

Mobile Application Development with Flutter

Lecture 4: How to Install Flutter on Windows

Flutter Installation

- To develop applications with Flutter, your system must meet specific hardware and software requirements
- Minimum specifications are sufficient to start
- Upgrading RAM and using an SSD significantly improves performance


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Hardware Requirements

- Processor
 - Intel Core i5 or AMD Ryzen 5 (or equivalent) is a good choice
 - Core i7/Ryzen 7 or Apple Silicon is recommended
- RAM
 - A minimum of 8 GB is recommended
 - 16 GB or more is ideal for a smooth experience
- Storage
 - An SSD is recommended for faster load times and project build speeds
- Graphics
 - A GPU capable of OpenGL 3.2+ is recommended for optimal emulator performance, though an integrated GPU will work

Software Requirements

- Flutter development is supported on Windows, macOS, and Linux

Operating System 	Minimum Version	Required Tools
Windows	Windows 10 or later (64-bit)	Windows PowerShell 5.0+, Git for Windows, and Visual Studio 2022 with the "Desktop development with C++" workload if building Windows desktop apps.
macOS	macOS 12 (Monterey) or later	Xcode (latest stable version) for iOS/macOS development, Git, and CocoaPods (for plugin support).
Linux	Any modern 64-bit distribution (e.g., Ubuntu 20.04 LTS or later)	Bash, curl, file, git, mkdir, rm, unzip, which, and xz-utils.

Development Tools (IDEs)

- Android Studio
- Visual Studio Code (VS Code)
- Firebase Studio
- IntelliJ

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