



Experiment :- 01

AIM:- Android Studio setup for Flutter development with along with Dart SDK.

Step1:InstallingFlutter.

i. System Requirements:

- Assurethatyoursystemmeetsthemminimumrequirements.FluttersupportsmacOS,Linux, and Windows.
- OnmacOS,youneedXcodewiththecommand-linetoolsinstalled.
- OnLinux,youneedtohavegit,lib32stdc++6,andotherdependenciesinstalled.

ii. DownloadFlutter:

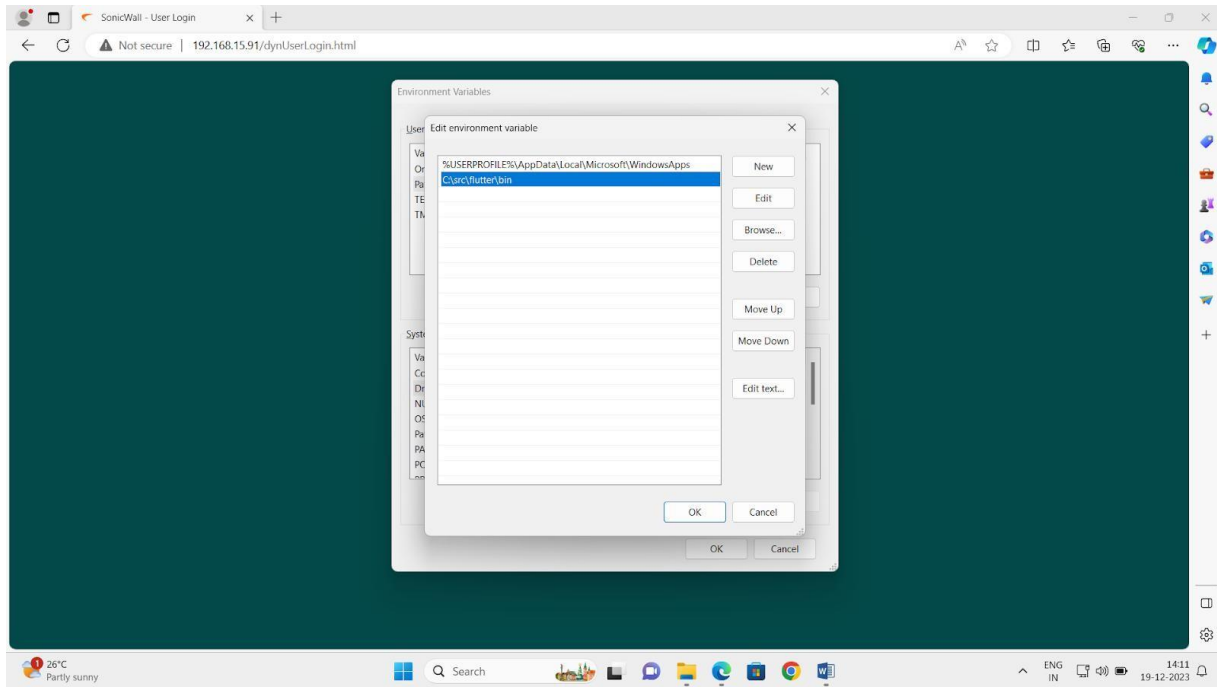
- VisitFlutterWebsiteforInstallationofFlutter-><https://docs.flutter.dev/get-started/install>.

iii. ExtractFlutter:

- IfyoudownloadedtheZIPfile,extractittoalocationonyourmachine.(C:\src\flutter).

iv. SetUpEnvironmentVariables:

- AddtheC:\src\flutter\bindirectorytoyoursystem's PATHvariable.



v. Runflutterdoctor:

- Open a terminal and run the following command: `flutter doctor`
- This command checks your environment and displays a report of any missing dependencies or issues.

vi. InstallFlutterDependencies:

- Follow the instructions provided by flutter doctor to install any missing dependencies. This may include things like Android Studio, Xcode command-line tools, etc.

Step2: Installing Android Studio.

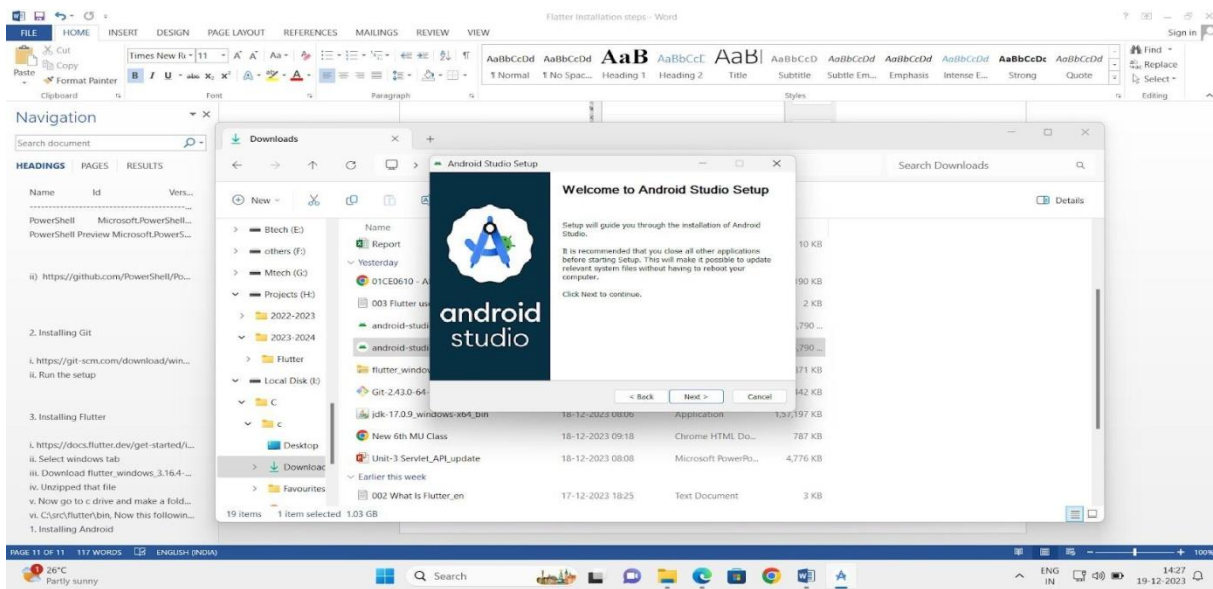
i. Download Android Studio:

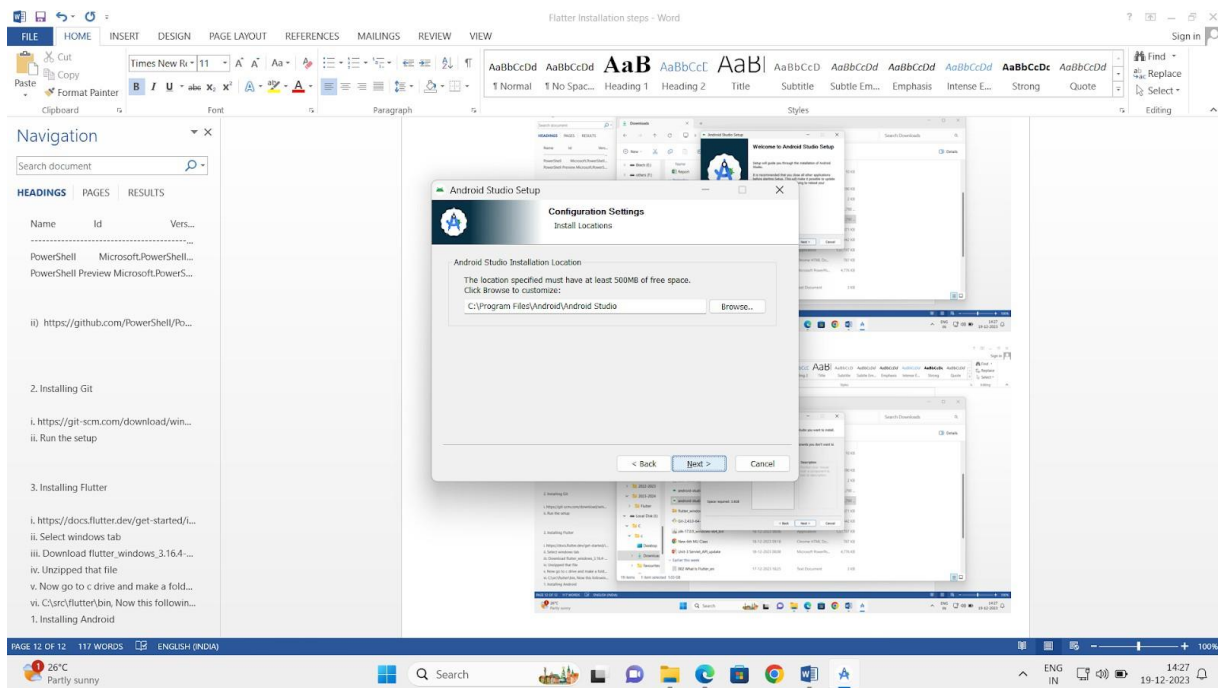
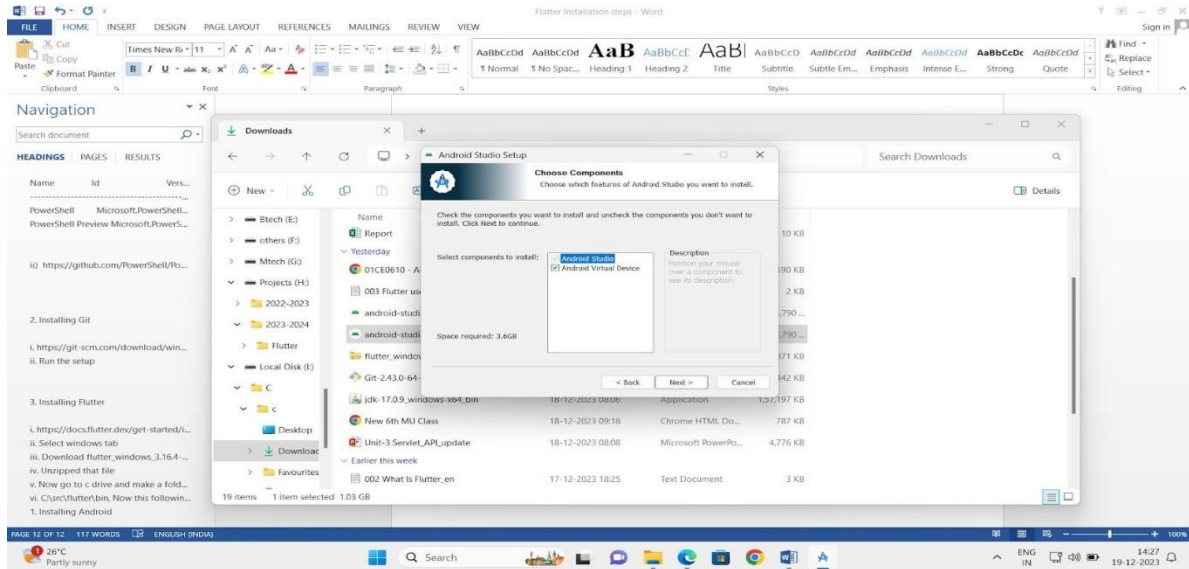
- Visit the Android Studio download page.
- Click on the "Download" button and download the Windows version.

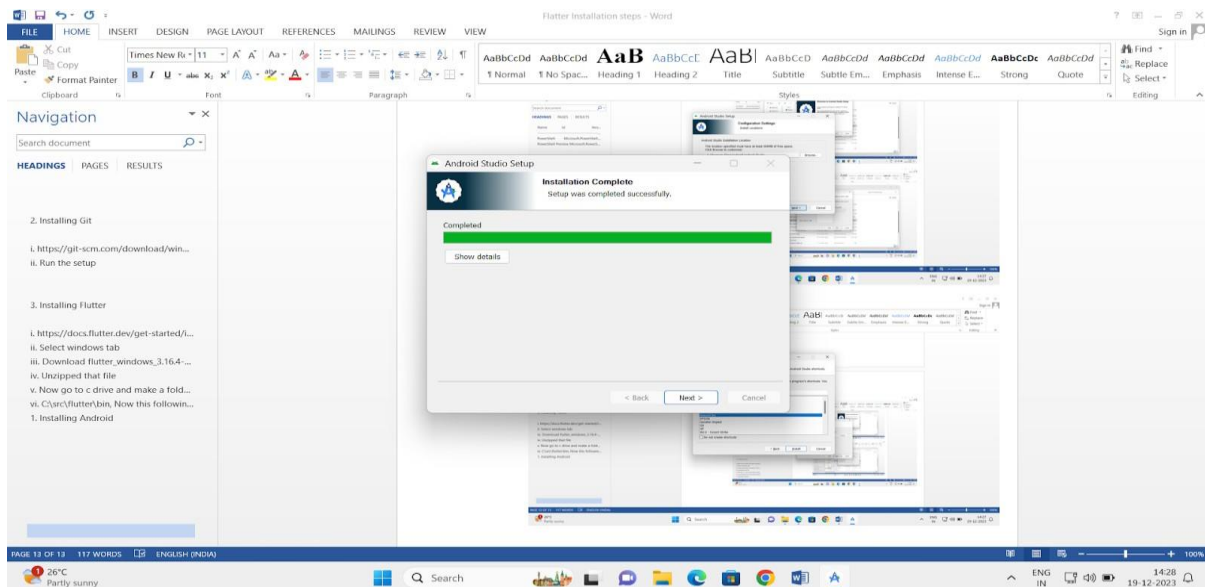
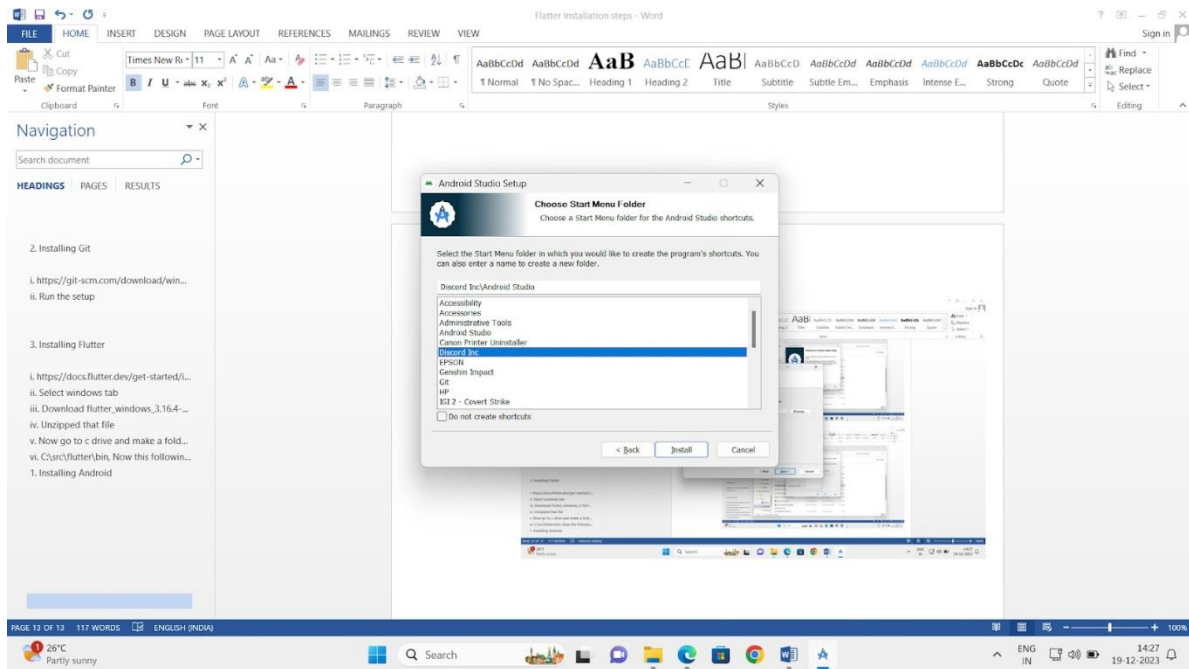
ii. Run the Installer:

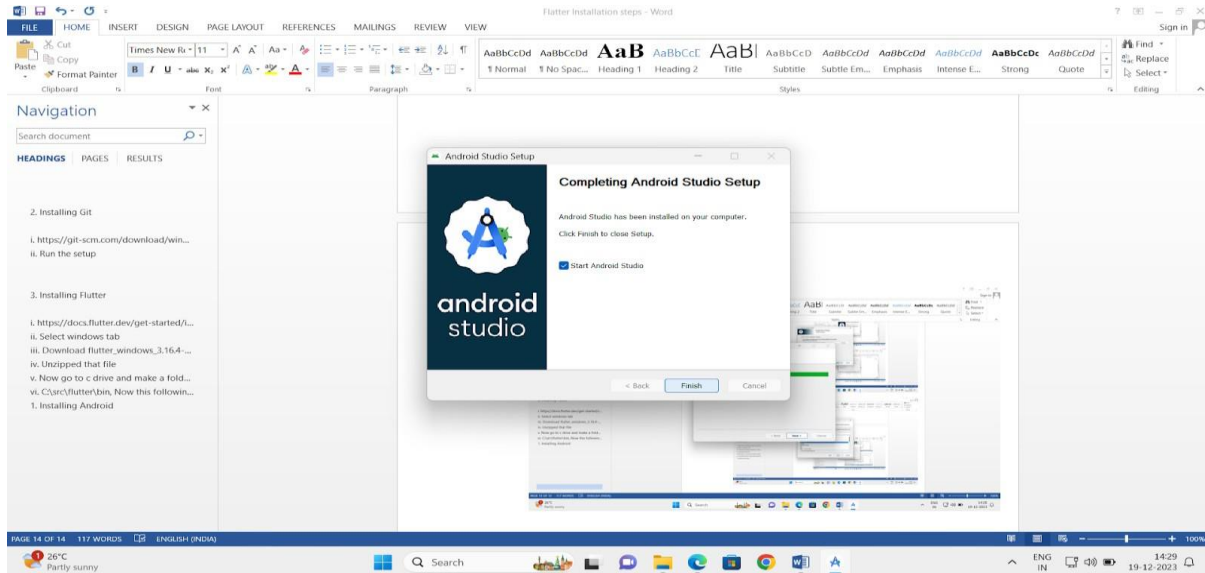
- Once the download is complete, run the installer executable (.exe) file.

iii. Follow Installation Wizard:

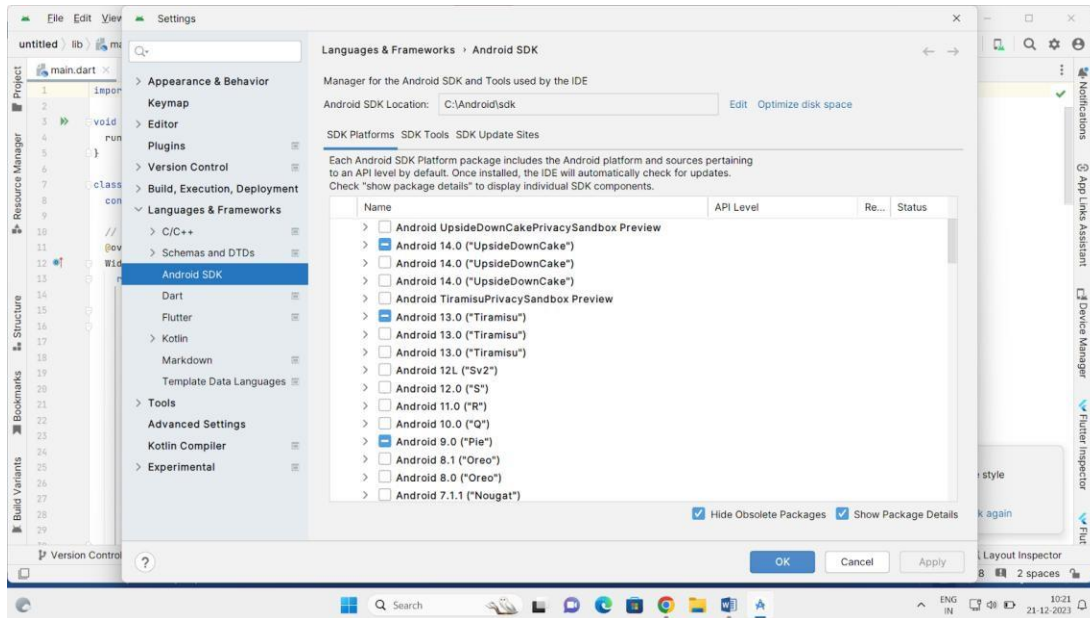




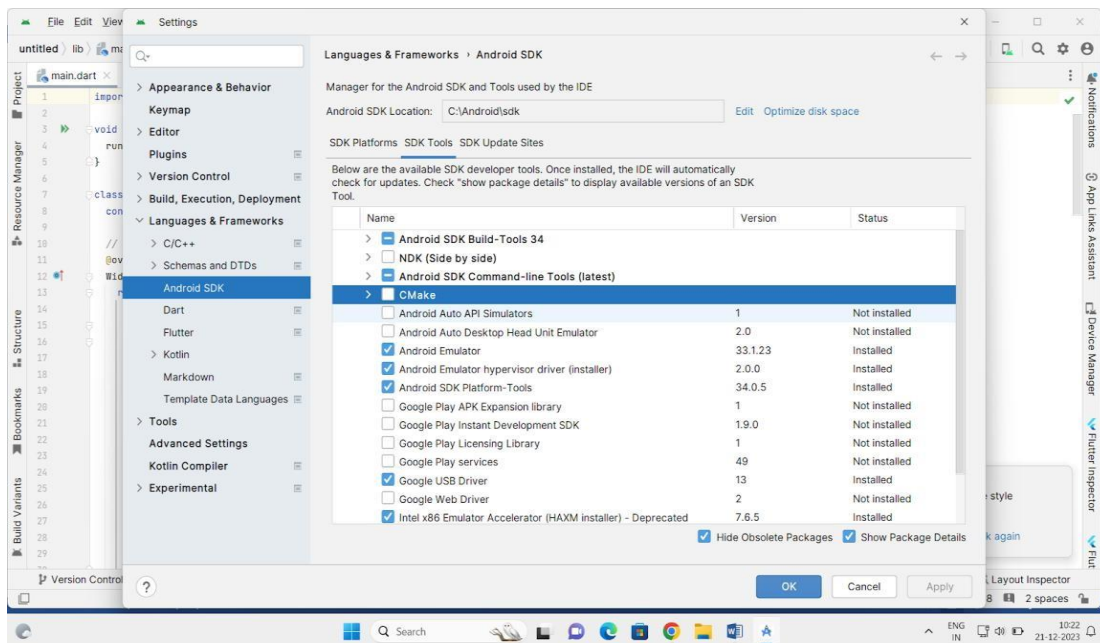




- **AndroidSDKPlatforms:**



- **AndroidSDKTools:**





- **Step3:Run Following Command for checking Flutter dependencies after installation of android.**

iv. AcceptAndroidLicenses

- Flutterdoctor--android-licenses to develop for Android, you need to accept the Android licenses.
- Run the following command: **flutterdoctor--android-licenses**