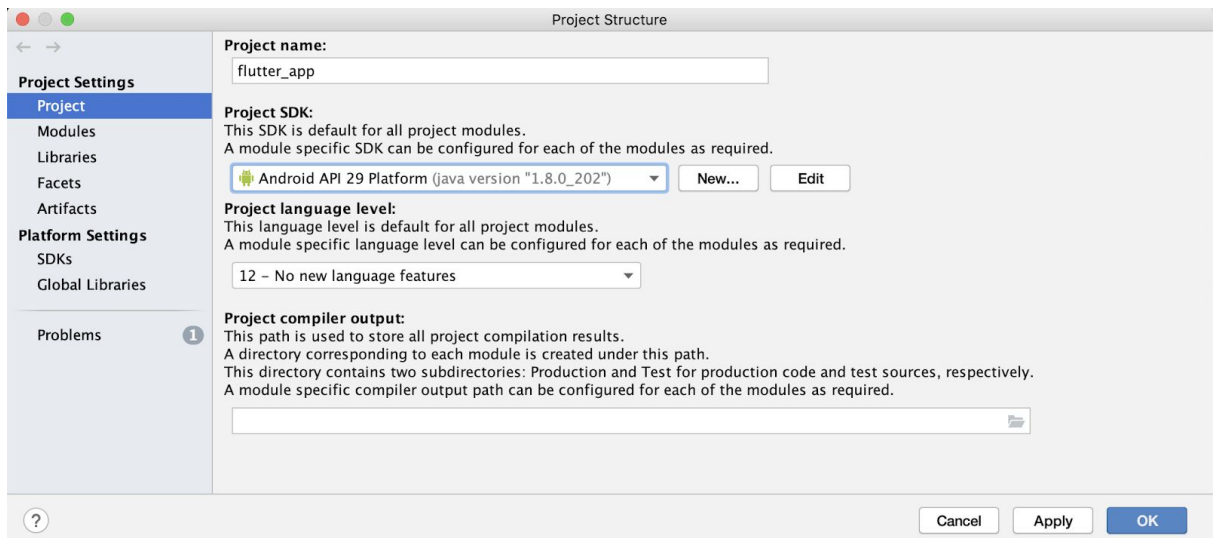
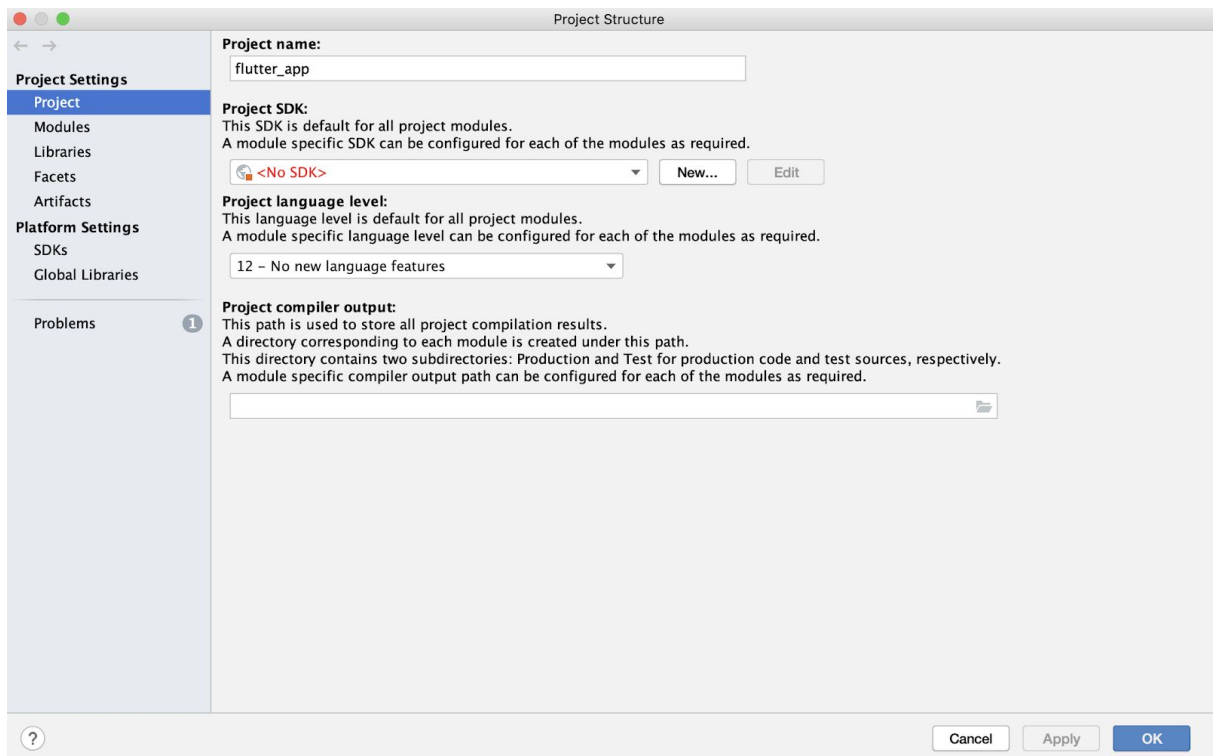


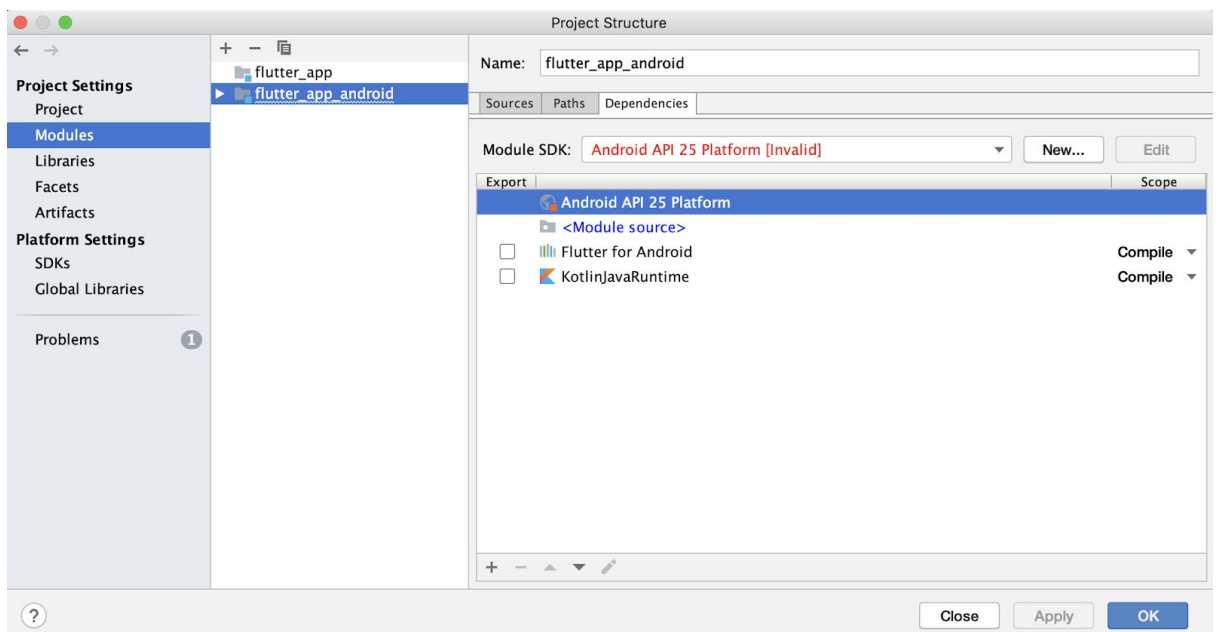
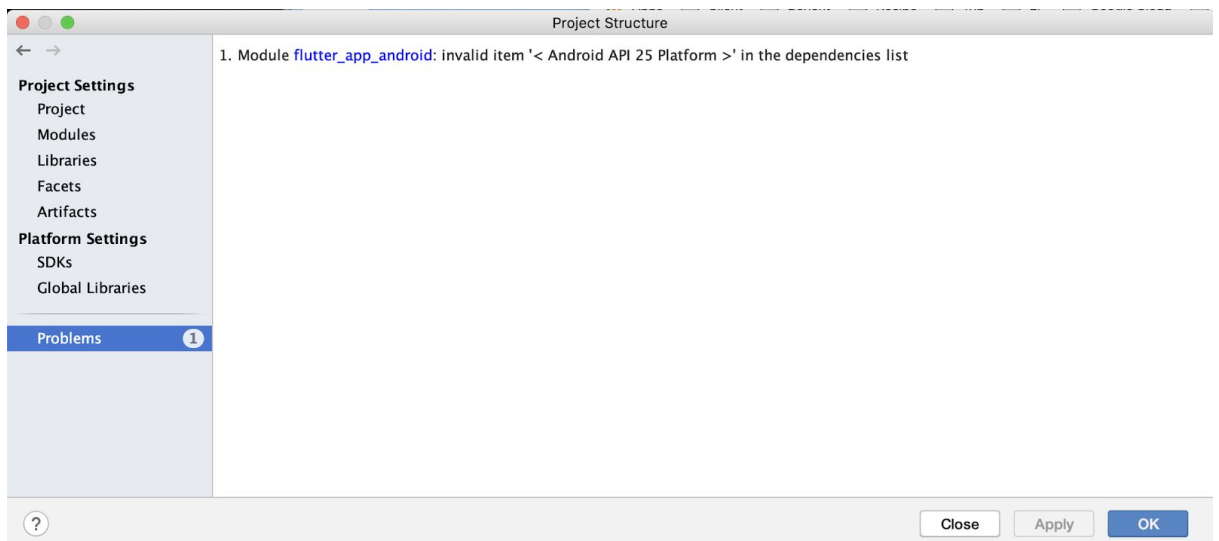
<https://github.com/flutter/flutter/issues/29608>

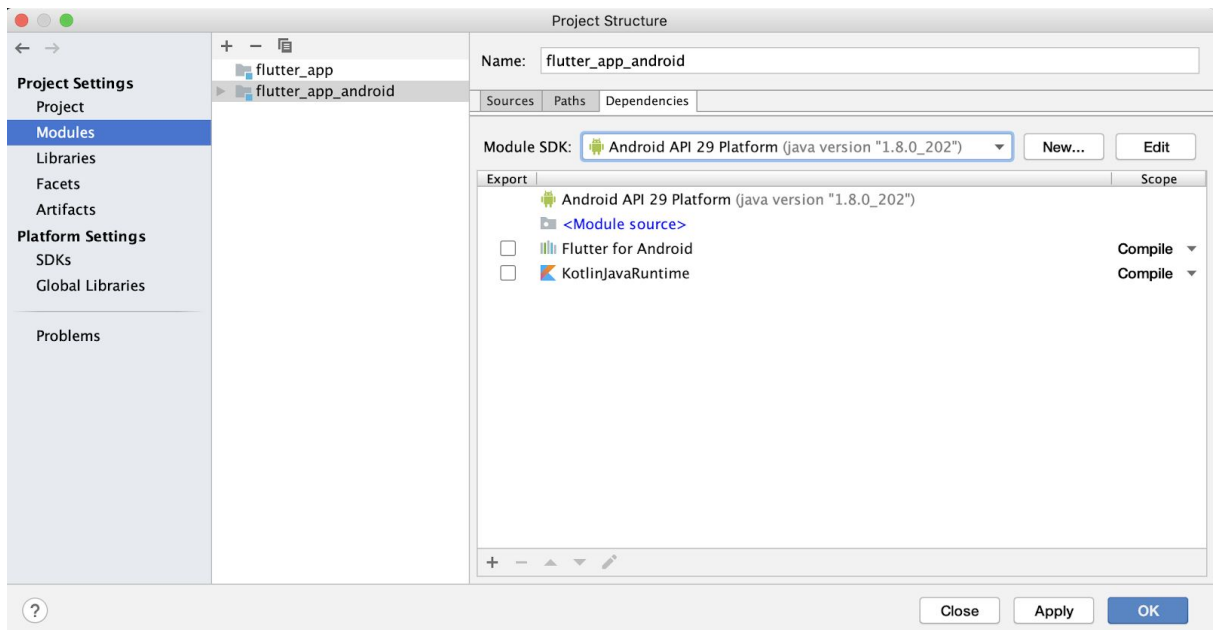
Able to solve this after 4 hours of diving. I ran into this issue after updating to macOS Catalina. Properties() and GradleException() are causing problems because the Android API library is not linked when you open it in Flutter. If you look under External Libraries, you should notice "< Android API 2X Platform >" is missing. If it is, take the following steps to fix this issue:

1. File > Project Structure (Command + ;) > Under Project Settings/Project > Set Project SDK to Android API 29 Platform



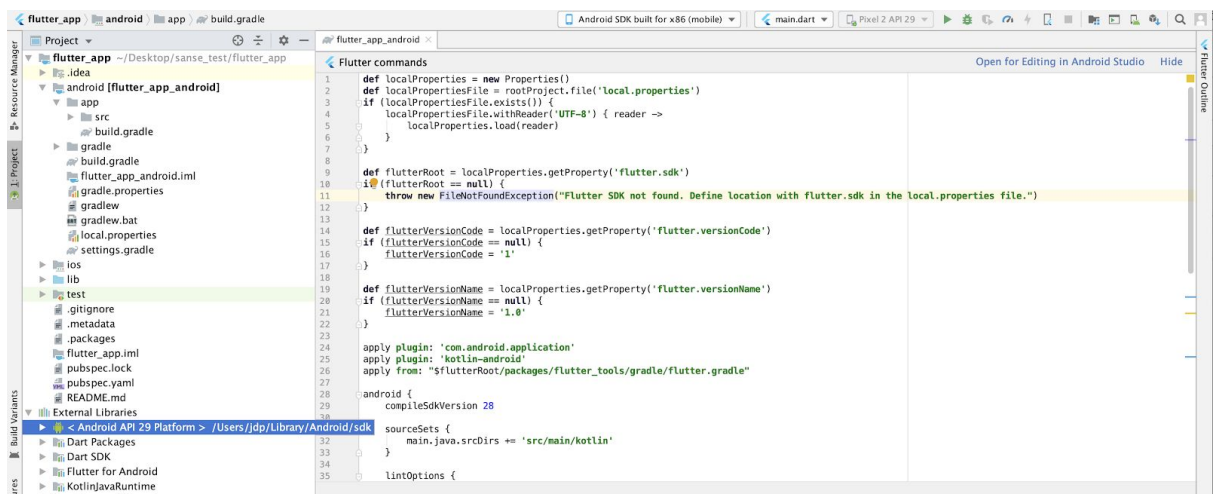
2. There should be a notification stating there is an invalid item in the dependencies list under Project Structure/Problems. If there is, go to Project Structure > Under Project Settings/Modules > select `app_name_android` > Dependencies tab > choose the latest "Android API 29 Platform" in the Module SDK box.





3. Update GradleException() to FileNotFoundException() under android/app/build.gradle since it's not supported in the Java version of Android API 29

That's it! You should notice the Android API 29 Platform is now visible under External Libraries.



Follow the one above and if it still doesn't work then change the following Step by Step and run the app at each step.

Step 1 - In (<project><app>\build.gradle) change

throw new GradleException("Flutter SDK not found. Define location with flutter.sdk in the local.properties file.")

to

```
throw new Exception("Flutter SDK not found. Define location with flutter.sdk in the  
local.properties file.")
```

Step 2 - Run flutter doctor -v in terminal and give permission to all if any of them are missing.

Step 3 - In (<project>\build.gradle) add this in dependencies

```
`dependencies {  
  
    classpath "org.jetbrains.kotlin:kotlin-gradle-plugin:$kotlin_version"  
  
    classpath 'com.android.tools.build:gradle:3.2.1'  
  
    classpath 'com.google.gms:google-services:4.2.0'  
  
}  
  
}`
```

Finally go to File-> Invalidate Caches/ Restart and your app should work fine now.