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Flutter

Mobile Phone App

Android App	iOS App
can be run on Emulator (Virtual Device) Smart Android Mobile phone	*can be run on* Simulator (Virtual Device) iPhone(apple)

on Stable Channel

Run the following commands to use the latest version of the Flutter SDK from the stable channel and enable mobile phone support:

```
$ flutter channel stable
$ flutter upgrade
$ flutter run
```

If more than one device is connected, use the flutter devices command to get their IDs, and then flutter run -d deviceID to run your app.

Note *–>You might also run* `$ flutter doctor` *to see if there are any unresolved issues.*

–>Create a new Flutter app by running the following from the command line:

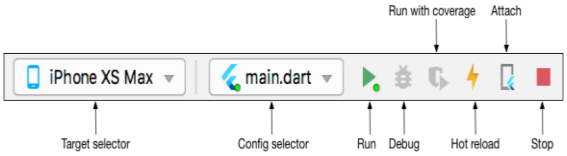
```
$ flutter create appName
```

–>Your project is passed all test cases. Your code has no errors. But you need to analyze further your code you can use following command.

```
$ flutter analyze
```

Run the app using android studio software.

Locate the main Android Studio toolbar:



In the target selector, select an Android device for running the app. If none are listed as available, select Tools> Android > AVD Manager and create one there.

Click the run icon in the toolbar, or invoke the menu item Run > Run.

Desktop App

can be run according to OS

1. Windows
2. MacOS
3. Linux
4. Chrome OS

on Dev Channel

At the command line, perform the following commands to make sure that you have the latest desktop support and that it's enabled.

```
$ set Enable_FLUTTER_DESKTOP=true$ flutter channel dev
$ flutter upgrade
$ flutter config --enable-<platform>-desktop
```

Where <*platform*> is windows, macOS, or Linux:

To add desktop support to an existing project, run the following command in a terminal from the root project directory:

```
$ flutter create .
```

Please install the Visual Studio and "Desktop development with C++" workload, including all of its default components if not installed in your system

To ensure that desktop is installed, list the devices available. You should see something like the following (you'll see Windows, macOS, or Linux, depending on which platforms you've enabled):

```
$ flutter devices
1 connected device:Windows (desktop) • windows • windows-x64 • Microsoft
```

To launch your app from the command line, enter commands from the top of the package:

```
$flutter run -d windows
```

To generate a release build run the following commands:

```
$ flutter build windows
```

Web App

can be run on

Webserver/Browser

1. Chrome

on Beta Channel

Run the following commands to use the latest version of the Flutter SDK from the beta channel and enable web support:

```
$ flutter channel beta
$ flutter upgrade
$ flutter config --enable-web
```

To add web support to an existing project, run the following command in a terminal from the root project directory:

```
$ flutter create .
```

Once web is enabled, the flutter devices command outputs a Chrome device that opens the Chrome browser with your app running, and a Web Server that provides the URL serving the app.

```
$ flutter devices
2 connected device:Web Server • web-server • web-JavaScript • Flutter ToolsChrome
```

To serve your app from localhost in Chrome, enter the following from the top of the package:

```
$ flutter run -d chrome
```

Run this command to generate a release build.

```
$flutter build windows
```

Reference:https://flutter.dev/docs