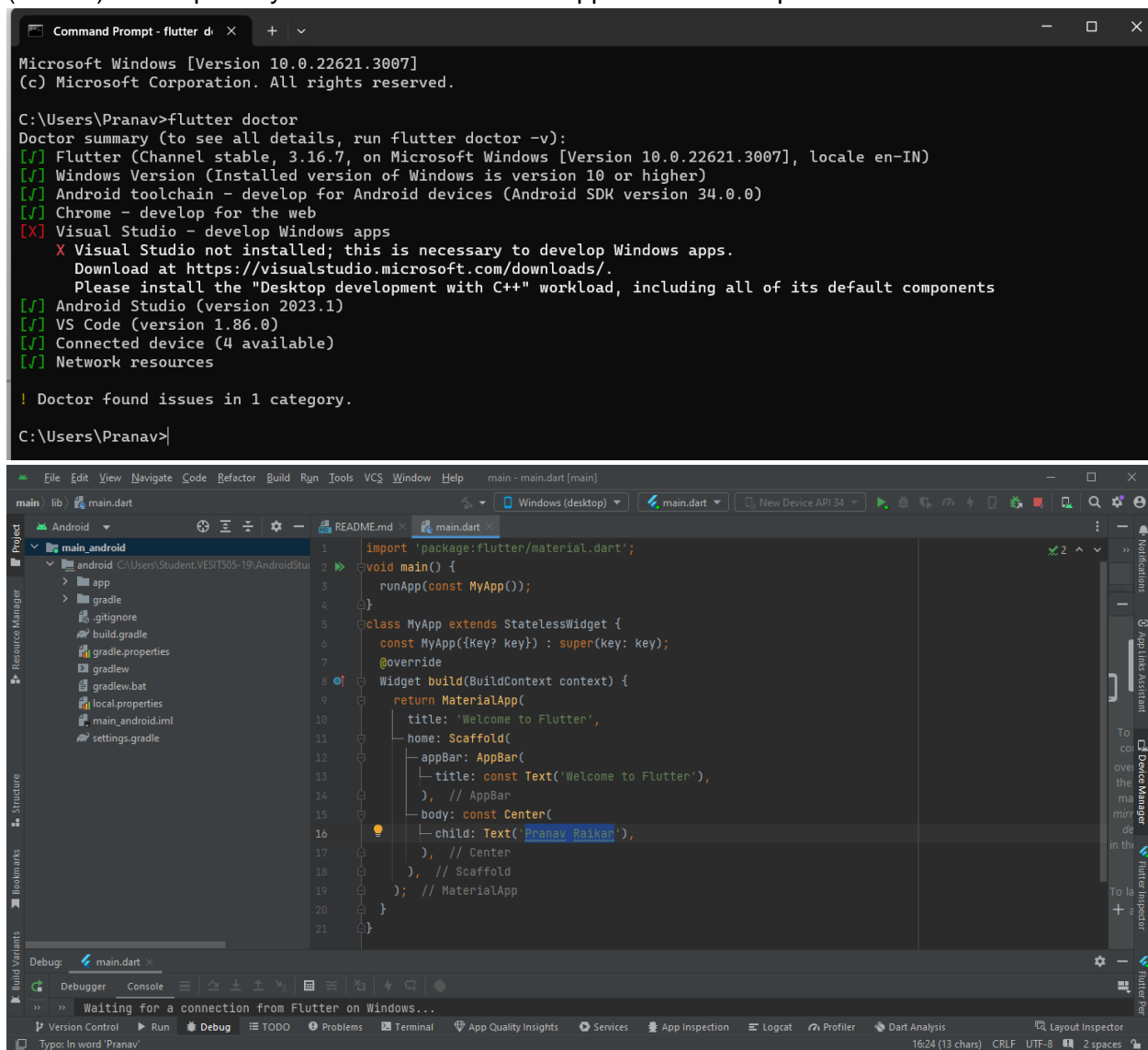


PRANAV RAIKAR

D15A 47

Aim: To install and configure the Flutter Environment

Theory: Flutter is an open source framework by Google for building beautiful, natively compiled, multi-platform applications from a single codebase. Fast: Flutter code compiles to ARM or Intel machine code as well as JavaScript, for fast performance on any device. Productive: Build and iterate quickly with Hot Reload. Update code and see changes almost instantly, without losing state. Flexible: Control every pixel to create customized, adaptive designs that look and feel great on any screen. Android Studio is the official integrated development environment (IDE) for Google's Android operating system, built on JetBrains' IntelliJ IDEA software and designed specifically for Android development. It is available for download on Windows, macOS and Linux based operating systems. It is a replacement for the Eclipse Android Development Tools (E-ADT) as the primary IDE for native Android application development.



```
Microsoft Windows [Version 10.0.22621.3007]
(c) Microsoft Corporation. All rights reserved.

C:\Users\Pranav>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.16.7, on Microsoft Windows [Version 10.0.22621.3007], locale en-IN)
[✓] Windows Version (Installed version of Windows is version 10 or higher)
[✓] Android toolchain - develop for Android devices (Android SDK version 34.0.0)
[✓] Chrome - develop for the web
[X] Visual Studio - develop Windows apps
    X Visual Studio not installed; this is necessary to develop Windows apps.
      Download at https://visualstudio.microsoft.com/downloads/.
      Please install the "Desktop development with C++" workload, including all of its default components
[✓] Android Studio (version 2023.1)
[✓] VS Code (version 1.86.0)
[✓] Connected device (4 available)
[✓] Network resources

! Doctor found issues in 1 category.

C:\Users\Pranav>
```

```
import 'package:flutter/material.dart';
void main() {
  runApp(const MyApp());
}
class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Welcome to Flutter',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Welcome to Flutter'),
        ), // AppBar
        body: const Center(
          child: Text('Pranav Raikar'),
        ), // Center
      ), // Scaffold
    ); // MaterialApp
  }
}
```

