1. **Backend-**
2. Install Django & Django-rest-framework.
3. First, we need to create a database where all the tables (*models created in models.py file*), will be stored. So open *MySQL command line client*, enter the password and create a database, give it some name (*say neon*).
4. Open the project in VSCode. Go to *settings.py* file (*api/api/settings.py*), scroll down and locate ‘*DATABASES’,* replace name & password with database name and your MySQL password.
5. Go to *api/rest\_apis/migrations* and delete all the files except *\_\_init\_\_.py*. these files maps models to corresponding sql tables (responsible for creating tables /updating database). Since we are using a new database with no tables initially, new tables need to be created for every model. the deleted migration files were mapping models into tables for some other database, so we no longer need them.
6. Now Go to *API\_DEVELOPMENT\_USING\_DRF/api* through terminal, then start the server using *python manage.py runserver*. If no error comes, ignore step 6.
7. Error occurred as some third party packages are used which are yet to be installed, Go to settings.py file and locate ‘INSTALLED\_APPS’, here, ‘rest\_apis’ is the name of our Django app **so don’t try to install it.** install ‘rest\_framework’, ‘rest\_framework\_extensions’, ‘django\_extensions’ using pip. Try to start the server, this time it should work fine.
8. Next step is to create tables in our new database, in *models.py* file, we have already defined all the models. We just need to create SQL tables for each model. Go to *API\_DEVELOPMENT\_USING\_DRF/api*, type *python manage.py makemigrations* then *python manage.py migrate*. These commands will create bunch of files inside *migrations* folder. Now, use *show tables;* command in *MySQL client*, you will see a large no. of tables are created with their names starting with *‘auth’ or ‘rest\_apis’*.
9. Finally, start the server. Backend is ready.
10. **Frontend-**

1. Open ‘BOARDING’ folder in VS Code, (install flutter extension for VSCode first), at the bottom bar, you will see, ‘Flutter’, ‘No Device’ etc.

2. Click on ‘No Device’, select a virtual device, the device will be connected.

3.Click on ‘Run’ icon (from the sidebar), click on ‘RUN’, it will start building the project. First time build may take 20-30 minutes.

4. Once, it is built, you will see icons of ‘restart’ and ‘hot reload’ , now you can write code, whenever a file is modified, app will be reloaded automatically or it can be done manually using ‘hot reload’.

5. All the dependencies used for development of this project are written in ‘pubspec.yaml’ file. To download these, VSCode automatically runs ‘*flutter pub get’* but if that isn’t the case, run it manually inside ‘BOARDING’ using terminal.

6. Don’t forget to run backend before starting the app as it will make many fetch requests to the API to fetch relevant user data.

To make a **web app** out of flutter, follow the instructions given [here](https://flutter.dev/docs/get-started/web).