# 2C Creating and running

Alright! We've got Flutter tools installed and one or more IDEs with extension ready to go. So let's create a Flutter app -- the project we'll be using for the rest of the course.
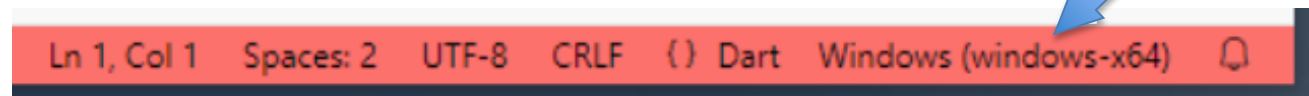
Creating a Flutter app

1. Open a terminal/command window. cd to someplace you'll remember. The Desktop would be a great choice.

2. Using flutter create, scaffold a new app called "daam". (It stands for "Dinner And A Movie", our client).

3. Feel free to look at the files created in Windows Explorer, Finder, or just with an ls/dir command. But you can also see these files when you open that project in VS Code. Go ahead and do so. Explore the files and folders created. Hint:
    -   To open the project in VS Code, you can either drag the daam folder into VS Code or go File-Open Project and navigate to your project folder
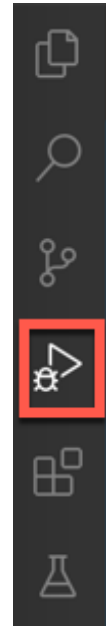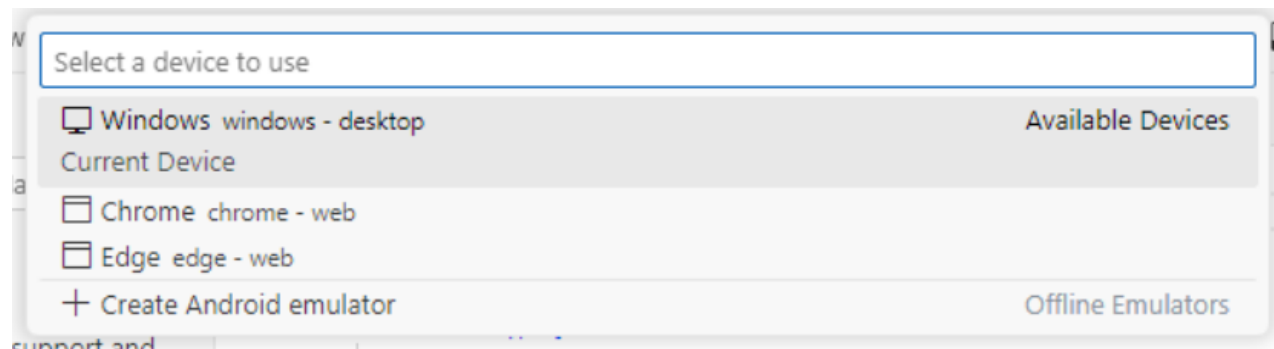
Running it!

4. Look at VS Code, you should see the current device in the lower-left:

```
Ln 1, Col 1    Spaces: 2    UTF-8    CRLF    {} Dart    Windows (windows-x64)    🔔
```

5. Click it. You'll see a list of environments listed at the top.

```
Select a device to use

Windows  windows - desktop                          Available Devices
Current Device
Chrome  chrome - web
Edge  edge - web
+ Create Android emulator                           Offline Emulators
```

6. Pick Chrome.

7. Run the application by openning main.dart and hit F5. The 'play' button on the left also works. Verify that it opens in a browser.

8. Bonus! Try running the app in different environments. Notice that they're exactly the same.

Exercising the debugger

9. Set a breakpoint in the startup method and run again.

10. When the breakpoint is hit, practice stepping into, stepping over, and stepping out.

11. Examine the value of some variables as you step through.

pubspec.yaml

pub is the system that Dart/Flutter uses to manage library dependencies. The pubspec.yaml file shows all the library packages that are needed by this project.

12. Edit pubspec.yaml. Find the dependencies section. Add these dependencies:

```
intl:
http:
```

Hints:
- Indentation is important! Make sure they're indented the same number of spaces as the other things at that level.

13. When you save the file, a process called pub will run and install these libraries. We'll need them later.

Congrats! You're finished.