

Collège Boréal
Techniques des systèmes informatiques
INF1083-Développement d'applications



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Flutter Atelier 01 – Hello World

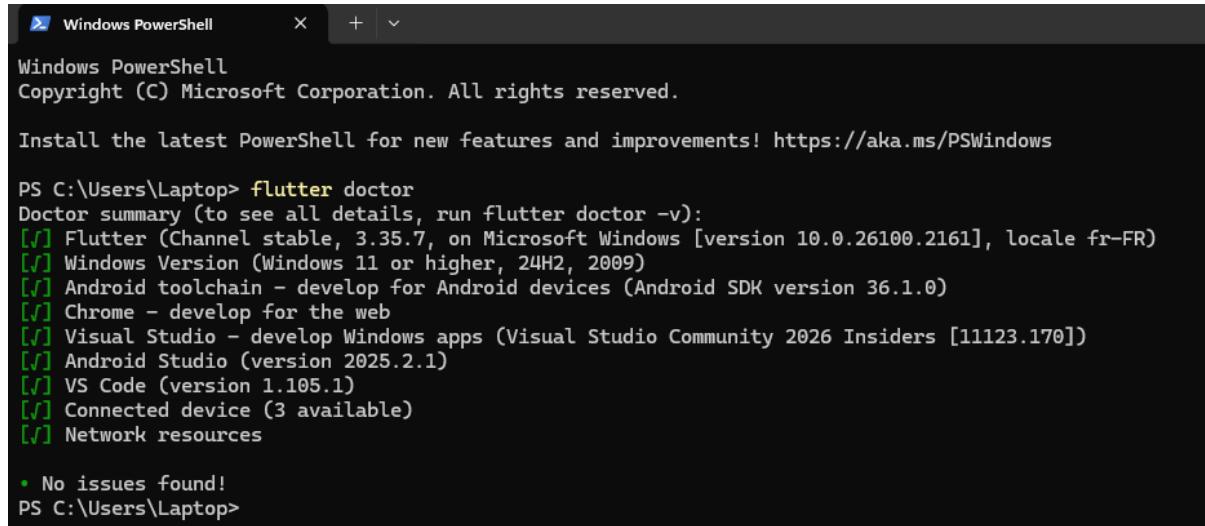
Ecrit par :

Djellouli Zakaria 300150433

Le 03/11/2025

Étape 1 : Vérifier la configuration Flutter

On ouvre le powershell et on exécute : `flutter doctor`



```
Windows PowerShell
Copyright (C) Microsoft Corporation. All rights reserved.

Install the latest PowerShell for new features and improvements! https://aka.ms/PSWindows

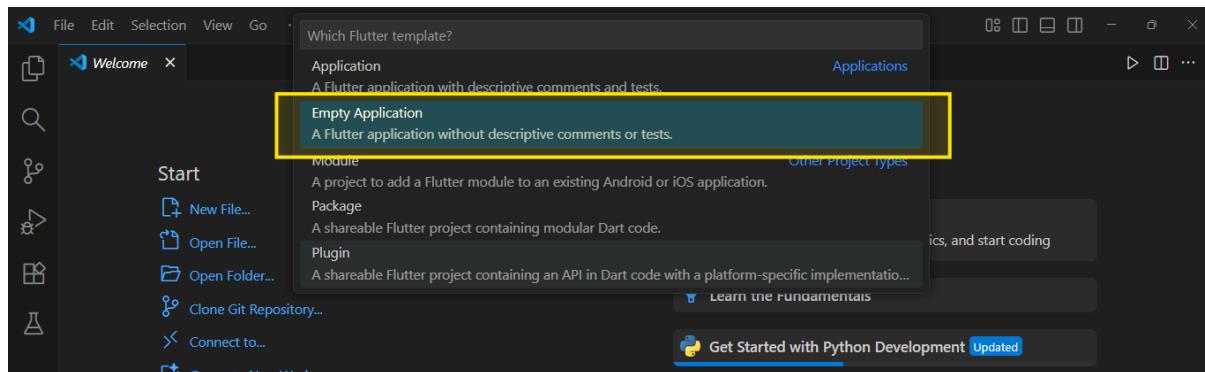
PS C:\Users\ Laptop> flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.35.7, on Microsoft Windows [version 10.0.26100.2161], locale fr-FR)
[✓] Windows Version (Windows 11 or higher, 24H2, 2009)
[✓] Android toolchain - develop for Android devices (Android SDK version 36.1.0)
[✓] Chrome - develop for the web
[✓] Visual Studio - Develop Windows apps (Visual Studio Community 2026 Insiders [11123.170])
[✓] Android Studio (version 2025.2.1)
[✓] VS Code (version 1.105.1)
[✓] Connected device (3 available)
[✓] Network resources

• No issues found!
PS C:\Users\ Laptop>
```

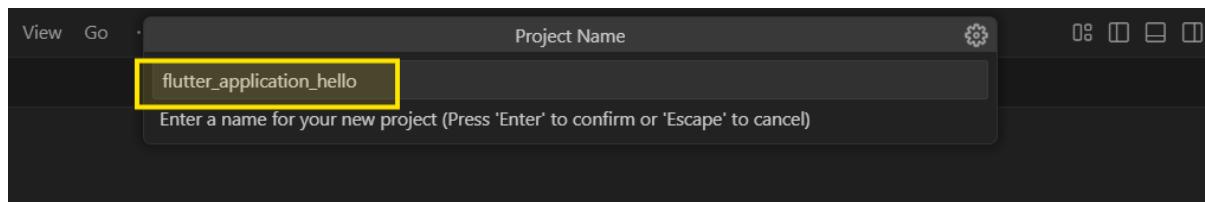
Toute en vert .

Étape 2 : Crée le projet Flutter

Dans vs code on appuyez Ctrl + Shift + P et on choisit : empty application



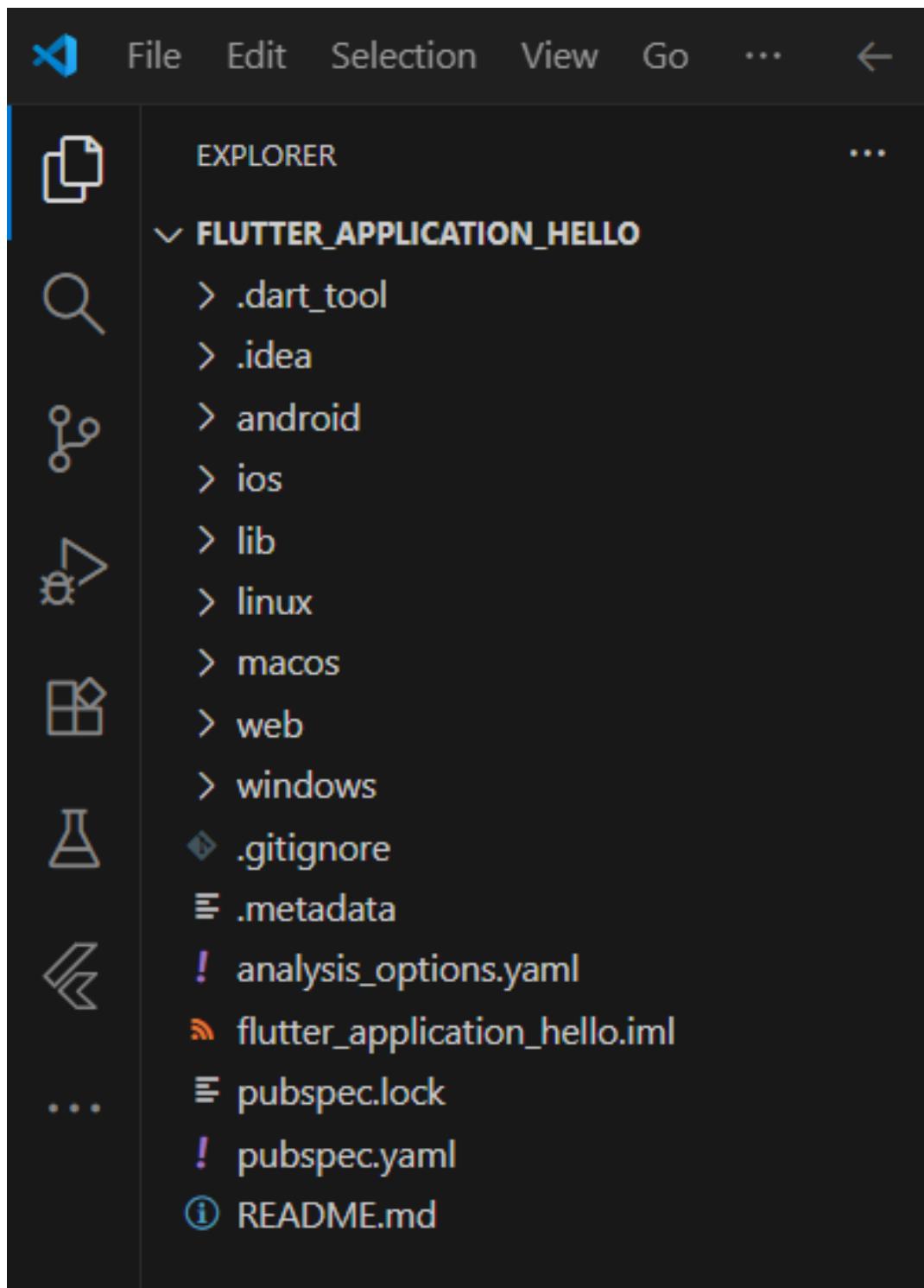
On donne le nom du projet : `flutter_application_hello`



Après on fait save dans bureau

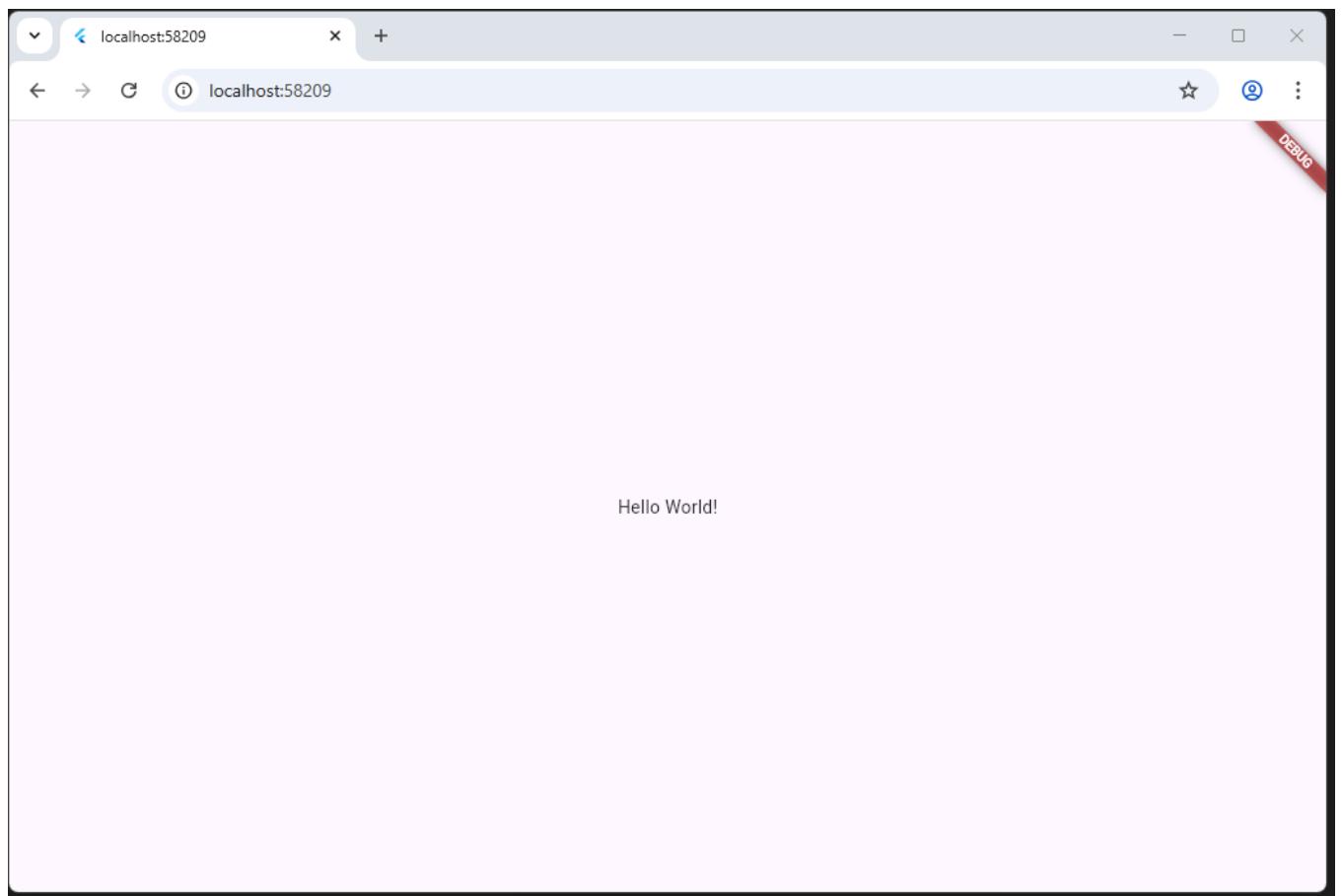
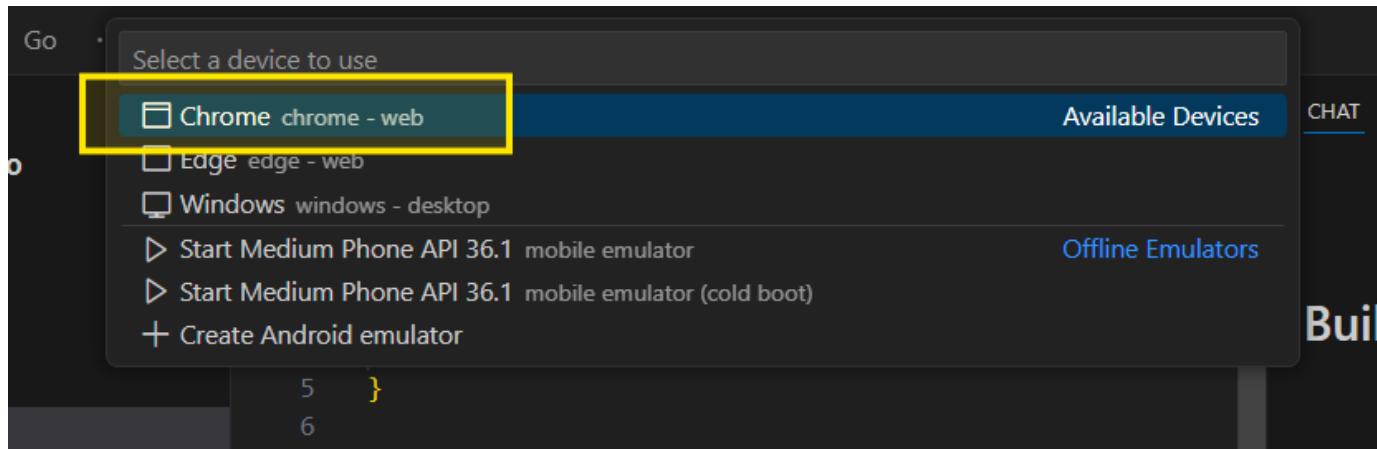
Étape 3 : Explorer la structure

Le fichier principal est lib/main.dart



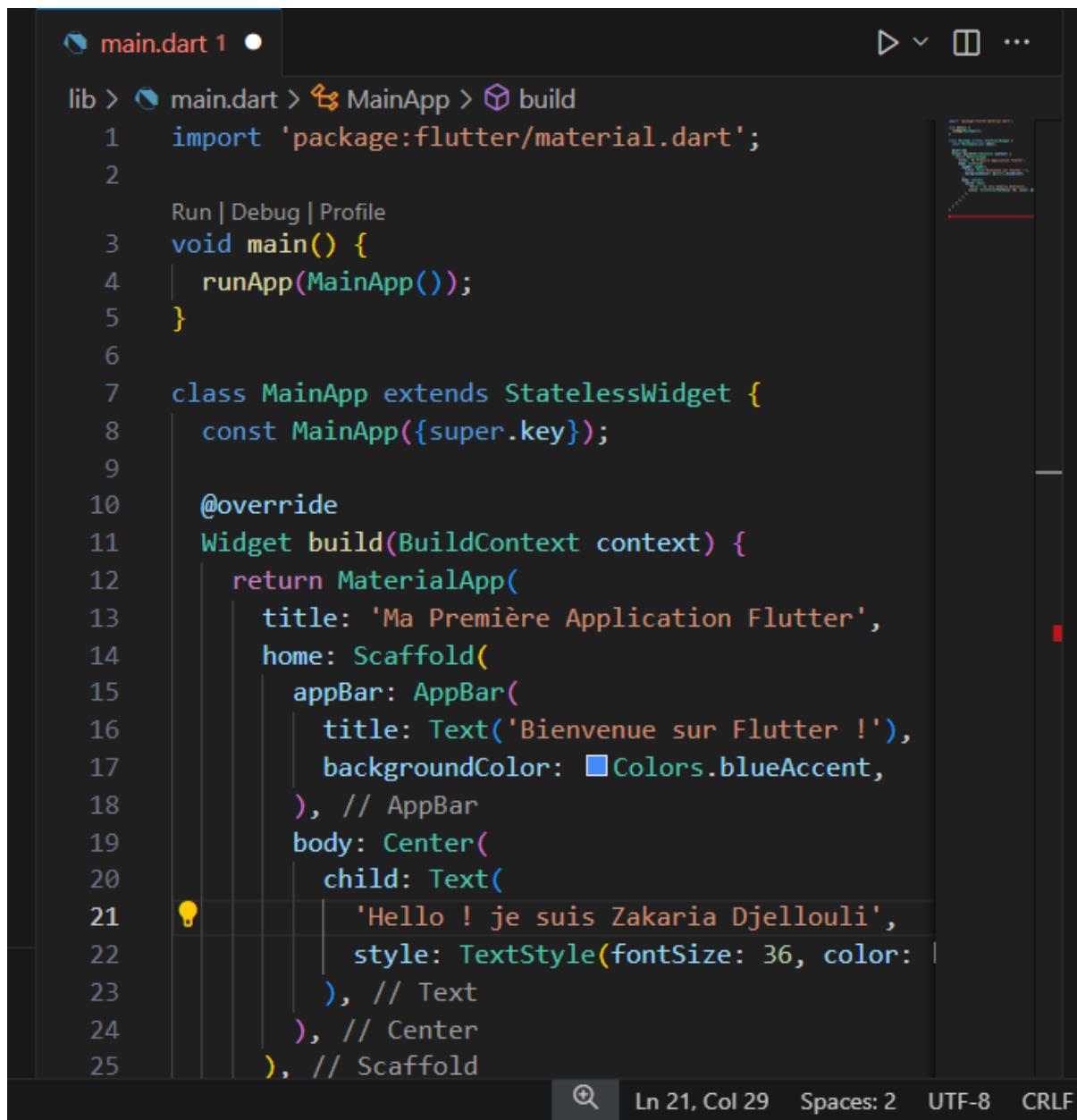
Étape 4 : Lancer l'application depuis VS Code

On fait Run après on choisit l'environnement : Chrome



Étape 5 : Modifier le code main.dart

On ajouter un titre à la page , une barre d'application , un style au texte



The screenshot shows a code editor window with the file 'main.dart' open. The code is written in Dart and defines a simple Flutter application. The application has a title 'Ma Première Application Flutter', a blue background color, and a central text 'Hello ! je suis Zakaria Djellouli' in a large, bold, black font.

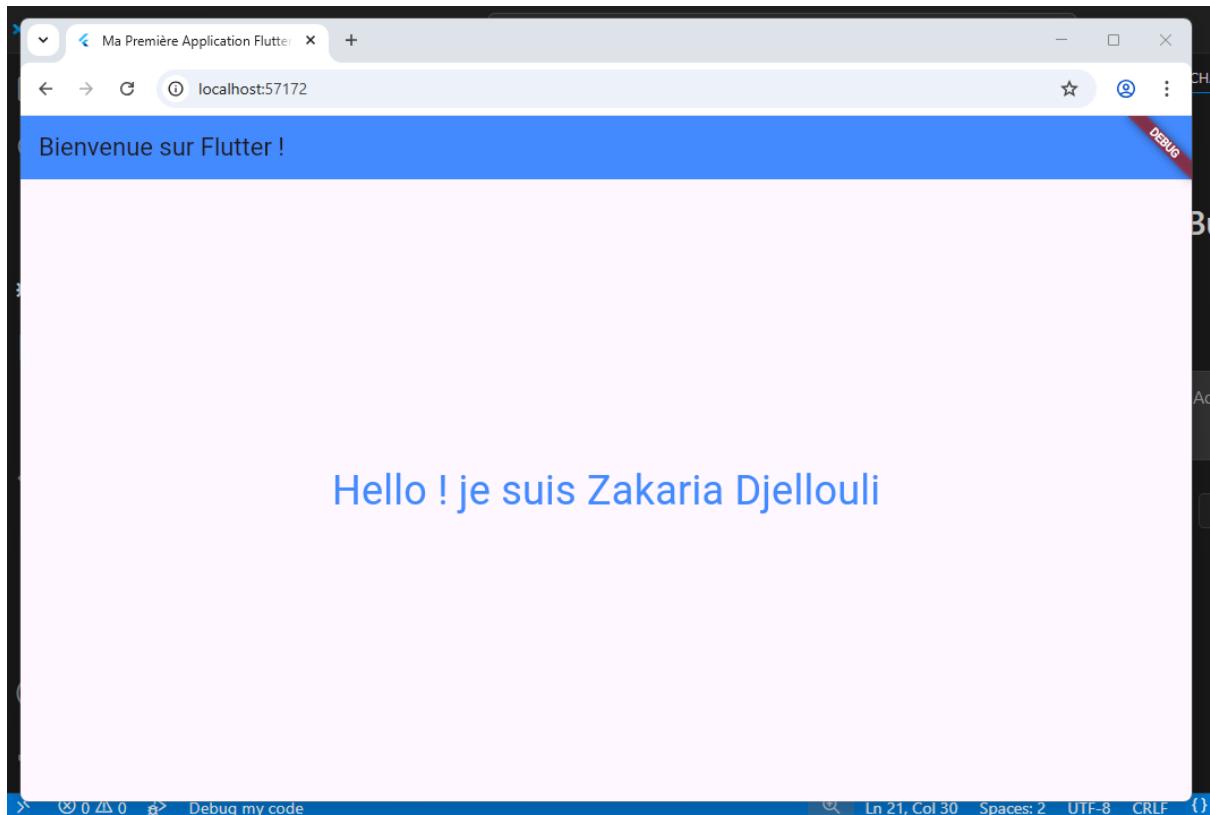
```
lib > main.dart > MainApp > build
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(MainApp());
5 }
6
7 class MainApp extends StatelessWidget {
8   const MainApp({super.key});
9
10  @override
11  Widget build(BuildContext context) {
12    return MaterialApp(
13      title: 'Ma Première Application Flutter',
14      home: Scaffold(
15        appBar: AppBar(
16          title: Text('Bienvenue sur Flutter !'),
17          backgroundColor: Colors.blueAccent,
18        ), // AppBar
19        body: Center(
20          child: Text(
21            'Hello ! je suis Zakaria Djellouli',
22            style: TextStyle(fontSize: 36, color:
23              ), // Text
24            ), // Center
25        ), // Scaffold

```

The status bar at the bottom of the editor shows the following information: Ln 21, Col 29, Spaces: 2, UTF-8, CRLF.

Étape 6 : Tester sur plusieurs environnements

Tester sur Chrome :



Tester sur Windows :

