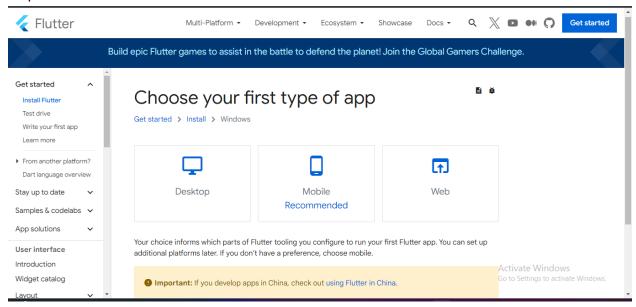
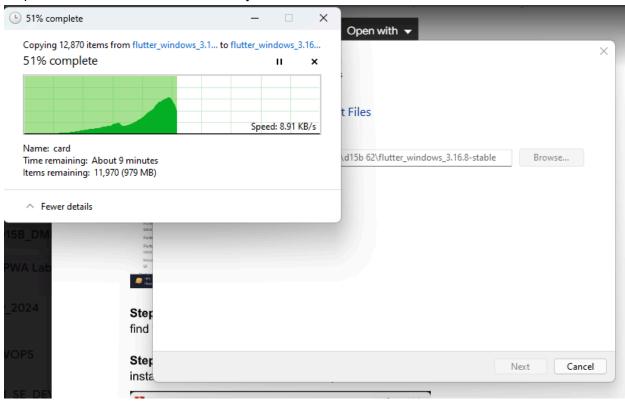
Experiment 1

Aim:Installation and Configuration of Flutter Environment.

Step1: Install flutter sdk from official flutter website for windows and then mobile



Step 2:Extract the SDK in the directory



Step3: To check whether flutter is installed in your device run the following command

```
Welcome to Flutter! - https://flutter.dev

The Flutter tool uses Google Analytics to anonymously report feature usage statistics and basic crash reports. This data is used to help improve Flutter tools over time.

Flutter tool analytics are not sent on the very first run. To disable reporting, type 'flutter config --no-analytics'. To display the current setting, type 'flutter config'. If you opt out of analytics, an opt-out event will be sent, and then no further information will be sent by the Flutter tool.

By downloading the Flutter SDK, you agree to the Google Terms of Service. The Google Privacy Policy describes how data is handled in this service.

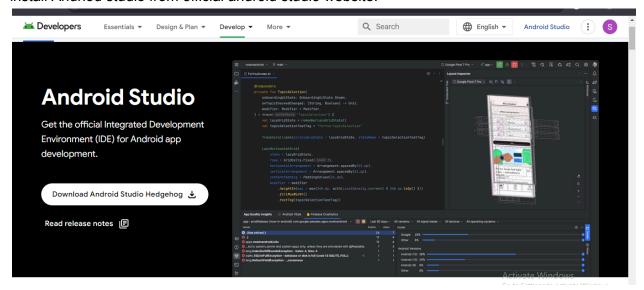
Moreover, Flutter includes the Dart SDK, which may send usage metrics and crash reports to Google.

Read about data we send with crash reports: https://flutter.dev/docs/reference/crash-reporting

See Google's privacy policy: https://policies.google.com/privacy

To disable animations in this tool, use 'flutter config --no-animations'.
```

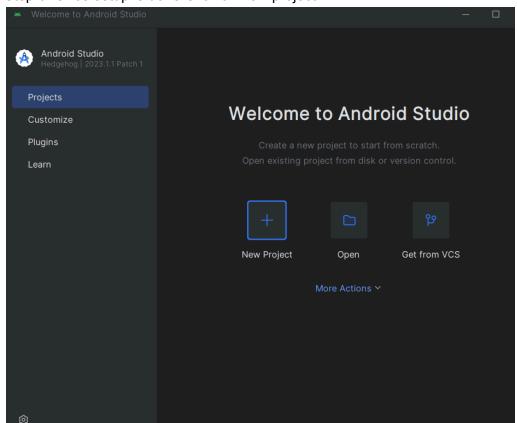
Step4: For running the flutter and getting and interface we need virtual Device so for that we will install Andriod studio from official android studio website.

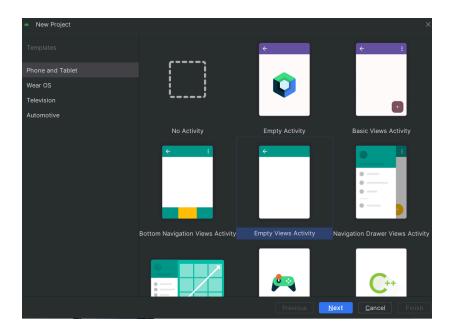


Step 5: Once the exe file is downloaded double click on it and accept the conditions

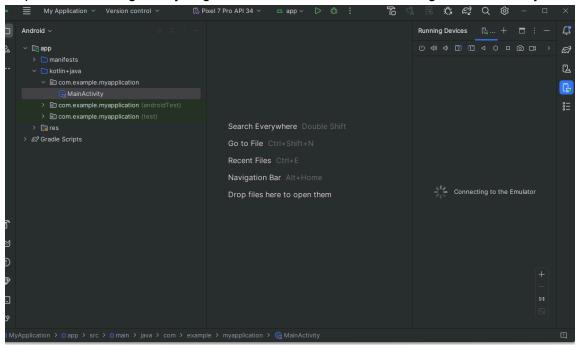


Step 6: Once setup is done Click on new project





Step 7:After creating a Project go in tools and virtual device manager and choose your device.



Step 8:Once you have selected your device launch it



Conclusion: From the above experiment i have successfully setup my pc and installed flutter on my device and an corresponding interface of android studio through which i can implement my flutter application on a virtual device and get an output on the same. To sum it up, I've set up my computer for Flutter, a tool for making apps. Now, with Flutter and Android Studio, I can create cool and interactive app designs.