

# **Setup Mobile Application**

# Setup Environment

The app development environment may be set up by referring to the link below or watching the video or reviewing the documentation. **Check that you are downloading Flutter version 3.7.0 .**

- **Windows**

flutter sdk(3.7.0)link :

[https://storage.googleapis.com/flutter\\_infra\\_release/releases/stable/windows/flutter\\_windows\\_3.7.0-stable.zip](https://storage.googleapis.com/flutter_infra_release/releases/stable/windows/flutter_windows_3.7.0-stable.zip)

Youtube video link :

<https://www.youtube.com/watch?v=BqHOtlh3Dd4>

Documentation link :

<https://docs.flutter.dev/get-started/install/windows>

- **Mac Os**

flutter sdk(3.7.0)link:

[https://storage.googleapis.com/flutter\\_infra\\_release/releases/stable/macos/flutter\\_macos\\_arm64\\_3.7.0-stable.zip](https://storage.googleapis.com/flutter_infra_release/releases/stable/macos/flutter_macos_arm64_3.7.0-stable.zip)

Youtube video link :

<https://www.youtube.com/watch?v=C2UFOwvzZqk>

Documentation link :

<https://docs.flutter.dev/get-started/install/macos>

- **Linux**

flutter sdk(3.7.0)link:

[https://storage.googleapis.com/flutter\\_infra\\_release/releases/stable/linux/flutter\\_linux\\_3.7.0-stable.tar.xz](https://storage.googleapis.com/flutter_infra_release/releases/stable/linux/flutter_linux_3.7.0-stable.tar.xz)

Youtube video link :

<https://www.youtube.com/watch?v=Esb7zwEIHv8>

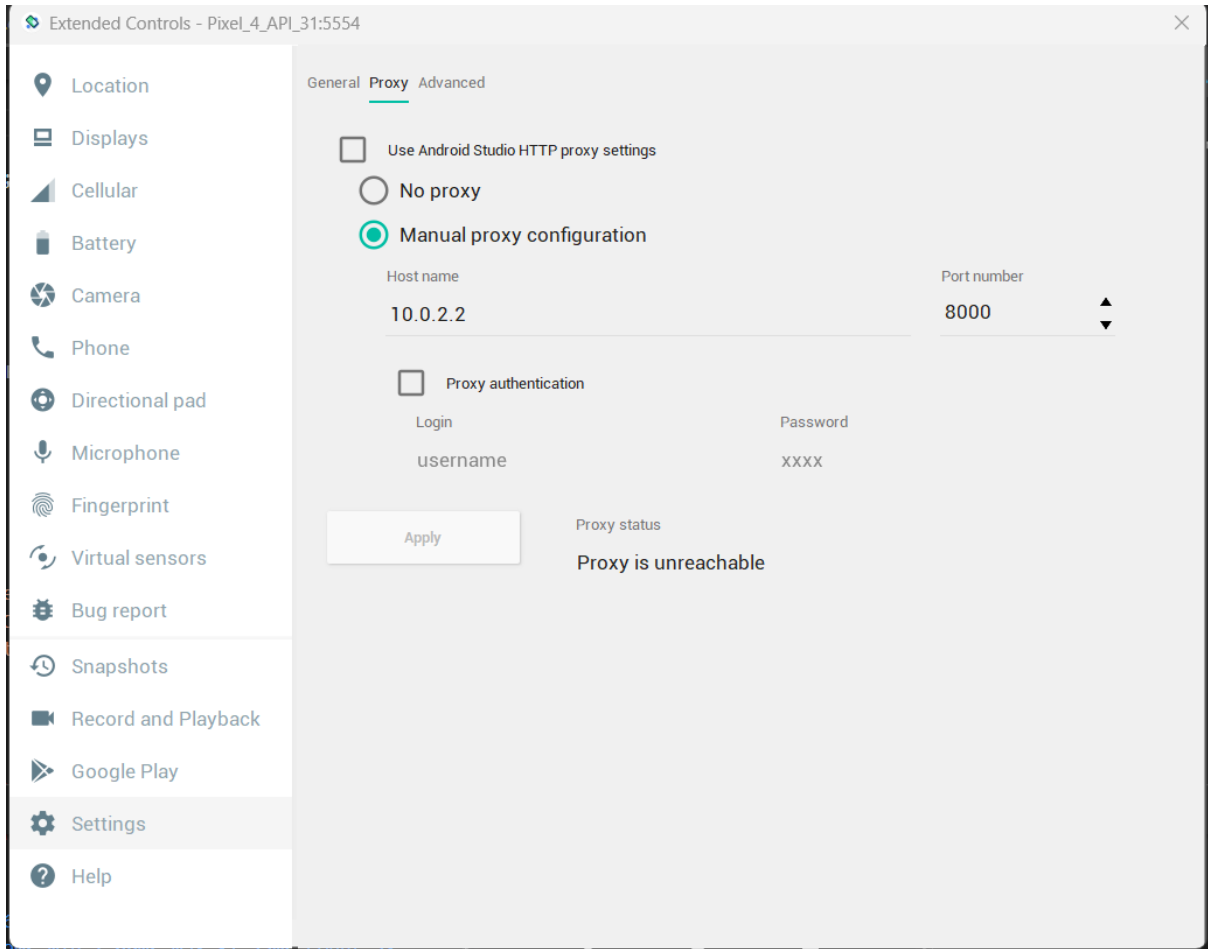
Documentation link :

<https://docs.flutter.dev/get-started/install/linux>

Run the following command in the terminal in the project root before running your application.

command:-**flutter pub get**

After, you must change your emulator's proxy setting like below to configure backend API connectivity.



After that, you must start the backend server ( refer to the backend document)

Now you can run your application using your IDE.

