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| Experiment No.: 1 | Install and configure Flutter Environment |
| Aim: | To install and configure Flutter Environment |
| Lab Outcome | Understand cross platform mobile application development using Flutter framework |

**Steps to install and configure Flutter are given below.**

* Step 1:- Visit the website https://docs.flutter.dev/get-started/install and choose the OS as per your local machine.
* Step 2:- If the minimum requirement is satisfied by your machine then download the SDK.
* Step 3:- Extract the zip file and place the contained flutter in the desired installation location for the Flutter SDK (for example, C:\Users\\Documents). Do not install Flutter in a directory like C:\Program Files\ that requires elevated privileges.
* Step 4:- From a console window that has the Flutter directory in the path, run the “flutter doctor” command to see if there are any platform dependencies you need to complete the setup. Type env in the search bar, select Edit the system environment variables, that will open up System properties, select Environment variables, under User Variables create new variable as Path and variable value as location of Flutter/bin. Click ok to save and close the System properties window.
* Step 5:- This command checks the environment and displays a report of the status of Flutter installation. Check the output carefully for other software that might need to be installed or for additional steps to perform.
* In order to resolve Android Tool chain, in Android studio go to SDK manager -> Android SDK -> SDK tools -> Android SDK Command Line Tools and install.
* Run flutter doctor - -android-licenses
* Finally, again run “flutter doctor” command and it should give message as No issues found!
* Step 6:- In case the Flutter plugin is not available or the option as New Flutter Project is not available then in Android Studio install the Flutter plugin from plugin manager and restart the Android Studio.
* Step 7:- From the AVD manager from the Tools menu of Android Studio, create a new virtual device, and if needed download the Android Version API.
* Step 8:- From the Android Studio page, create a new Flutter project, give the project name, provide the Flutter SDK path as installed in step 3, specify the company domain, and do not choose language support (Kotlin and Swift).
* Step 9:- From the project page, choose the AVD as created in step 7 and start/ execute the project using the Green Play button.