Flutter Windows Installation: (Only can run Android app)

<https://flutter.io/docs/get-started/install/windows>

1. Download flutter from: <https://flutter.io/docs/get-started/install/windows>
2. You may need to install Windows PowerShell 5.1.
   1. Go to here: <https://docs.microsoft.com/en-us/powershell/scripting/setup/installing-windows-powershell?view=powershell-6>
   2. For Window7: Download Win7AndW2K8R2-KB3191566-x64.zip and Win7-KB3191566-x86.zip
   3. For Win7 x64, extract the x64 zip file, then double click to execute the .msu file.
   4. Once the installation has completed, it installs into program files and program files (x86) folders.
   5. To verify the PowerShell version, Click Windows logo on the bottom left hand corner > All Programs > Accessories > Windows PowerShell > click Windows PowerShell (or x86) to open PowerShell
   6. Then, type $PSVersionTable to see the version.
   7. NOTE: Once install the x64 version, it also installs the x86 version.

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* 1. OR go to here: <https://docs.microsoft.com/en-us/powershell/wmf/5.1/install-configure>
  2. **x64:** [Win7AndW2K8R2-KB3191566-x64.ZIP](https://go.microsoft.com/fwlink/?linkid=839523)  
     **x86:** [Win7-KB3191566-x86.ZIP](https://go.microsoft.com/fwlink/?linkid=839522)
  3. **follow the instruction from the above webpage (Instructions are not working, but nice to know)**

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1. After download the flutter from here: <https://flutter.io/docs/get-started/install/windows> into a new folder c:\2018\_flutter
2. Extract the zip file into c:\2018\_flutter
3. Locate the file flutter\_console.bat inside the flutter directory. Execute by double-clicking it.
4. To update an existing version: <https://flutter.io/docs/development/tools/sdk/upgrading>
5. To update the path: From the Start search bar, type “env” and select **Edit environment variables for your account,** Under **User variables** check if there is an entry called **Path:** append the full path to flutter\bin using ; as a separator from existing values.
6. Run flutter doctor from c:\2018\_flutter\flutter
7. Android setup:
   1. Install Android Studio:
8. Download and install Android Studio: <https://developer.android.com/studio/>
9. Install instructions: <https://developer.android.com/studio/install>
10. Run flutter doctor to see if installation is ok or not.
    1. Set up Android device (Not setup at this point)
11. Configure on-device developer options: <https://developer.android.com/studio/debug/dev-options>
12. Get the Google USB Driver: <https://developer.android.com/studio/run/win-usb>
    1. Set up the Android emulator
13. Enable VM Acceleration on your machine: <https://developer.android.com/studio/run/emulator-acceleration>
14. Launch Android Studio > Tools > AVD Manager, and select Create Virtual Device
15. Choose a device definition and select Next
16. Select x86 or x86\_64 image is recommended, then select Next
17. Verify the AVD configuration is correct, and select Finish
18. Install the Flutter and Dart plugins:
    1. Start Android Studio
    2. Open plugin preferences (File > Settings > Plugins)
    3. Select Browse Repositories, select the Flutter plugin and click Install
    4. Click YES when prompted to install the Dart plugin
    5. Click Restart when prompted
19. Test drive:
20. Android Studio/IntelliJ:
21. Create the app:
    * 1. Start Android Studio, select File > New Flutter Project
      2. Select Flutter application as the project type, and press Next
      3. Make sure that the Flutter SDK Path text field specifies the location of the SDK.
      4. Enter a project name (for example flutter\_myapp), and press Next
      5. Click Finish
      6. Wait for Android Studio to install the SDK, and create the project
22. Run the app:
23. Locate the main Android Studio toolbar
24. In the target selector, select an Android device for running the app.
25. Click the run icon or invoke the menu Run
26. Try hot reload:
27. Open lib/main.dart
28. Change the string “You have pushed the button …..” to “You have clicked the button …..”
29. Save your changes: invoke Save All, or click Hot Reload
30. You will see the updated string in the running app almost immediately
31. Terminal & Editor:
32. Create the app:
    1. Open a command window (cmd)
    2. Create a flutter project folder
    3. Create a new project:

flutter create myapp

cd myapp

1. Run the app:
   1. Start the emulator:

flutter emulators --launch <emulator\_id>

Use, “flutter emulators” to find the emulator\_id

* 1. Run the app:

flutter run

Press, “q” to quit

1. Try hot reload:
   1. Open lib/main.dart
   2. Change the string “You have pushed the button …..” to “You have clicked the button …..”
   3. Save your changes
   4. Type “R” in the terminal window to see the update string in the running app almost immediately.