Installing Flutter on macOS

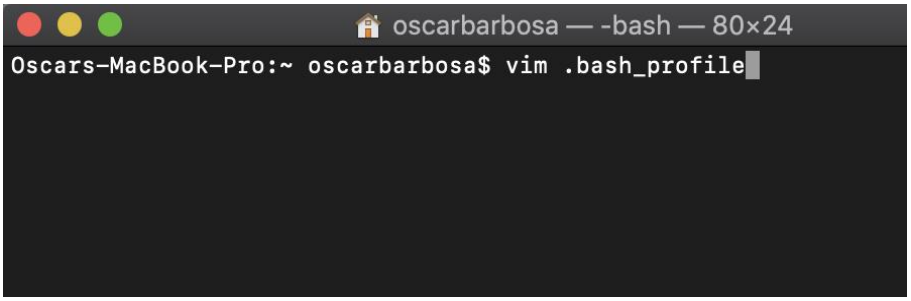
A. Installing Flutter SDK

1. Download the Flutter SDK Zip file from https://flutter.dev/docs/get-started/install/macos

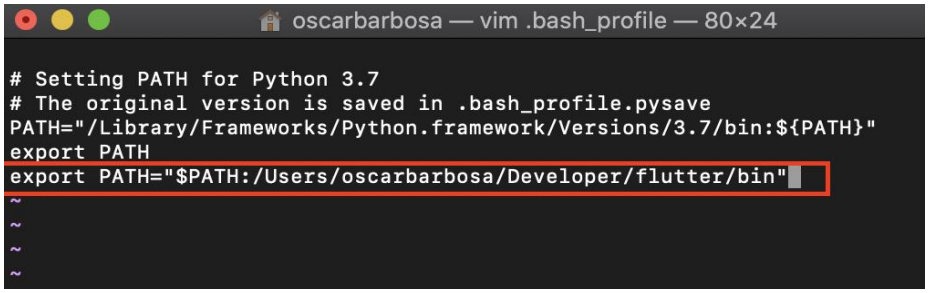
2. Create a folder named “Developer” inside your user’s folder. The complete path should look like ***Macintosh HD/Users/<youruser>/Developer***

3. Unzip the SDK zip file and move the unzipped folder to the “Developer” folder you just created

4. Now you need to add Flutter to your path, so open up the terminal and type “**vim .bash_profile”** to access the file where you are going to add the Flutter path:



5. Now, you need to add the path by typing: “**export PATH=”$PATH:/Users/<youruser>/Developer/flutter/bin”**



6. Once done, press **esc** and type "**:wq"** to exit the VIM editor, and then close the terminal

7. Open the terminal again and type "**flutter --version"**. You should see current Flutter version you're using and a welcome message:

B. Installing Dart SDK

1. Now you need to install the Dart SDK. This guide uses Homebrew to install the SDK but you are free to use any package manager of your choice. If you don't have homebrew already installed, follow the instructions in here: https://brew.sh/

2. To install the Dart SDK, open up the terminal and run the following commands:

    a. **brew tap dart-lang/dart**
    b. **brew install dart**

    Once the installation finishes you should see the following:

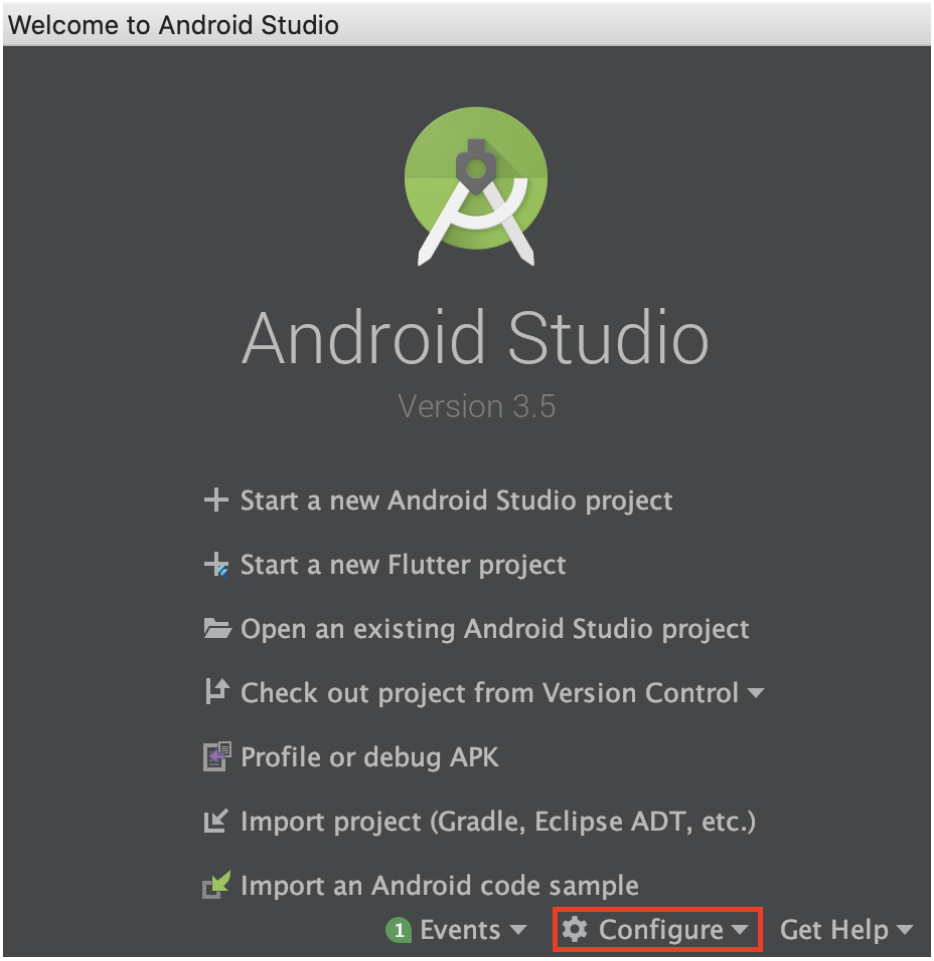
C. Installing Android Studio

1. As for IDEs, you can use IntelliJ, VSCode, or any other, but for this workshop, the instructors will be using Android Studio

2. Download Android Studio from https://developer.android.com/studio

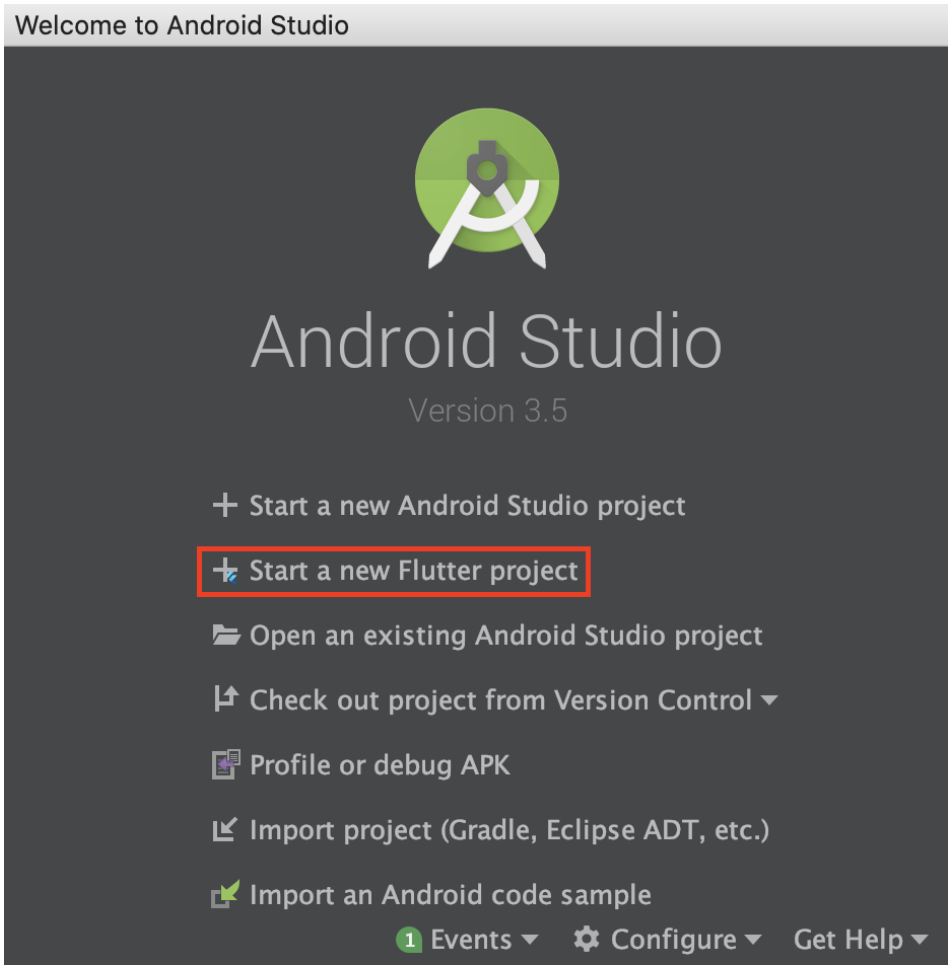
3. Start Android Studio and follow through the Setup Wizard. Don't create a new project just yet

4. On the bottom right, click on the **Configure** tab and then click on the **Preferences** option



5. Click on the **Plugin** option, type **“Flutter”** and install the first plugin that pops up. It will ask you to install the **Dart** package, so click “**yes”** and install it too (even though you already installed the Dart SDK)

6. Restart Android Studio and click on **“Start a new Flutter project”**



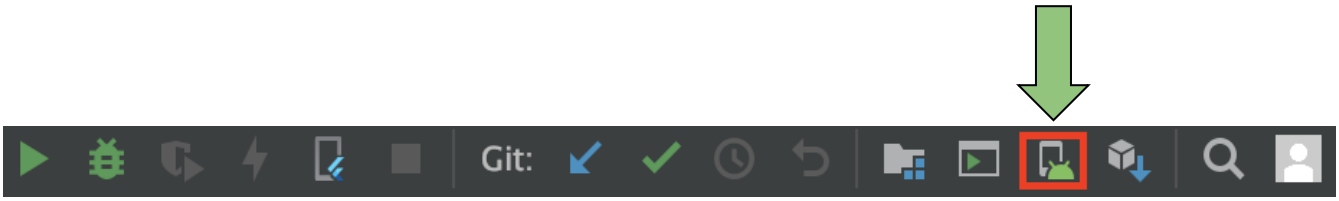
7. Follow the steps and select the path to the Flutter SDK if it's not already there. This path should look like this: ***/Users/<youruser>/Developer/Flutter***. Once done click "**Finish"**

8. Congratulations! You have created your first flutter project. You are almost done and just need to set up an emulator for you to test

D. Installing an Emulator

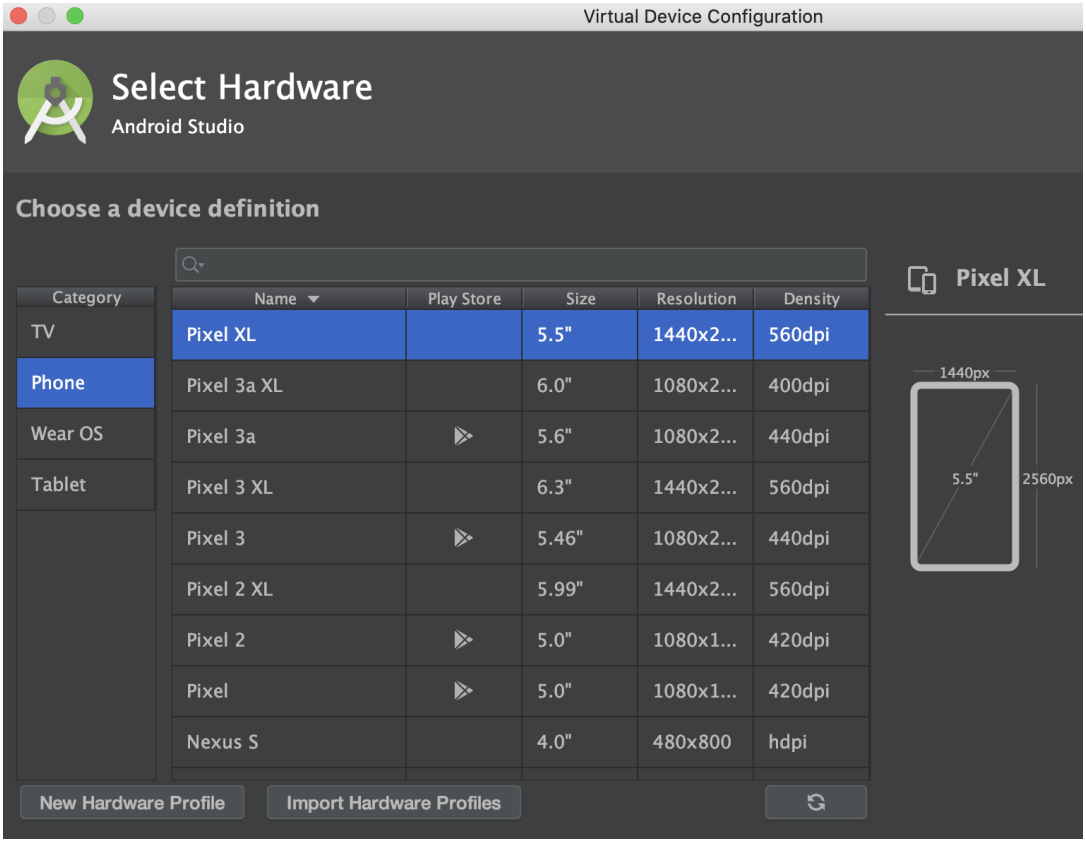
1. Open up Android Studio and open the flutter project you just made

2. Now, you need to access the AVD manager to add the emulator. Look to the menu on the top right and click on the following icon:

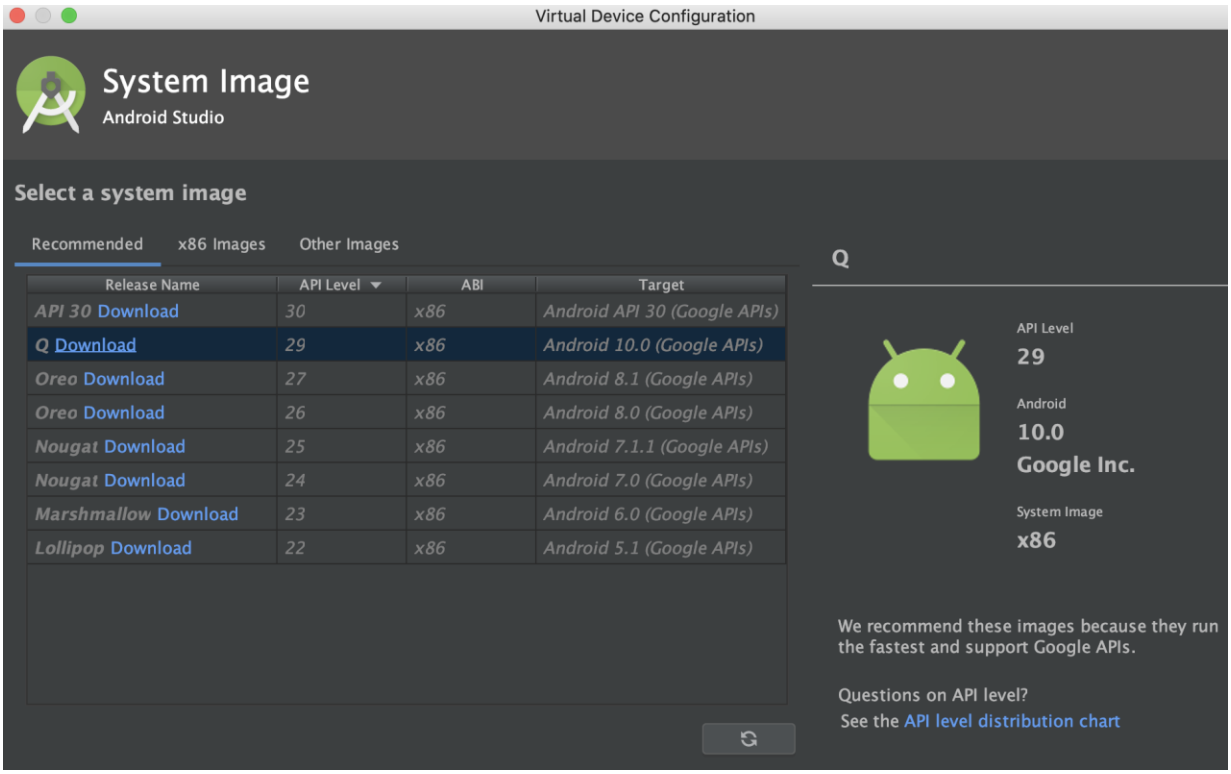


3. Click on **“Create Virtual Device”**

4. For the device selection, select the phone of your choice from the drop down list:

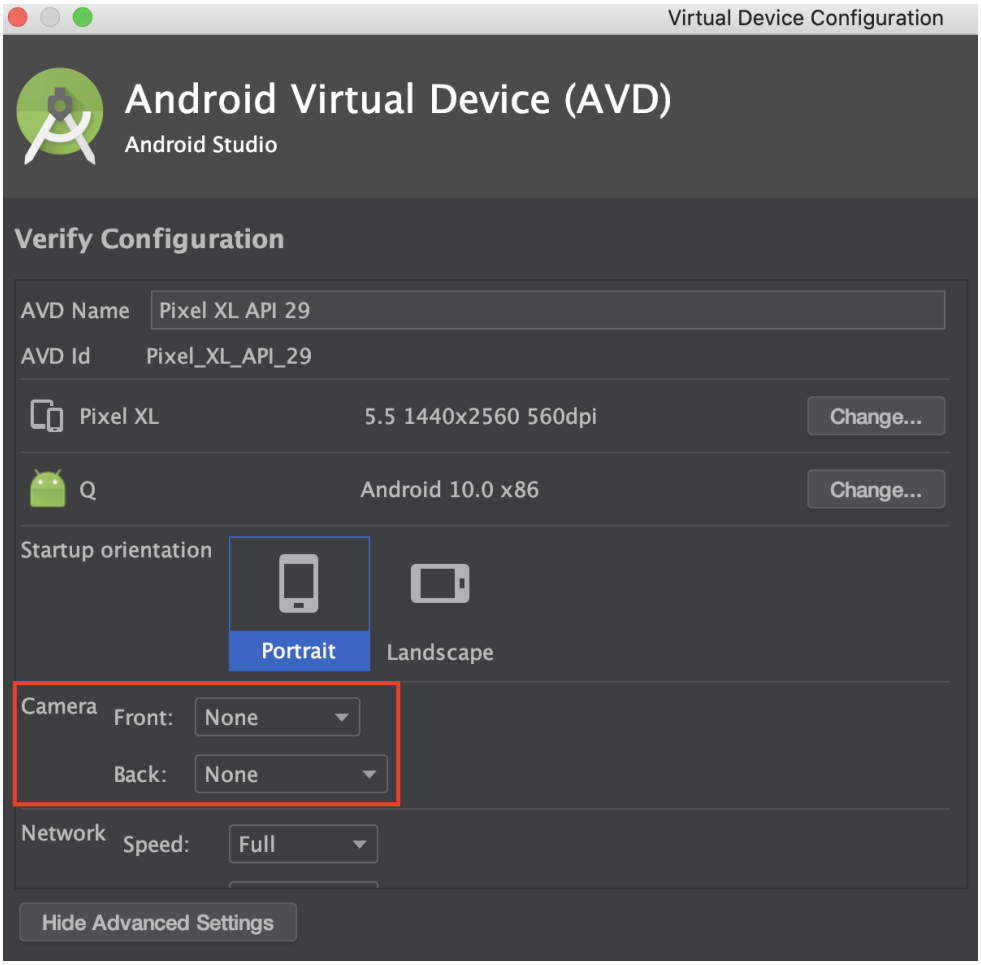


5. For the system image selection, select the one with name **“Q”** and click on **“Download”**

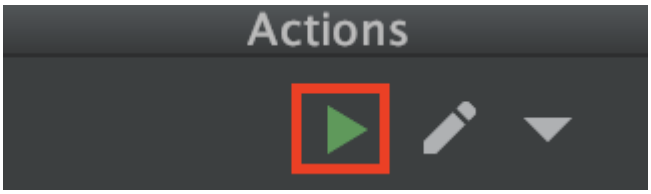


6. Once the download is done close the installation pop up, select the system image, and click **“Next”**

7. For the Android Virtual Device, first click on **“Advanced Settings”** on the bottom left, and make sure the settings for the camera match the settings in the image below. Once done, click **“Finish”**



8. Now, you should see the emulator in the AVD manager window. To run the emulator, click on the play button under the **“Actions”** tab



9. The emulator should load up promptly and now you’re all set to start testing your app