutter pub get --no-example
12. In the CoBuildr folder, click on the lib folder
13. Click on main.dart



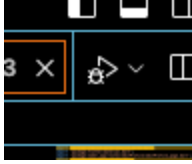
14. Bottom Right of main.dart , click on No Device



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

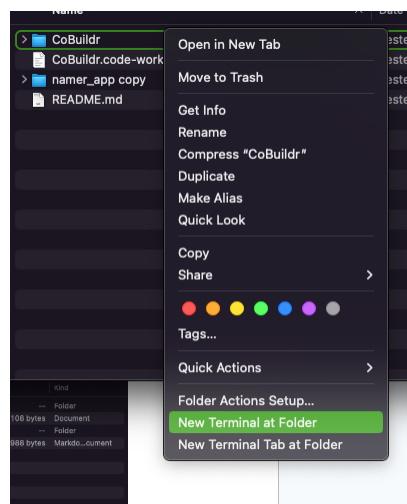
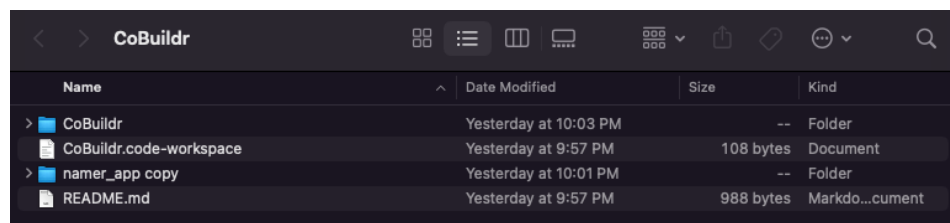


17. Wait for Code to run!

18. If you run into any errors that have to do with firebase, follow these steps:

<https://firebase.google.com/docs/flutter/setup?platform=web>

- a. Install the Firebase CLI
 - i. Mac: `curl -sL https://firebase.tools | bash`
 - ii. For windows: `https://firebase.google.com/docs/cli#windows-npm`
- b. Type in terminal: `firebase login`
 - i. Your google email should suffice for firebase login
- c. Type in terminal: `dart pub global activate flutterfire_cli`
- d. Open the CoBuilder folder in your terminal. You will see another CoBuilder folder and namer_app copy folder. Create a terminal at the second CoBuilder folder. (For windows you can use the integrated terminal).



- e. Type in terminal : flutterfire configure
- f. Then type: flutter pub add firebase_core
- g. Retype: flutterfire configure
- h. This should fix any errors with firebase if they appear.
- i. Rerun, using step 16.