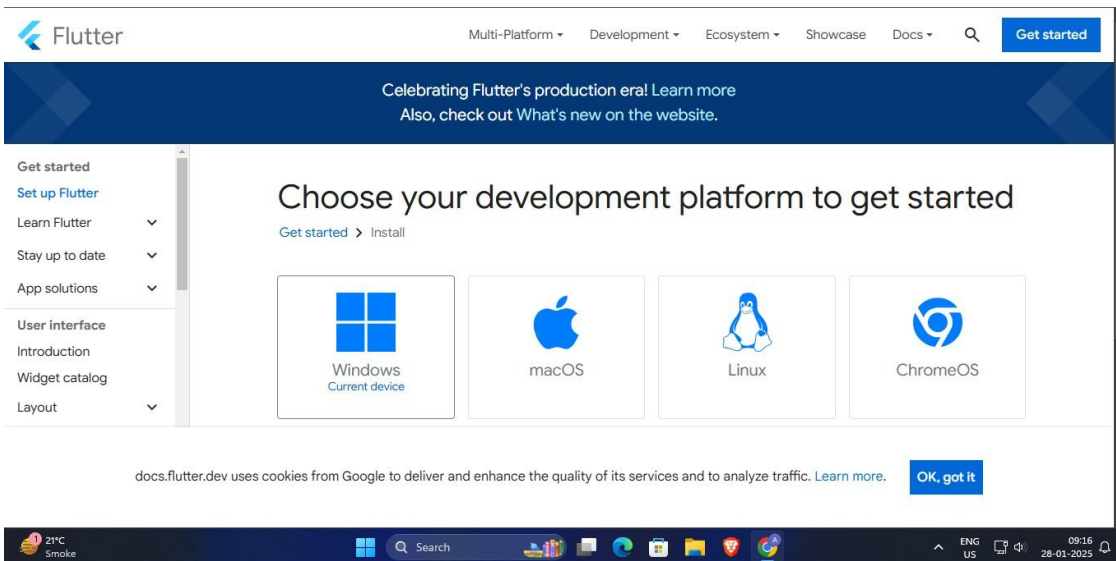


## EXPERIMENT 1

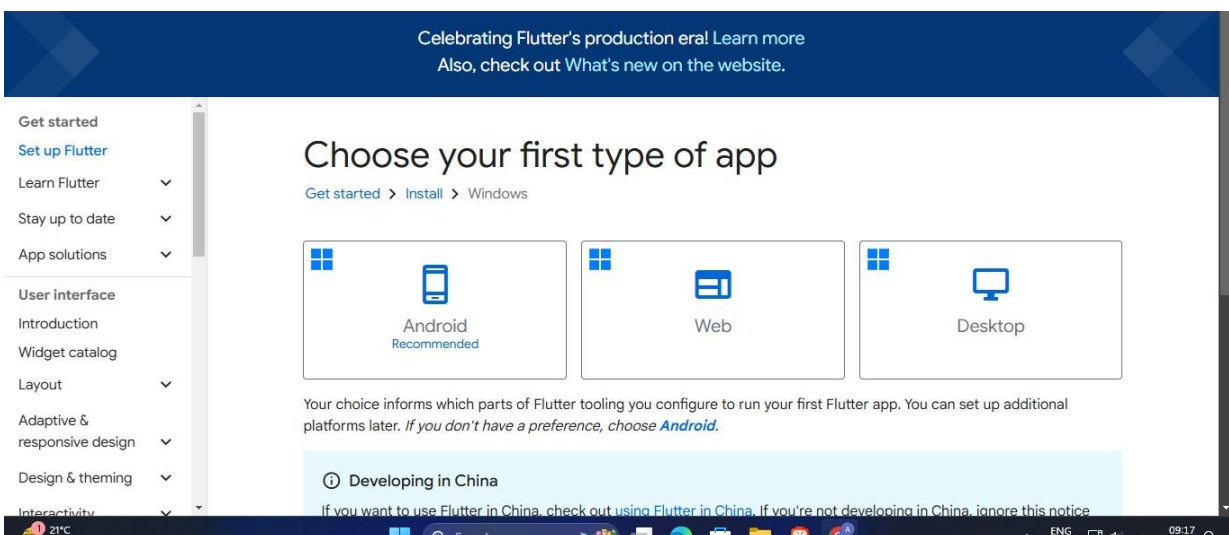
Aim : Installation and Configuration of Flutter Environment.

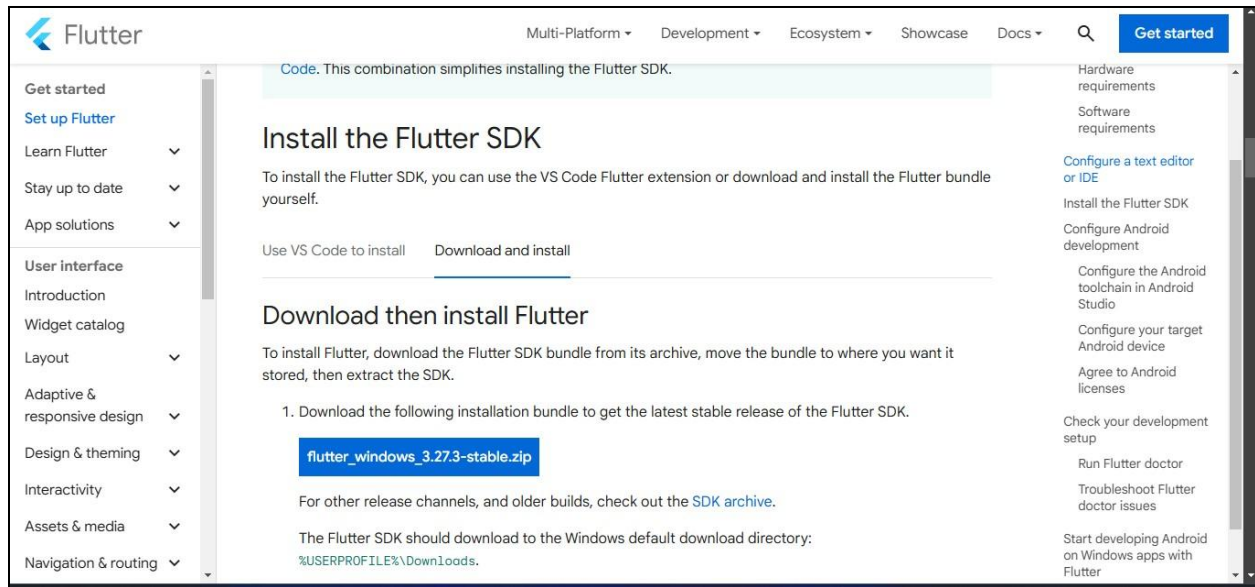
Steps :

Step 1: Download the installation bundle of the Flutter Software Development Kit for windows. To download Flutter SDK, Go to its official website <https://docs.flutter.dev/get-started/install> , you will get the following screen.

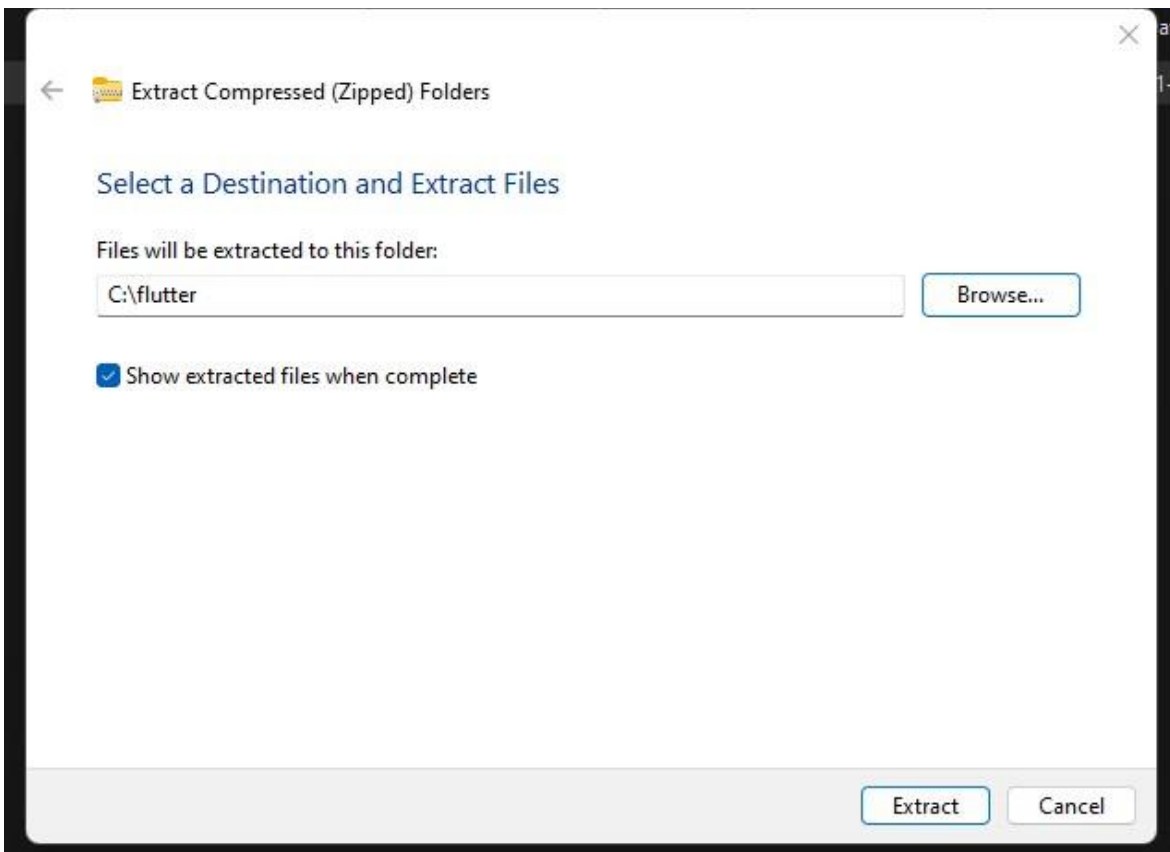


Step 2: Next, to download the latest Flutter SDK, click on the Windows icon and then select Android. Here, you will find system requirements and the download link for SDK.





Step 3: When your download is complete, extract the zip file and place it in the desired installation folder or location, for example, C: /Flutter. (Here I have created Flutter folder in C drive and inside that created src folder and extracted in it.)



Step 4 : Now, run the \$ flutter command in command prompt.

```
Microsoft Windows [Version 10.0.26100.2894]
(c) Microsoft Corporation. All rights reserved.

C:\Users\varya>flutter
Manage your Flutter app development.

Common commands:

  flutter create <output directory>
    Create a new Flutter project in the specified directory.

  flutter run [options]
    Run your Flutter application on an attached device or in an emulator.

Usage: flutter <command> [arguments]

Global options:
-h, --help                Print this usage information.
-v, --verbose             Noisy logging, including all shell commands executed.
                          If used with "--help", shows hidden options. If used with "flutter doctor", shows additional
                          diagnostic information. (Use "-vv" to force verbose logging in those cases.)
-d, --device-id           Target device id or name (prefixes allowed).
--version                Reports the version of this tool.
--enable-analytics        Enable telemetry reporting each time a flutter or dart command runs.
--disable-analytics      Disable telemetry reporting each time a flutter or dart command runs, until it is
                          re-enabled.
--suppress-analytics      Suppress analytics reporting for the current CLI invocation.
```

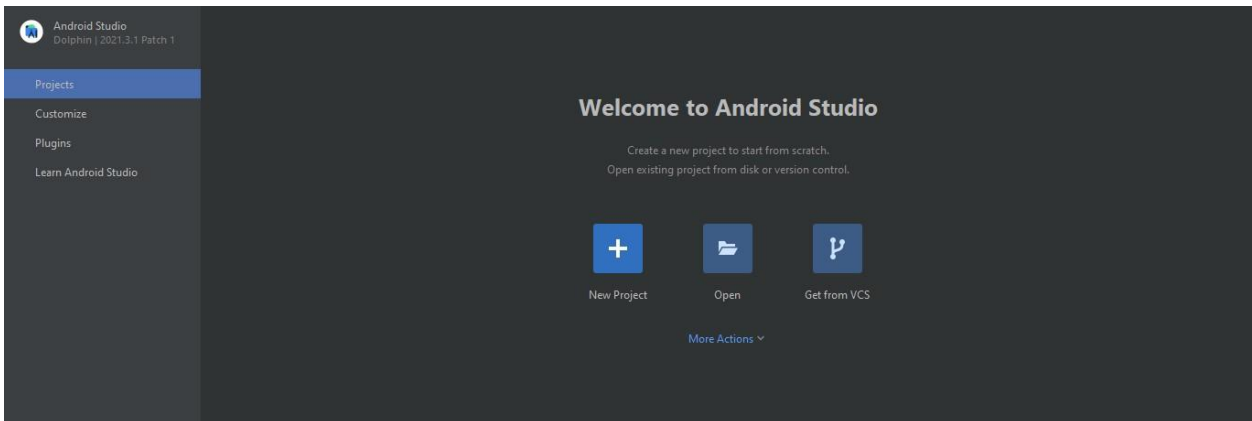
Step 5 : Now, run the \$ flutter doctor command. This command checks for all the requirements of Flutter app development and displays a report of the status of your Flutter installation. Step 8: When you run the above command, it will analyze the system and show its report, as shown in the below image. Here, you will find the details of all missing tools, which required to run Flutter as well as the development tools that are available but not connected with the device.

```
C:\Users\varya>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.27.3, on Microsoft Windows [Version 10.0.26100.2894], locale en-IN)
[✓] Windows Version (Installed version of Windows is version 10 or higher)
[✓] Android toolchain - develop for Android devices (Android SDK version 35.0.1)
[✓] Chrome - develop for the web
[✓] Visual Studio - develop Windows apps (Visual Studio Community 2022 17.12.4)
[✓] Android Studio (version 2024.2)
[✓] VS Code (version 1.96.4)
[✓] Connected device (3 available)
[✓] Network resources

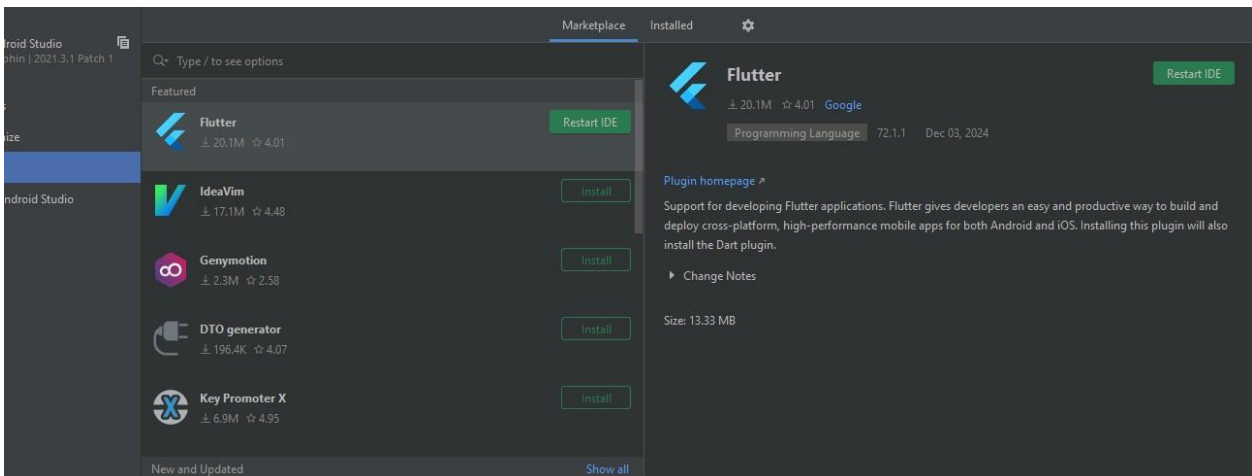
• No issues found!
```

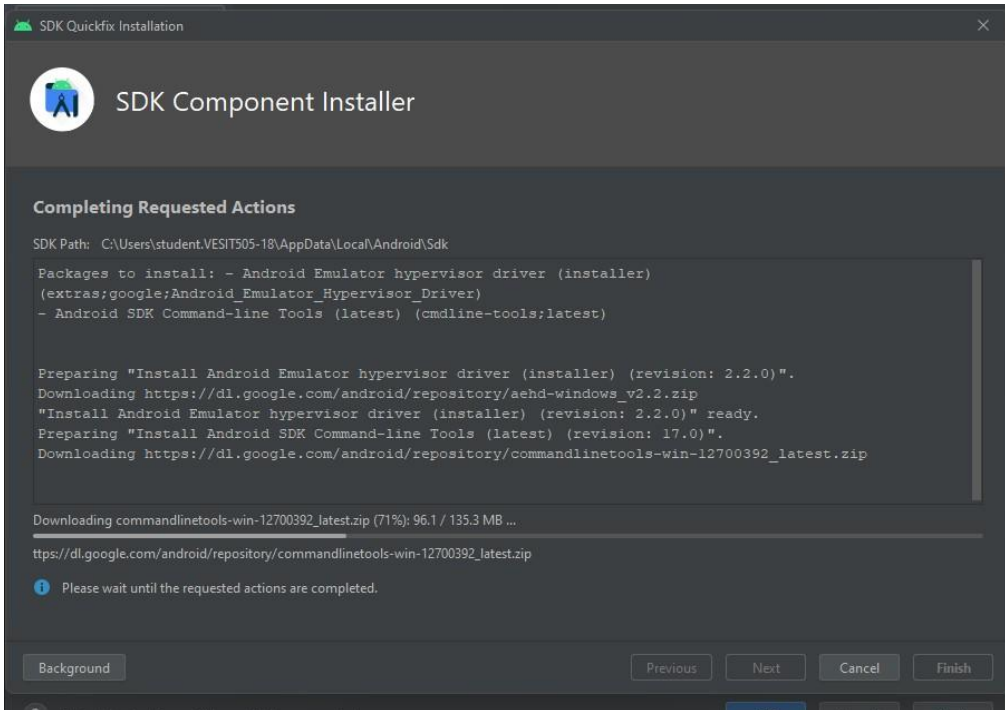
Step 6: Install the Android SDK. If the flutter doctor command does not find the Android SDK tool in your system, then you need first to install the Android Studio IDE. To install Android Studio IDE, do the following steps.

Step 7 : Download the latest Android Studio executable or zip file from the official site by accepting terms and conditions

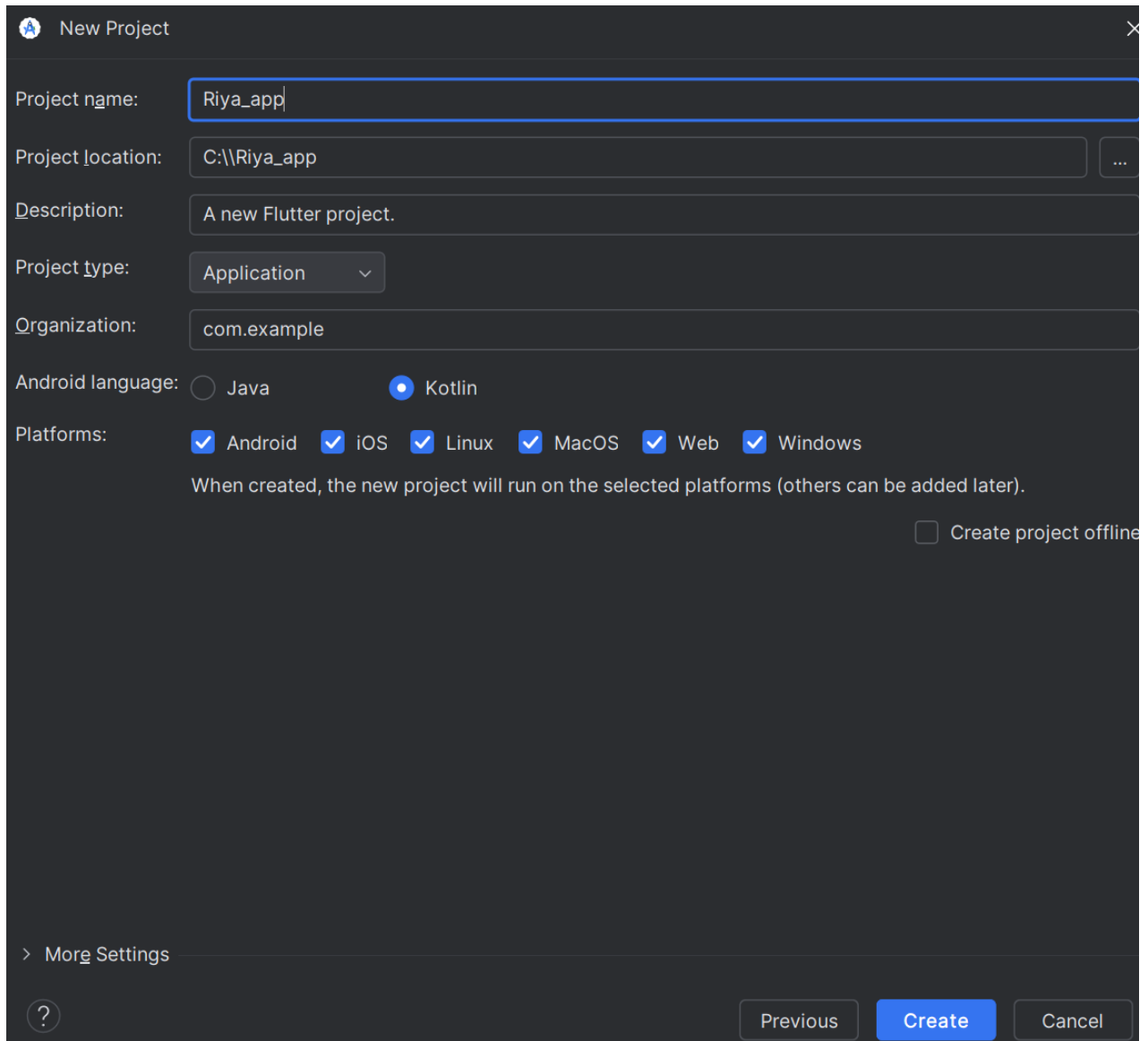


Now open android studio you will see the following window. Click on more actions-> Import an android code Sample -> select Android SDK command-line tools (latest) this will download command-line tools.





If you want you can create the project in Android Studio or Visual Studio code To create the project in Android studio:



The image shows the 'New Project' dialog box in an IDE. It has a title bar with a Flutter logo and a close button. The form contains several fields: 'Project name' with the value 'Riya\_app', 'Project location' with 'C:\\Riya\_app' and a browse button, 'Description' with 'A new Flutter project.', 'Project type' with a dropdown set to 'Application', and 'Organization' with 'com.example'. Below these are radio buttons for 'Android language' with 'Java' and 'Kotlin' (selected). A 'Platforms' section has checkboxes for 'Android', 'iOS', 'Linux', 'MacOS', 'Web', and 'Windows', all of which are checked. A note states: 'When created, the new project will run on the selected platforms (others can be added later)'. There is an unchecked checkbox for 'Create project offline'. At the bottom left is a 'More Settings' link with a chevron. At the bottom right are three buttons: 'Previous', 'Create' (highlighted in blue), and 'Cancel'. A help icon (?) is at the bottom left.

New Project

Project name: Riya\_app

Project location: C:\\Riya\_app ...

Description: A new Flutter project.

Project type: Application ▾

Organization: com.example

Android language: ☐ Java ☒ Kotlin

Platforms: ☒ Android ☒ iOS ☒ Linux ☒ MacOS ☒ Web ☒ Windows

When created, the new project will run on the selected platforms (others can be added later).

☐ Create project offline

> More Settings

? Previous Create Cancel

Creating project in visual studio code :

```
>flutter create myapp  
>cd myapp  
>flutter run
```

```
1  import 'package:flutter/material.dart';
2
3  >> void main() {
4      runApp(const MyApp());
5  }
6
7  class MyApp extends StatelessWidget {
8      const MyApp({super.key});
9
10     // This widget is the root of your application.
11     @override
12     Widget build(BuildContext context) {
13         return MaterialApp(
14             title: 'Flutter Demo',
15             theme: ThemeData(
16                 // This is the theme of your application.
17                 //
18                 // TRY THIS: Try running your application with "flutter run". You'll see
19                 // the application has a purple toolbar. Then, without quitting the app,
20                 // try changing the seedColor in the colorScheme below to Colors.green
21                 // and then invoke "hot reload" (save your changes or press the "hot
22                 // reload" button in a Flutter-supported IDE, or press "r" if you used
23                 // the command line to start the app).
24                 //
25                 // Notice that the counter didn't reset back to zero; the application
```

```
        colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),
        useMaterial3: true,
      ), // ThemeData
      home: const MyHomePage(title: 'Flutter Demo Home Page'),
    ); // MaterialApp
  }
}

class MyHomePage extends StatefulWidget {
  const MyHomePage({super.key, required this.title});

  // This widget is the home page of your application. It is stateful, meaning
  // that it has a State object (defined below) that contains fields that affect
  // how it looks.

  // This class is the configuration for the state. It holds the values (in this
  // case the title) provided by the parent (in this case the App widget) and
  // used by the build method of the State. Fields in a Widget subclass are
  // always marked "final".

  final String title;

  @override
  State<MyHomePage> createState() => _MyHomePageState();
}
```

cts > lib > main.dart



```
children: <Widget> [
  const Text(
    "hello Riya.."
    'You have pushed the button this many times:',
  ), // Text
  Text(
    '$_counter',
    style: Theme.of(context).textTheme.headlineMedium,
  ), // Text
], // <Widget>[]
), // Column
), // Center
floatingActionButton: FloatingActionButton(
  onPressed: _incrementCounter,
  tooltip: 'Increment',
  child: const Icon(Icons.add),
), // This trailing comma makes auto-formatting nicer for build methods. // F
); // Scaffold
}
}
```

You can view the project as follow:



Riya Varyani 61 D15A