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Roll no - 50

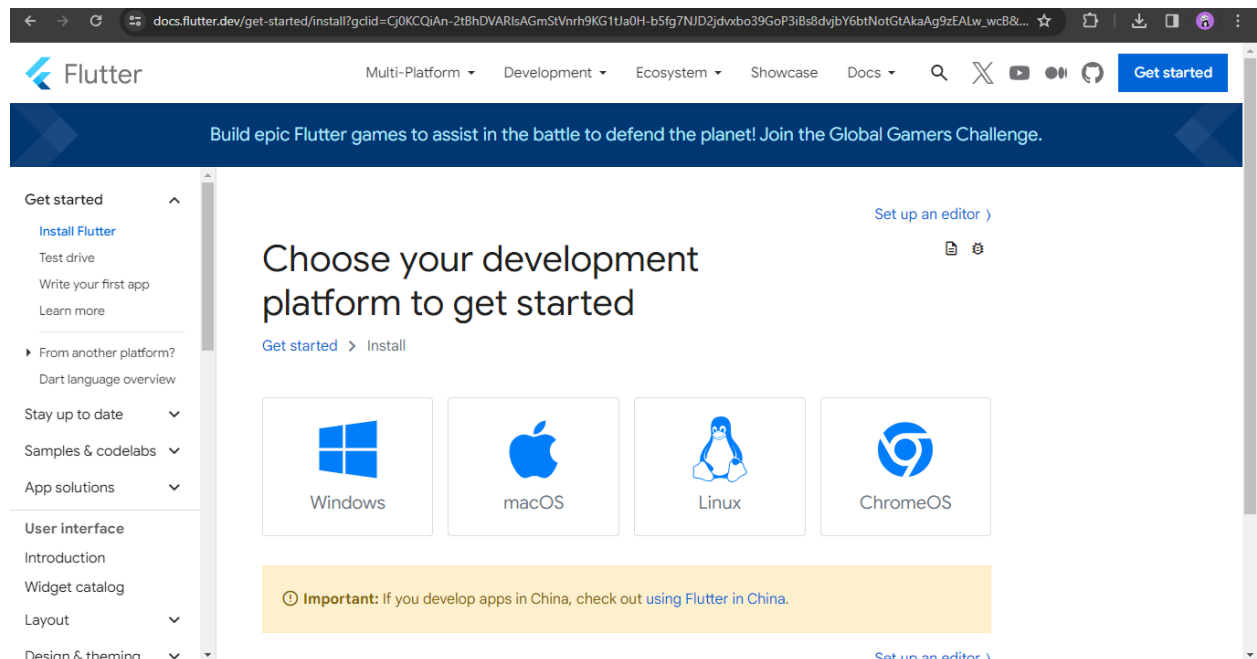
Batch - C

Experiment - 1

Aim - Installation and Configuration of Flutter Environment.

Pre Requisites: Android Studio Hedgehog, Visual Studio Code and Flutter package. I highly recommend watching this video, for Setting up your Flutter Environment and your Virtual Device: <https://youtu.be/ZSWfgxrxN0M?feature=shared>

Installation -



docs.flutter.dev/get-started/install/windows

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Build epic Flutter games to assist in the battle to defend the planet! Join the Global Gamers Challenge.

Choose your first type of app

Get started > Install > Windows

Desktop

Mobile
Recommended

Web

Your choice informs which parts of Flutter tooling you configure to run your first Flutter app. You can set up additional platforms later. If you don't have a preference, choose mobile.

Important: If you develop apps in China, check out [using Flutter in China](#).

docs.flutter.dev/get-started/install/windows/mobile?tab=download

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Install the Flutter SDK

To install the Flutter SDK, you can use the VS Code Flutter extension or download and install the Flutter bundle yourself.

Use VS Code to install Download and install

Download then install Flutter

To install Flutter, download the Flutter SDK bundle from its archive, move the bundle to where you want it stored, then extract the SDK.

1. Download the following installation bundle to get the latest stable release of the Flutter SDK.

`flutter_windows_3.16.9-stable.zip`

For other release channels, and older builds, check out the [SDK archive](#).

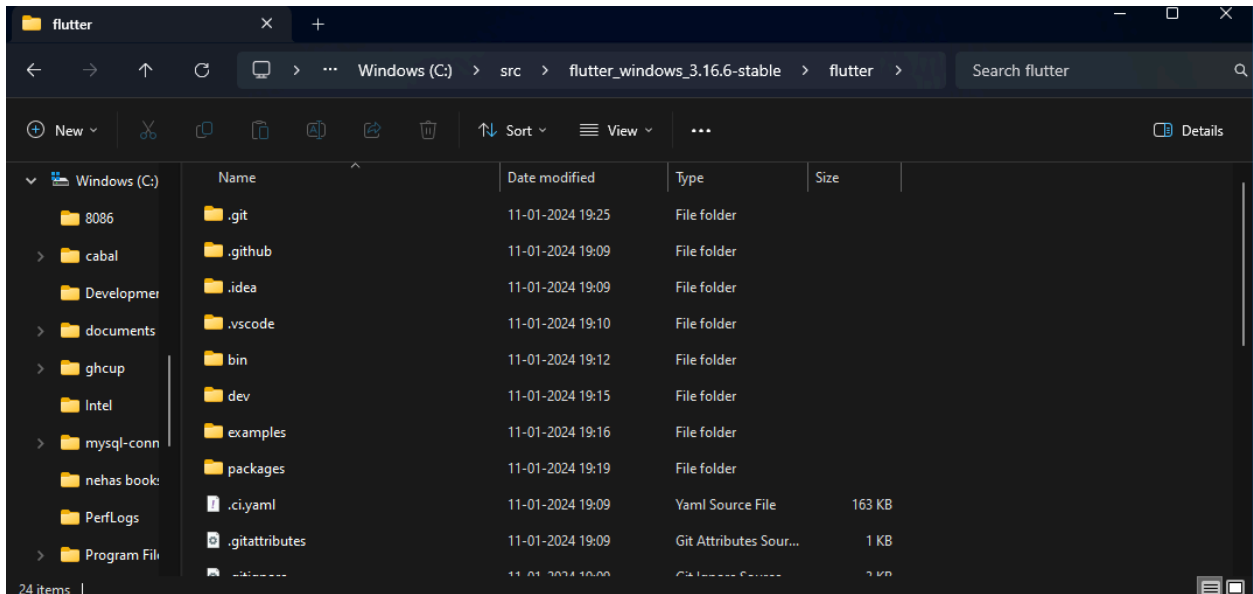
The Flutter SDK should download to the Windows default download directory:
`%USERPROFILE%\Downloads`.

If you changed the location of the Downloads directory, replace this path with that path. To find your

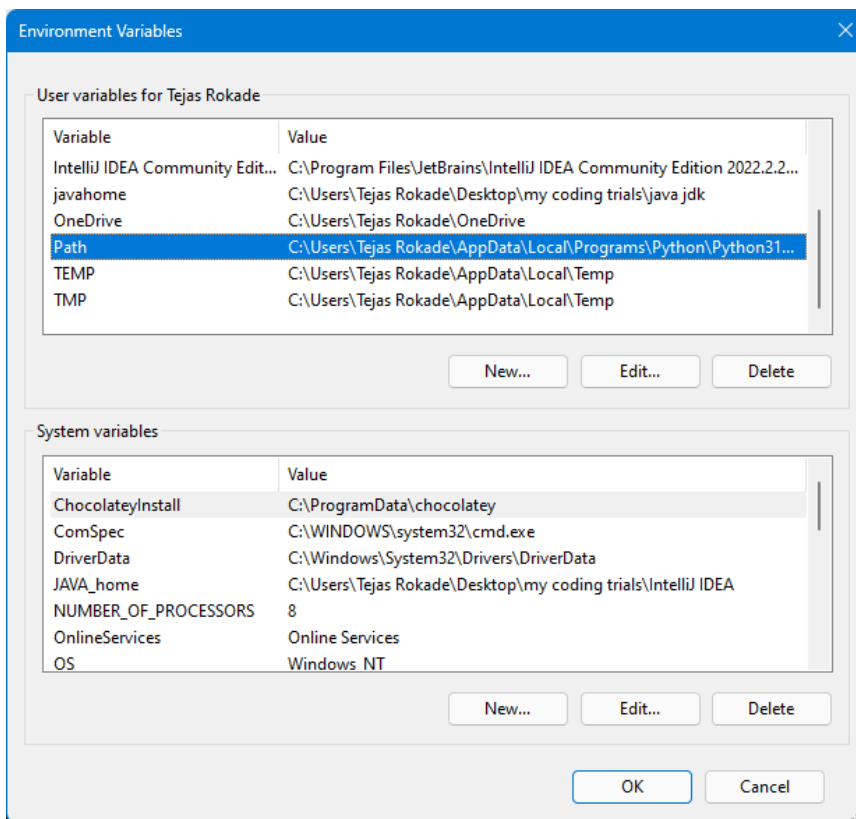
Contents

- System requirements
- Hardware requirements
- Software requirements
- Configure a text editor or IDE
- Install the Flutter SDK
- Configure Android development
 - Configure the Android toolchain in Android Studio
 - Configure your target Android device
 - Agree to Android licenses
- Check your development setup
- Run Flutter doctor

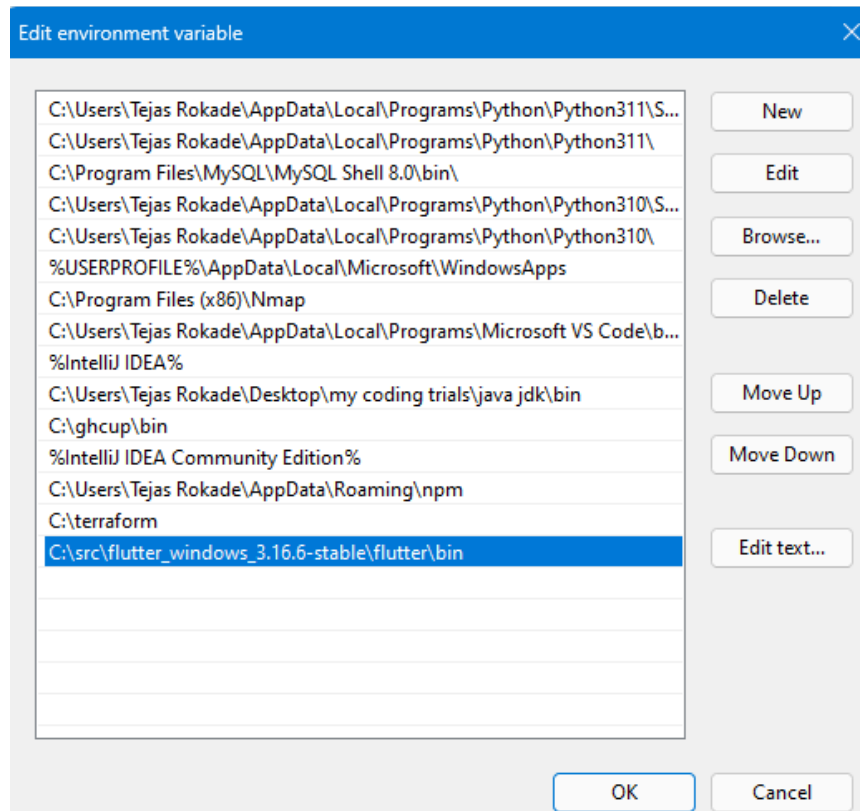
Extract the files in the directory -



Setup path in Environment variables -



Create new variable and insert the path to bin folder and apply -



Then on CMD -

```
C:\Users\Tejas Rokade>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 d
                           diagnostic information. (Use "-vv" to force verbose logging in those
-d, --device-id            Target device id or name (prefixes allowed).
--version                  Reports the version of this tool.
```

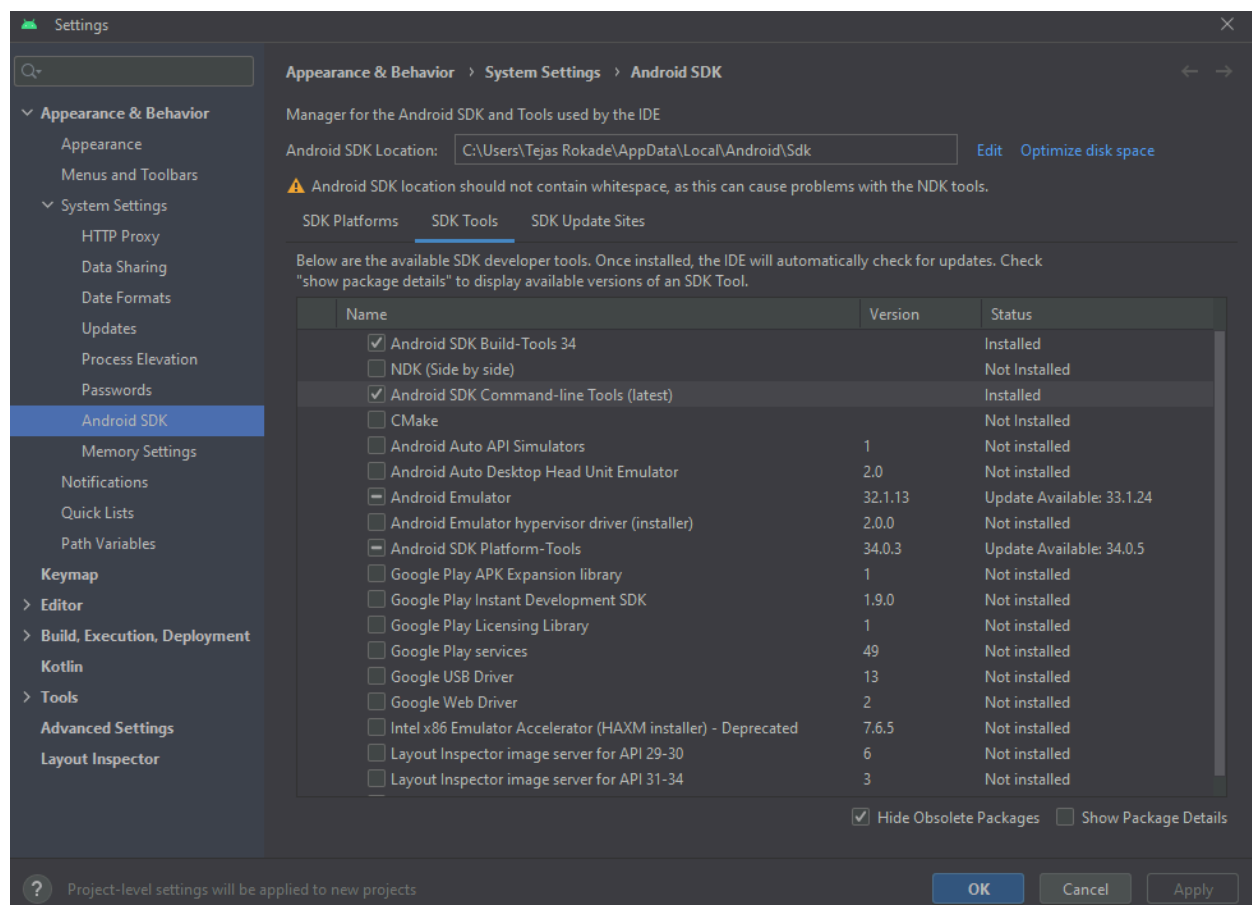
```
C:\Users\Tejas Rokade>flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.16.6, on Microsoft Windows [Version 10.0.22621.3007], locale en-IN)
[✓] Windows Version (Installed version of Windows is version 10 or higher)
[✓] Android toolchain - develop for Android devices (Android SDK version 34.0.0)
[✓] Chrome - develop for the web
[✓] Visual Studio - develop Windows apps (Visual Studio Build Tools 2019 16.11.24)
[✓] Android Studio (version 2022.2)
[✓] VS Code (version 1.85.2)
[✓] Connected device (3 available)
[✓] Network resources

• No issues found!

C:\Users\Tejas Rokade>|
```

The error for Android toolchain will occur if haven't installed android SDK Command Line Tools in Android Studios SDK Tools.

And IF issue of android licenses occurs run Flutter –android-licenses command in the prompt and type y+enter till process is complete



Code -

```
import 'package:flutter/material.dart';
```

```
void main() {  
  runApp(const MyApp());  
}  
class MyApp extends StatelessWidget {  
  const MyApp({Key? key}) : super(key: key);  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      title: 'Welcome to Flutter',  
      home: Scaffold(  
        appBar: AppBar(  
          title: const Text('Welcome to Flutter'),  
        ),  
        body: const Center(  
          child: Text('Hello Tejas'),  
        ),  
      ),  
    );  
  }  
}
```

Output -

