

Basics

Install Flutter	https://flutter.dev/docs/get-started/install
Install Android Studio	https://flutter.dev/docs/get-started/editor?tab=androidstudio
Test drive	https://flutter.dev/docs/get-started/test-drive?tab=androidstudio
Android Studio is just a suggestion! You can use your preferred editor.	

General information

Flutter is a Open Source Development-Kit from Google. It is used to create apps for Android, iOS, Windows, macOS, Linux, Google Fuchsia and the Web.

Flutter applications are written in Dart and use many functions of this language.

Source: [https://en.wikipedia.org/wiki/Flutter_\(software\)](https://en.wikipedia.org/wiki/Flutter_(software))

Hello World

```
import 'package:flutter/material.dart';
void main() => runApp (Hello WorldApp());
class HelloWorldApp extends StatelessWidget {
  @override
  Widget build( BuildContext context) {
    return MaterialApp(
      title: 'Hello World App',
      home: Scaffold(
        appBar: AppBar(
          title: Text(' Hello World
App'),
        ),
        body: Center(
          child: Text(' Hello World'),
        ),
      ),
    );
  }
}
```

Icon

```
import 'package:flutter/material.dart';

void main() => runApp (MyApp());

class MyApp extends StatelessWidget {
  // This widget is the root of your application.
  @override
  Widget build( BuildContext context) {
    return MaterialApp(
      title: 'Flutter Icon Tutorial',
      theme: ThemeData(
        primarySwatch: Colors.blue,
      ),
      home: MyHomePage(),
    );
  }
}

class MyHomePage extends StatefulWidget {
  @override
  _MyHomePageState createState() => _MyHomePageState();
}

class _MyHomePageState extends State< MyHomePage > {
  @override
  Widget build( BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text(' TutorialKart -
Icon Tutorial'),
      ),
      body: Column (children: <Widget>[
        Center (child: Icon(Icons.directions_
bike)),
      ]),
    );
  }
}
```