

Selected Topics in HCI

Fall Semester 2025

Preparation: Flutter

Follow the instructions at [Install Flutter](#) to get the Flutter SDK setup on your computer. First select your own development platform, followed by either Android or iOS as target platform (note: developing for iOS is only possible on a macOS machine). You will also need to download install either [Android Studio](#) or [Xcode](#) (for iOS) as well.

As recommended, we will use [Visual Studio Code](#) together with the [Flutter Extension](#) as development environment. Once you have completed all the required steps, verify that everything is installed correctly by running `flutter doctor` in a console window.

To get started with Flutter development, we will follow the [tutorial](#), starting with step 3 (you should already have completed the setup in steps 1/2 beforehand). For some more details about Dart and its differences to Java/C#, see the [Dart Cheatsheet](#).

Tasks:

- Step 3: Create a new Flutter project and paste the example code.
- Step 4: Add a button and behaviour to the app.
- Step 5: Add styling and layout to the app.

Test your app after every step. We recommend to use a real device and not just the emulator. You can also complete steps 6-8, but they are not required.

Exercise 02 - Location in Flutter

Make the following changes to your app:

- Import the [geolocator package](#)
- Replace the text inside the card with two labels for latitude and longitude
- When the button is pressed, request the current location as precisely as possible
- Once the location request is completed, show the data in the labels