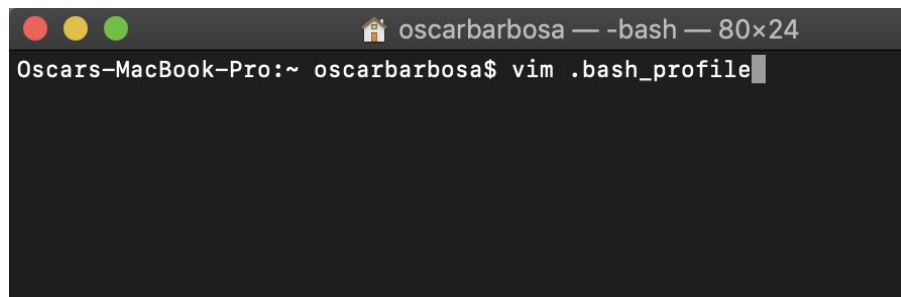


Installing Flutter on macOS

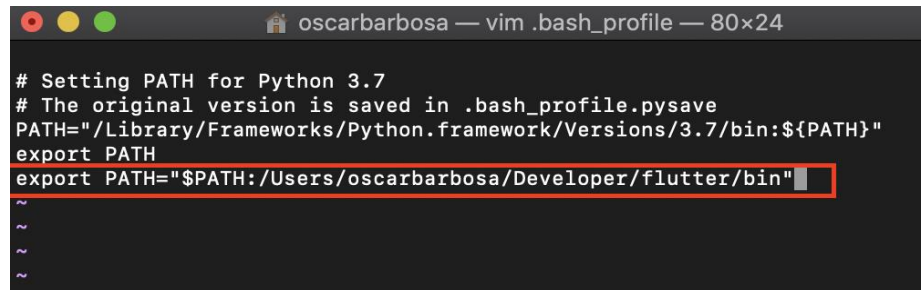
A. Installing Flutter SDK

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:

A screenshot of a macOS terminal window. The title bar shows three colored window control buttons (red, yellow, green) on the left, a home icon and the username 'oscarbarbosa' in the center, and '-bash — 80x24' on the right. The terminal content shows the prompt 'Oscars-MacBook-Pro:~ oscarbarbosa\$' followed by the command 'vim .bash_profile' which has been entered and is currently being edited in vim mode, indicated by a white cursor at the end of the line.

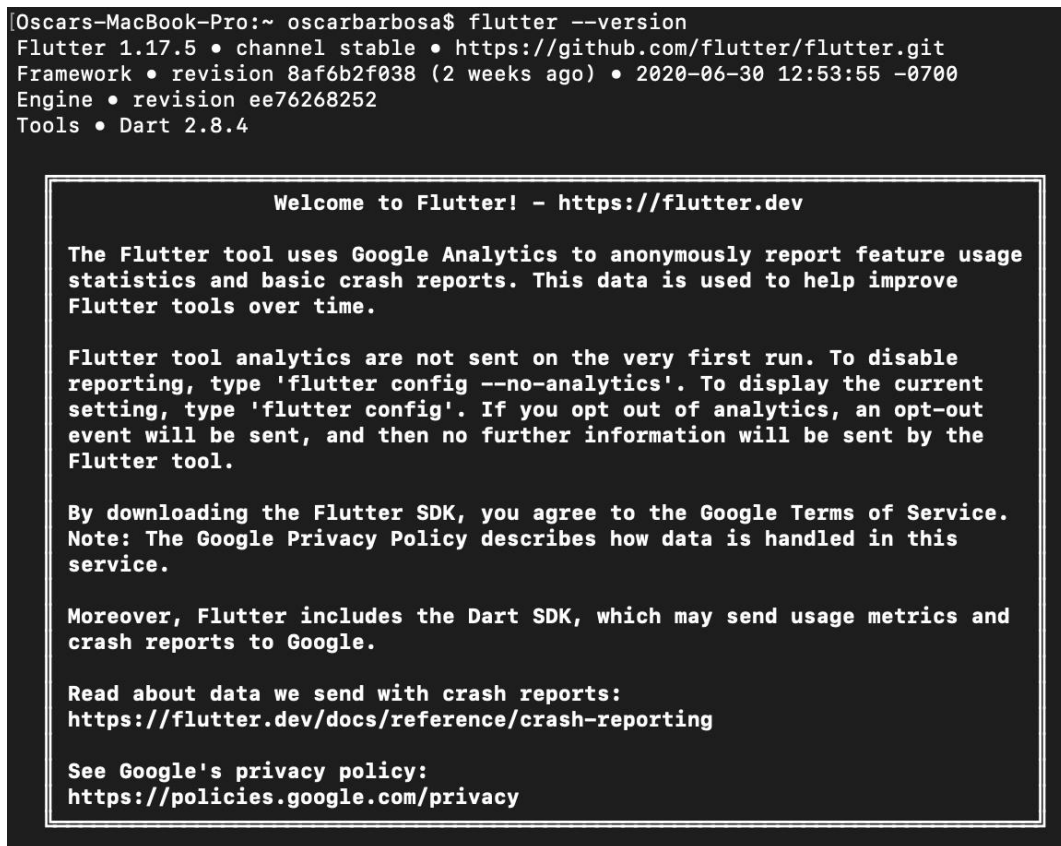
```
Oscars-MacBook-Pro:~ oscarbarbosa$ vim .bash_profile
```

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



```
ooscarbarbosa — vim .bash_profile — 80x24
# Setting PATH for Python 3.7
# The original version is saved in .bash_profile.pysave
PATH="/Library/Frameworks/Python.framework/Versions/3.7/bin:${PATH}"
export PATH
export PATH="$PATH:/Users/oscarbarbosa/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:



```
Oscars-MacBook-Pro:~ ooscarbarbosa$ flutter --version
Flutter 1.17.5 • channel stable • https://github.com/flutter/flutter.git
Framework • revision 8af6b2f038 (2 weeks ago) • 2020-06-30 12:53:55 -0700
Engine • revision ee76268252
Tools • Dart 2.8.4

Welcome to Flutter! - https://flutter.dev

The Flutter tool uses Google Analytics to anonymously report feature usage
statistics and basic crash reports. This data is used to help improve
Flutter tools over time.

Flutter tool analytics are not sent on the very first run. To disable
reporting, type 'flutter config --no-analytics'. To display the current
setting, type 'flutter config'. If you opt out of analytics, an opt-out
event will be sent, and then no further information will be sent by the
Flutter tool.

By downloading the Flutter SDK, you agree to the Google Terms of Service.
Note: The Google Privacy Policy describes how data is handled in this
service.

Moreover, Flutter includes the Dart SDK, which may send usage metrics and
crash reports to Google.


Read about data we send with crash reports:
https://flutter.dev/docs/reference/crash-reporting

See Google's privacy policy:
https://policies.google.com/privacy
```

B. Installing Dart SDK

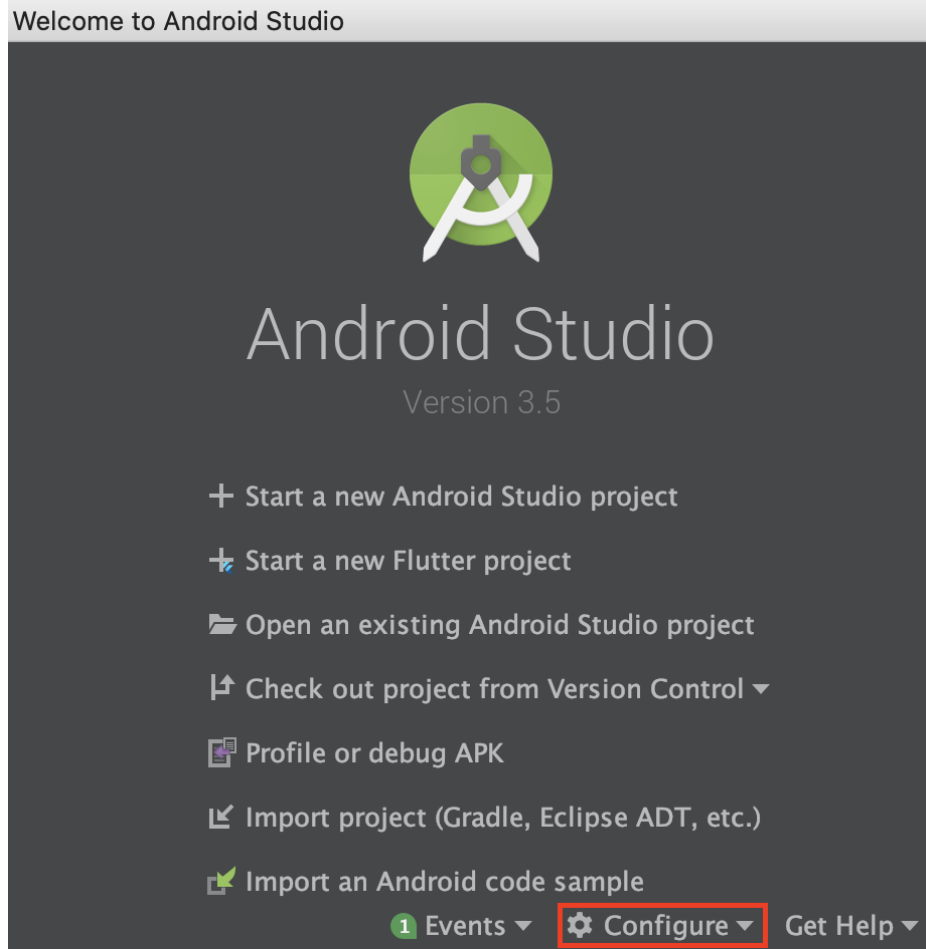
1. Now you need to install the Dart SDK. This guide uses Homebrew to install the SDK but you are free to use any package manager of your choice. If you don't have homebrew already installed, follow the instructions in here: <https://brew.sh/>
2. To install the Dart SDK, open up the terminal and run the following commands:
 - a. **brew tap dart-lang/dart**
 - b. **brew install dart**

Once the installation finishes you should see the following:

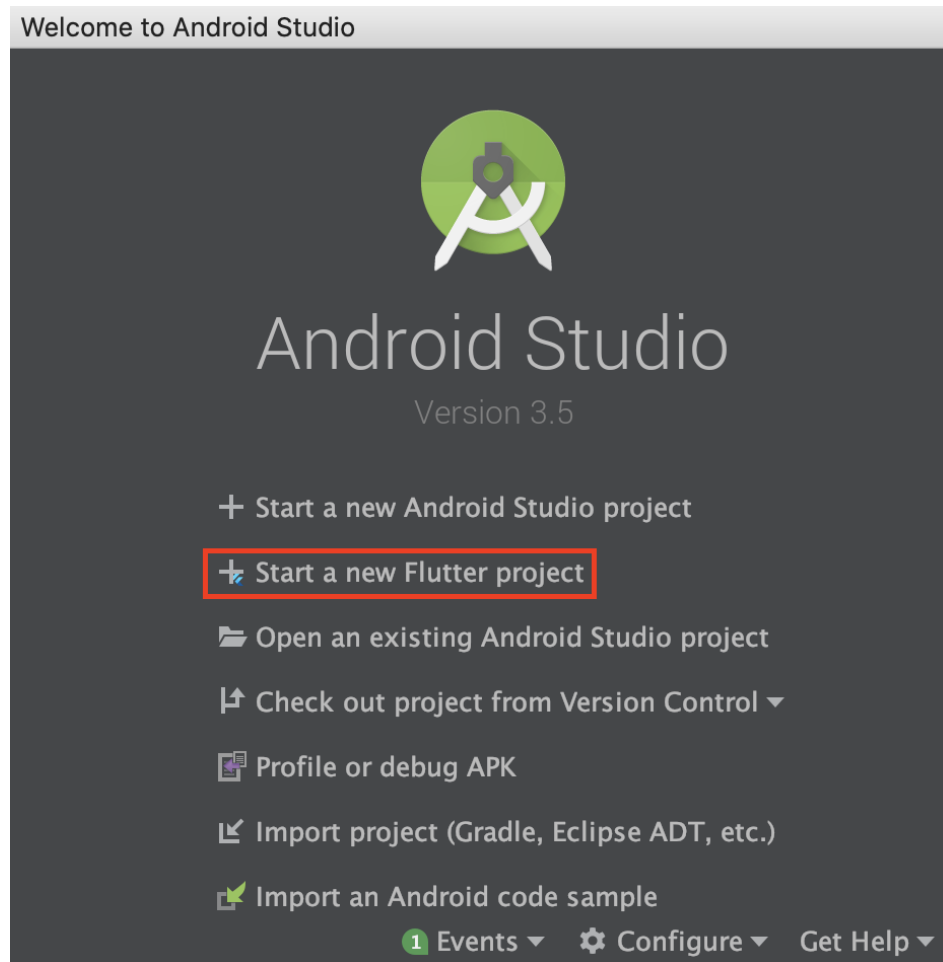
```
 Summary  
/usr/local/Cellar/dart/2.8.4: 502 files, 486MB, built in 8 seconds
```

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**”



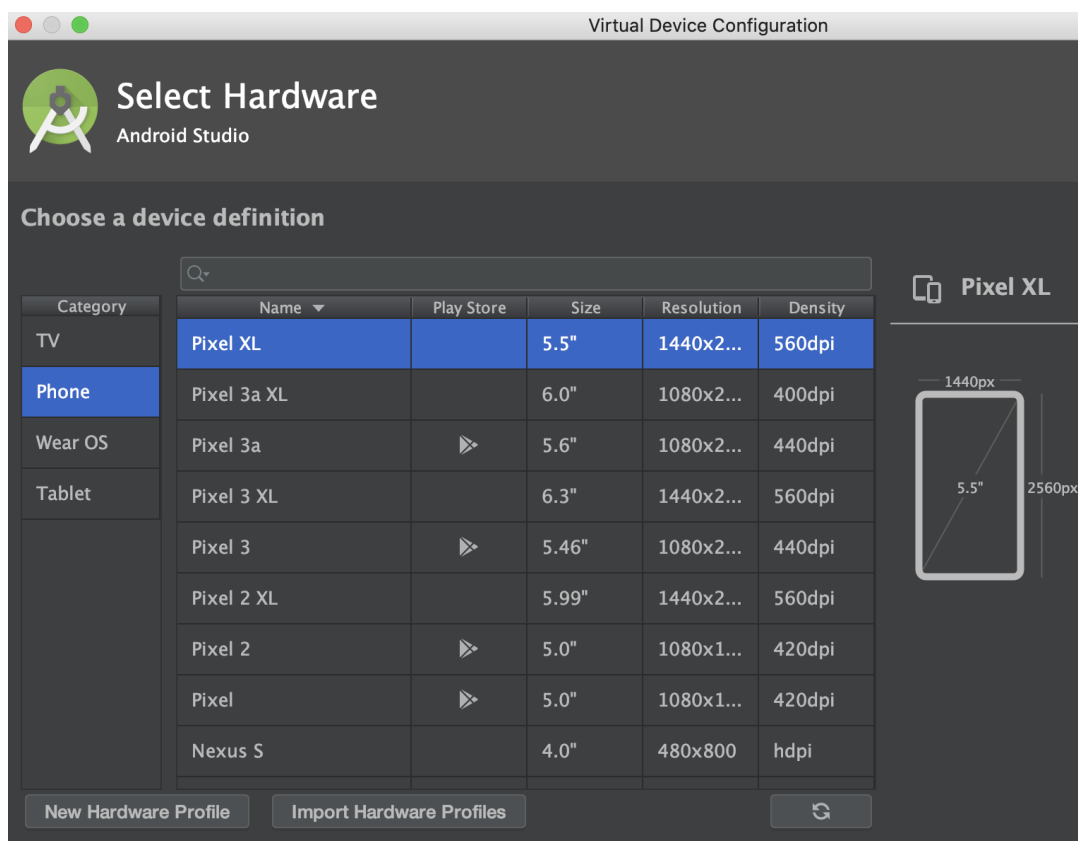
7. Follow the steps and select the path to the Flutter SDK if it's not already there. This path should look like this: `/Users/<youruser>/Developer/Flutter`. Once done click **“Finish”**
8. Congratulations! You have created your first flutter project. You are almost done and just need to set up an emulator for you to test

D. Installing an Emulator

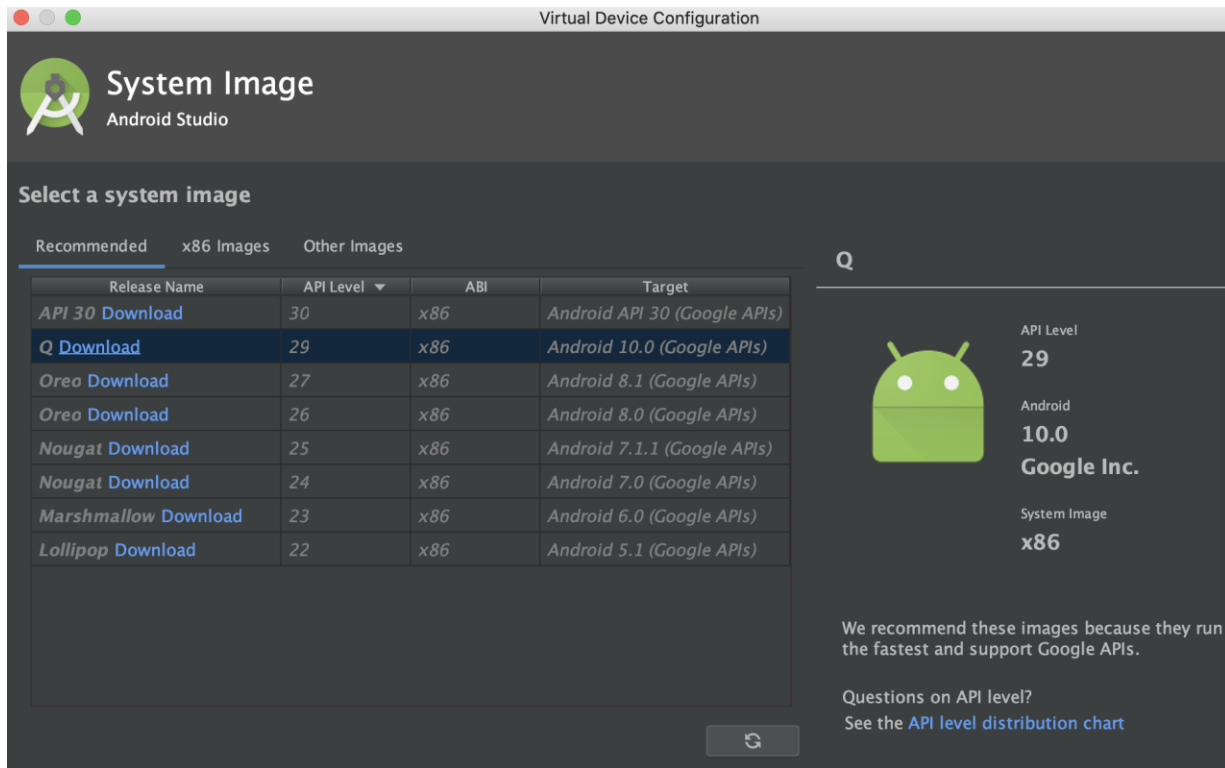
1. Open up Android Studio and open the flutter project you just made
2. Now, you need to access the AVD manager to add the emulator. Look to the menu on the top right and click on the following icon:



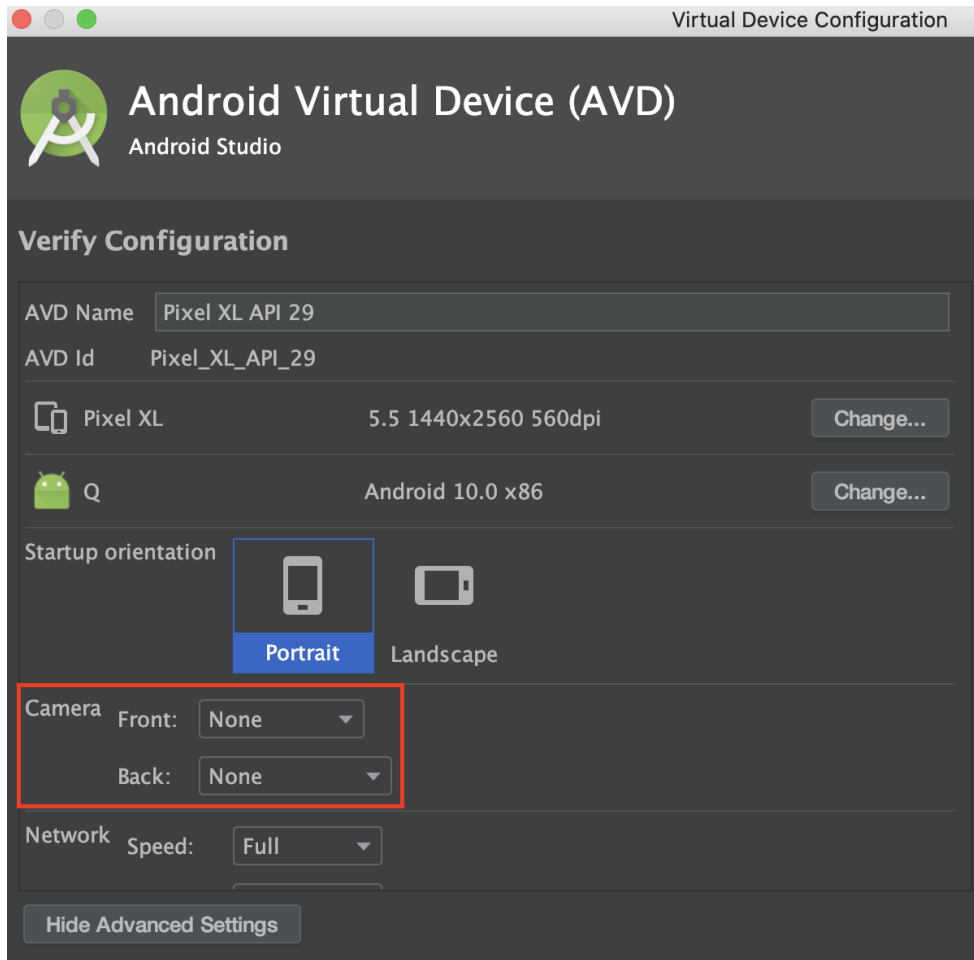
3. Click on **“Create Virtual Device”**
4. For the device selection, select the phone of your choice from the drop down list:



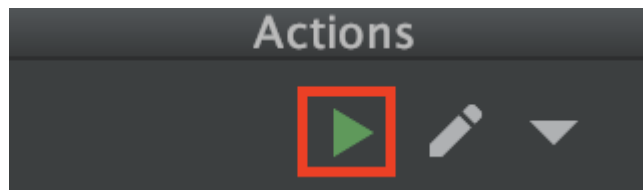
5. For the system image selection, select the one with name **“Q”** and click on **“Download”**



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”**



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



- The emulator should load up promptly and now you're all set to start testing your app

