**CHAPTER 1: INTRODUCING THE FLUTTER AND GETTING START**

In Chapter 1 of Beginning Flutter: A Hands-On Guide to App Development by Marco L. Napoli, the author introduces the basics of Flutter, a powerful UI toolkit used for creating natively compiled applications for mobile, web, and desktop from a single codebase. The chapter covers the reasons behind Flutter's growing popularity, especially its ability to build fast, beautiful, and high-performance apps with a rich set of pre-built widgets and an easy-to-learn framework. Flutter uses the Dart programming language, which is also introduced in this chapter, emphasizing its simplicity and effectiveness in app development.

The chapter goes on to guide readers through setting up the Flutter development environment, including installing Flutter SDK, configuring an IDE like Visual Studio Code or Android Studio, and ensuring that all dependencies are correctly installed. It serves as an essential first step for beginners, walking them through the process of creating their first Flutter project and running it on an emulator or a physical device. The hands-on approach encourages readers to follow along, making the learning process interactive and engaging right from the start.





