

Flutter - 跨平台开发框架

宁长胜





- 腾讯高级工程师
- NOW Android
- Android 6 years
- Flutter 1 year

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Flutter 简介

- Google公司2015年推出的跨平台（Android & iOS）移动开发框架，使用 Dart 语言进行开发
- 目标是创建高性能、高稳定性、高帧率、低延迟的 Android 和 iOS 应用，且体验与Native应用完全一致
- Google新一代操作系统Fuchsia的UI开发框架，Fuchsia 于2018年4月13日发布了官方文档
- 使用BSD-style license，目前版本是release preview 1

Google I/O 2018

Tue. May 8

2
PM

[Session] Customize Material Components for your product
Stage 6 


● Design ● Flutter

5
PM

[Session] Build great Material Design products across platforms
Stage 4 


● Design ● Flutter

8:30
AM

[Session] Code beautiful UI with Flutter and Material Design
Stage 3 

● Design ● Flutter

2:30
PM


[Session] Total mobile development made fun with Flutter and Firebase
Stage 6 

● Cloud ● Firebase ● Flutter

Wed. May 9

Thu. May 10

10:30
AM

[Session] Build reactive mobile apps with Flutter
Stage 3 

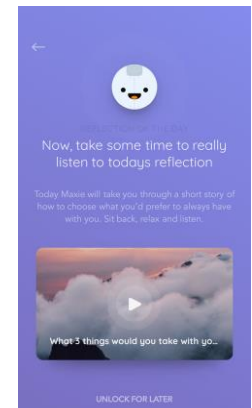
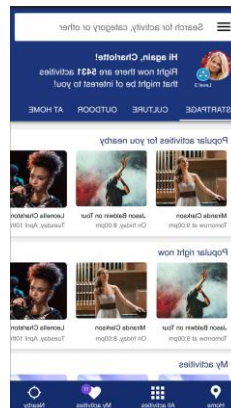
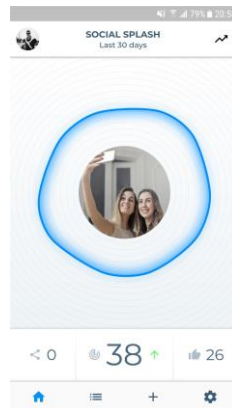
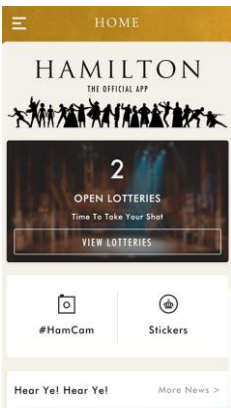
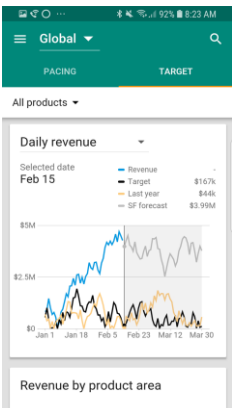
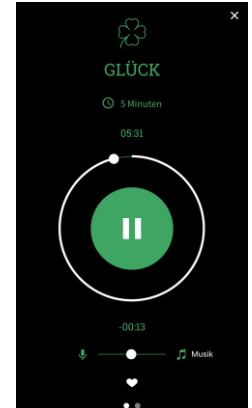
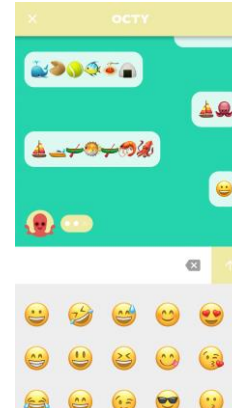
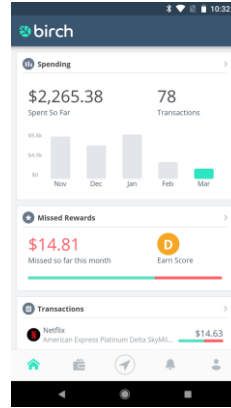
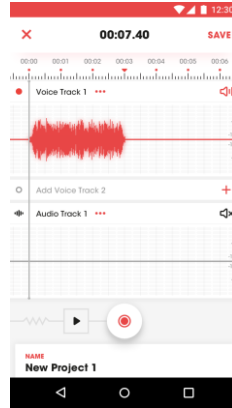
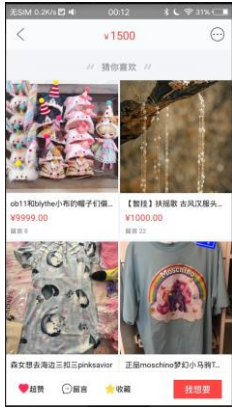
● Flutter

3:30
PM

[Session] Add Firebase to your cross-platform React Native or Flutter app
Stage 6 

● Firebase ● Flutter

代表性APP



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基本原理

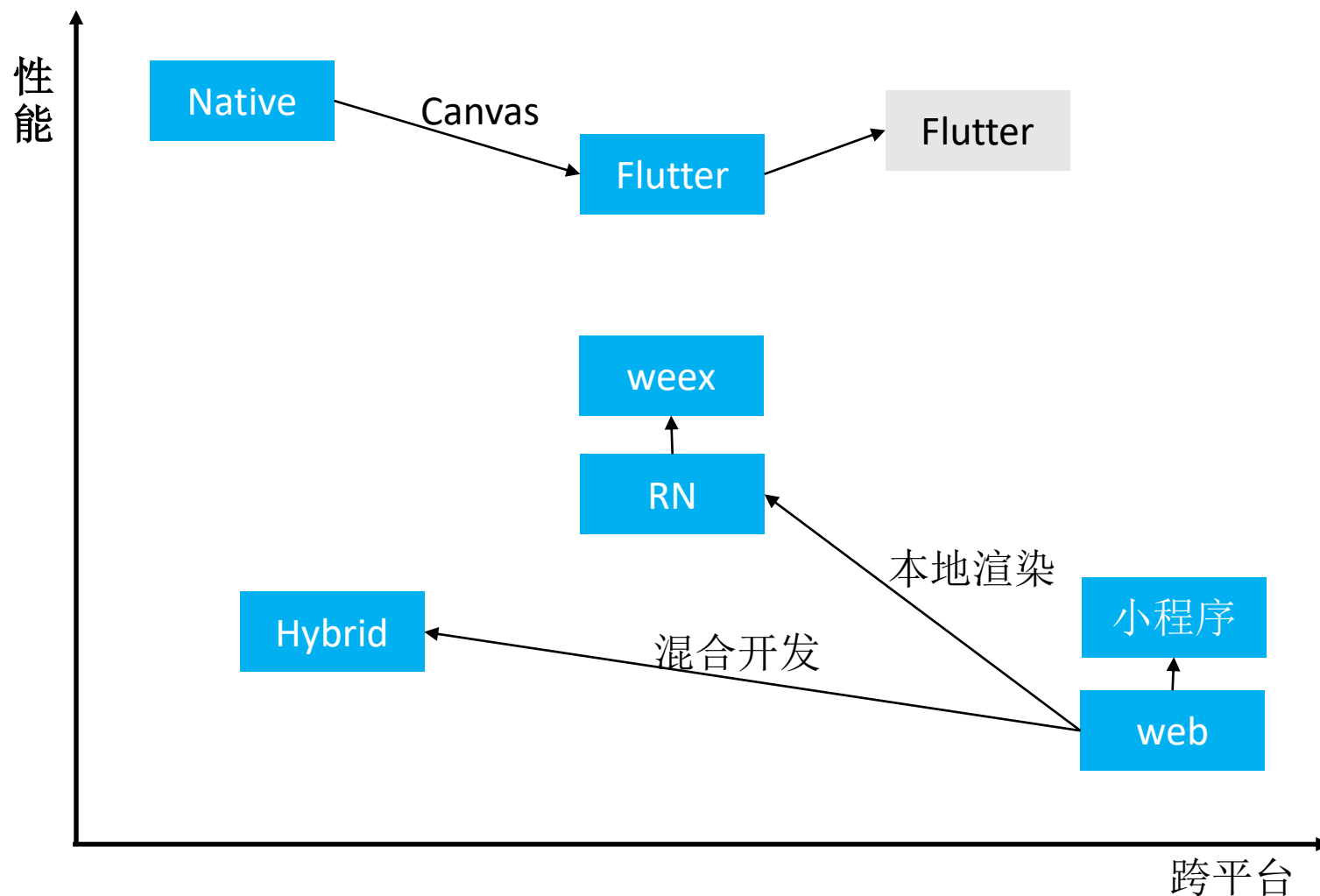


构建原理

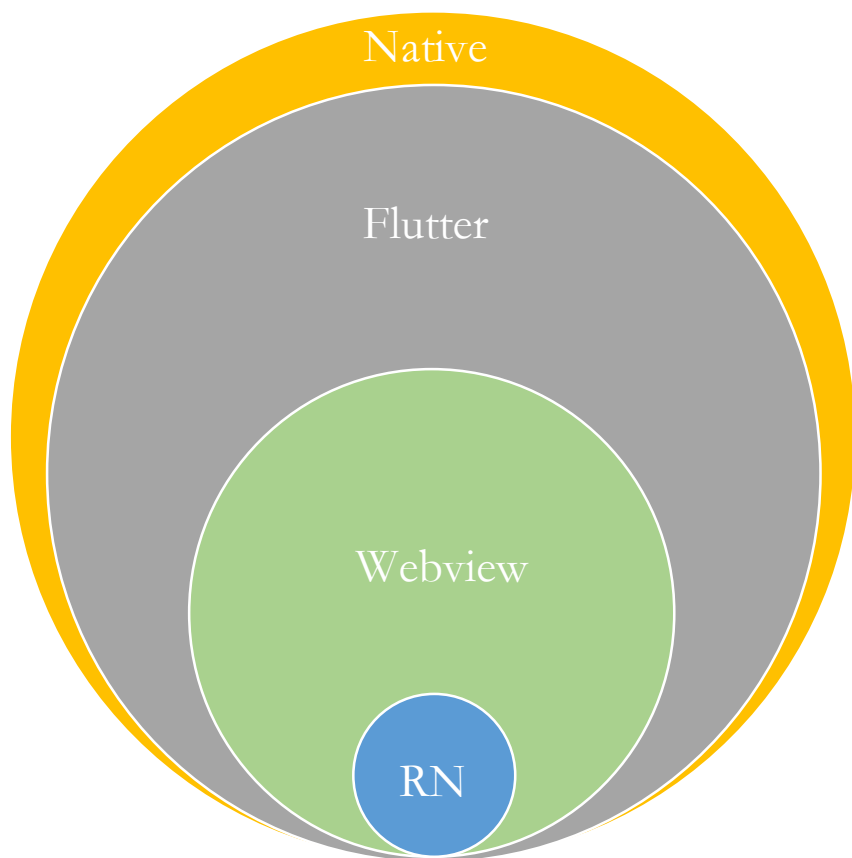


上线数据

框架对比



能力对比



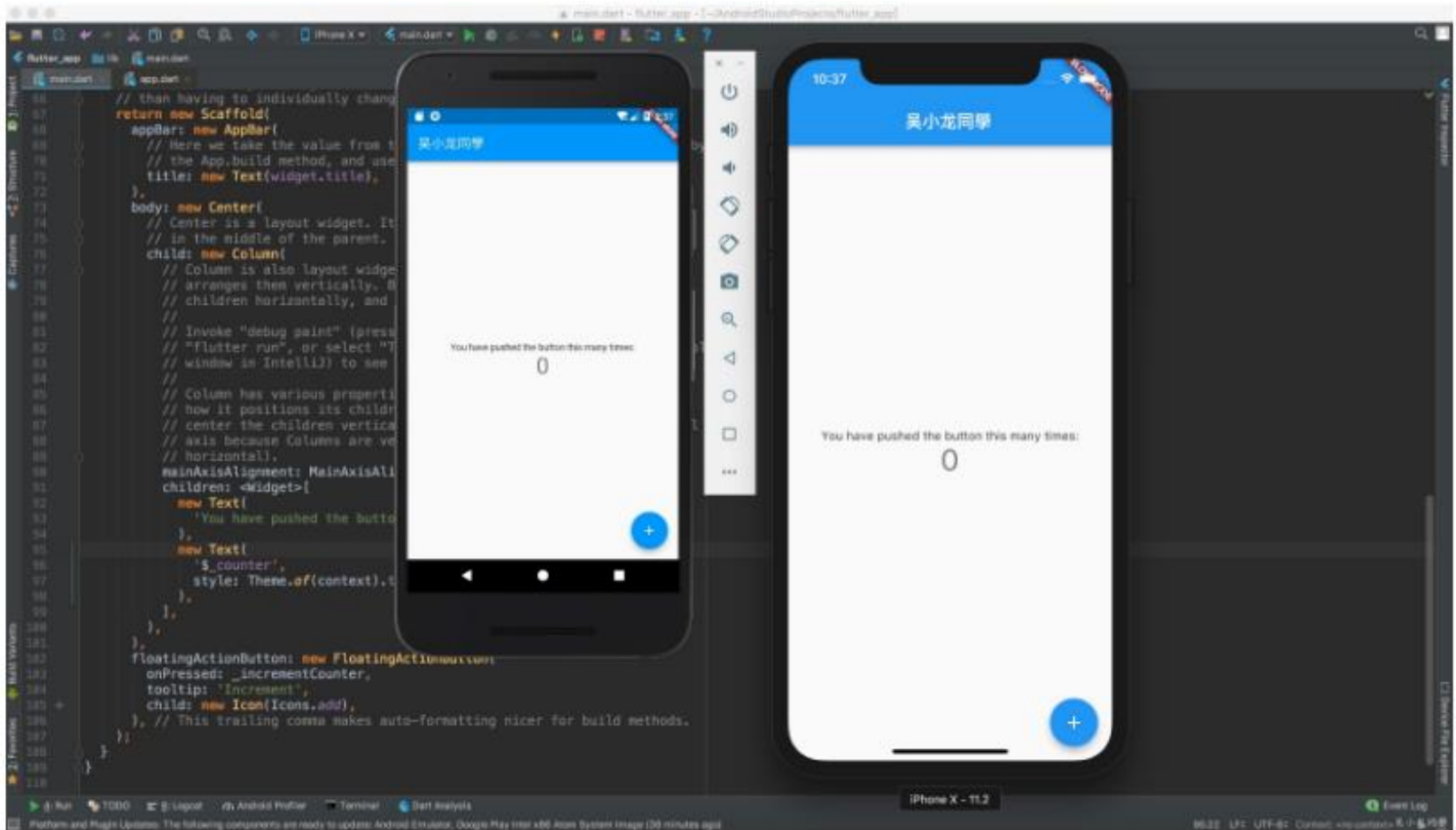
- 全功能体验

- 完整对齐Native的UI能力
- 可通过Native补充能力和三方库

- 仅能通过jsbridge扩展简单能力
- UI表现能力有限

- 能力仅为Webview的5%
- UI开发强依赖Native

跨平台



敏捷研发-代码量少

一份代码在iOS和
Android端都可运行

只要写一份代码

简化模板代码

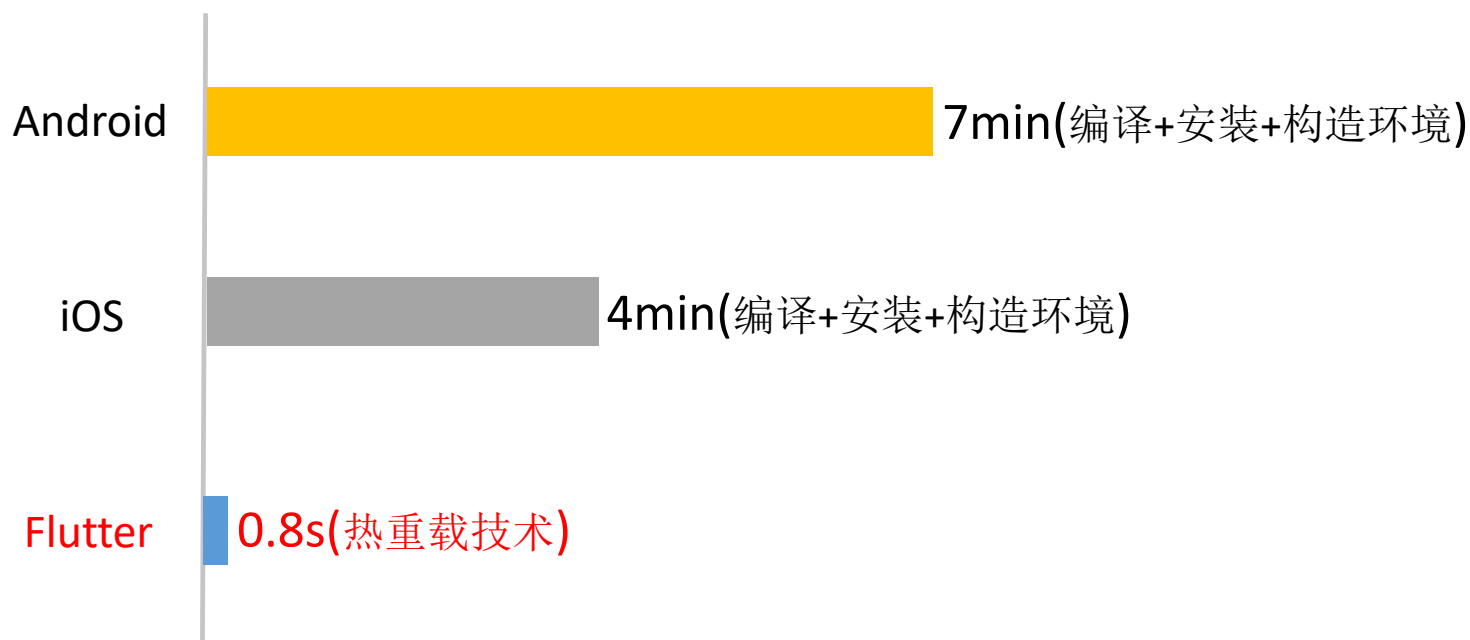
极限情况下
总代码量可减少10倍

最近有开发者用Flutter重新开发了APP，
上架Google Play，并做了代码量对比

减少85%

	文件个数	代码行数
Native	Java:83, Xml:96	12716
Flutter	Dart:31	1735

敏捷研发-调试效率高




Fuchsia in AOSP

[672686](#): Set GS register for Fuchsia — [runtime/arch/x86_64/thread_x86_64.cc](#) ▾

Base ▾ [gittiles](#) → Patchset 4 ▾ [gittiles](#) | [Download](#)

```
37 41
38 42 void Thread::InitCpu() {
39 43     MutexLock mu(nullptr, *Locks::modify_ldt_lock_);
40 44
41 45 #if defined(__linux__)
42 46     arch_prctl(ARCH_SET_GS, this);
43 47 #elif defined(__Fuchsia__)
44 48     Thread* thread_ptr = this;
45 49     zx_status_t status = zx_object_set_property(zx_thread_self(),
46 50                                                 ZX_PROP_REGISTER_GS,
47 51                                                 &thread_ptr,
48 52                                                 sizeof(thread_ptr));
49 53     CHECK_EQ(status, ZX_OK) << "failed to set GS register";
50
51 54 #else
52 55     UNIMPLEMENTED(FATAL) << "Need to set GS";
53 56 #endif
54 57
```

[master](#)

189ee81 

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Flutter简介



Why Flutter



基本原理

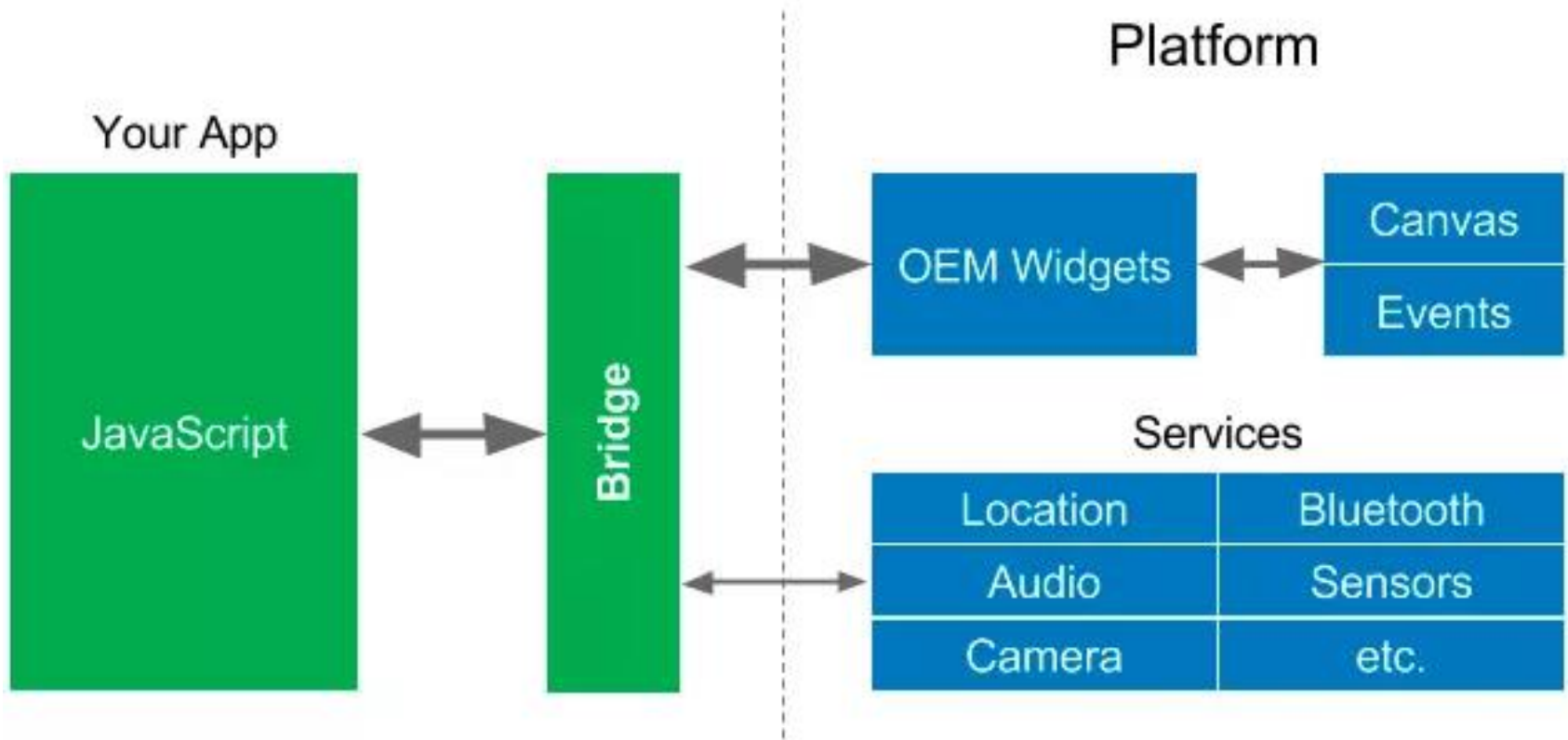


构建原理

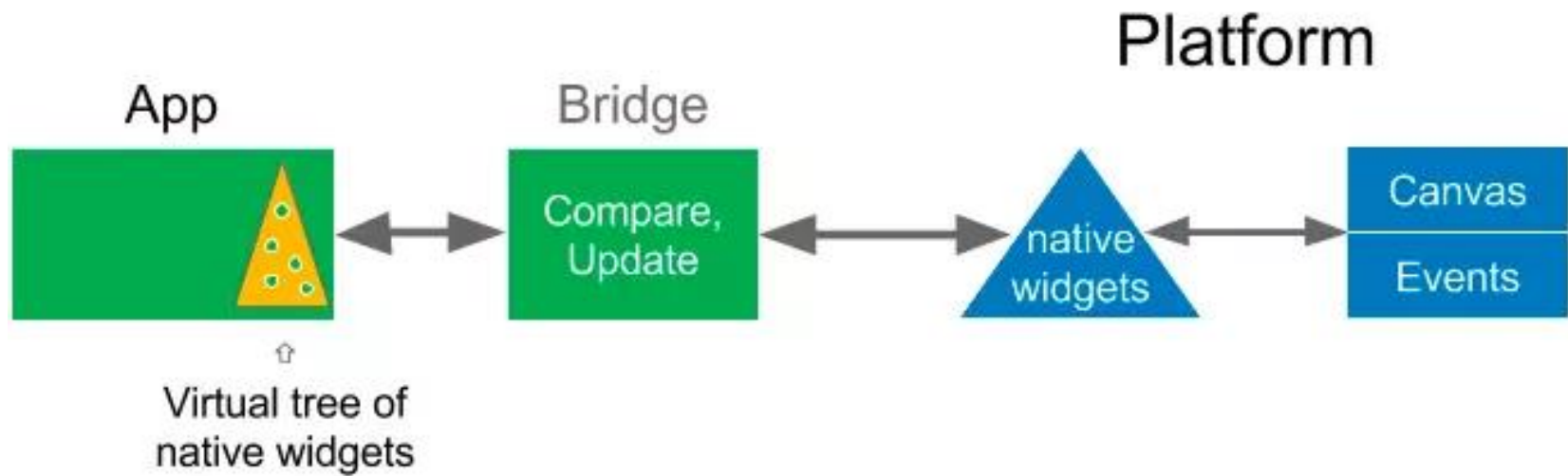


上线数据

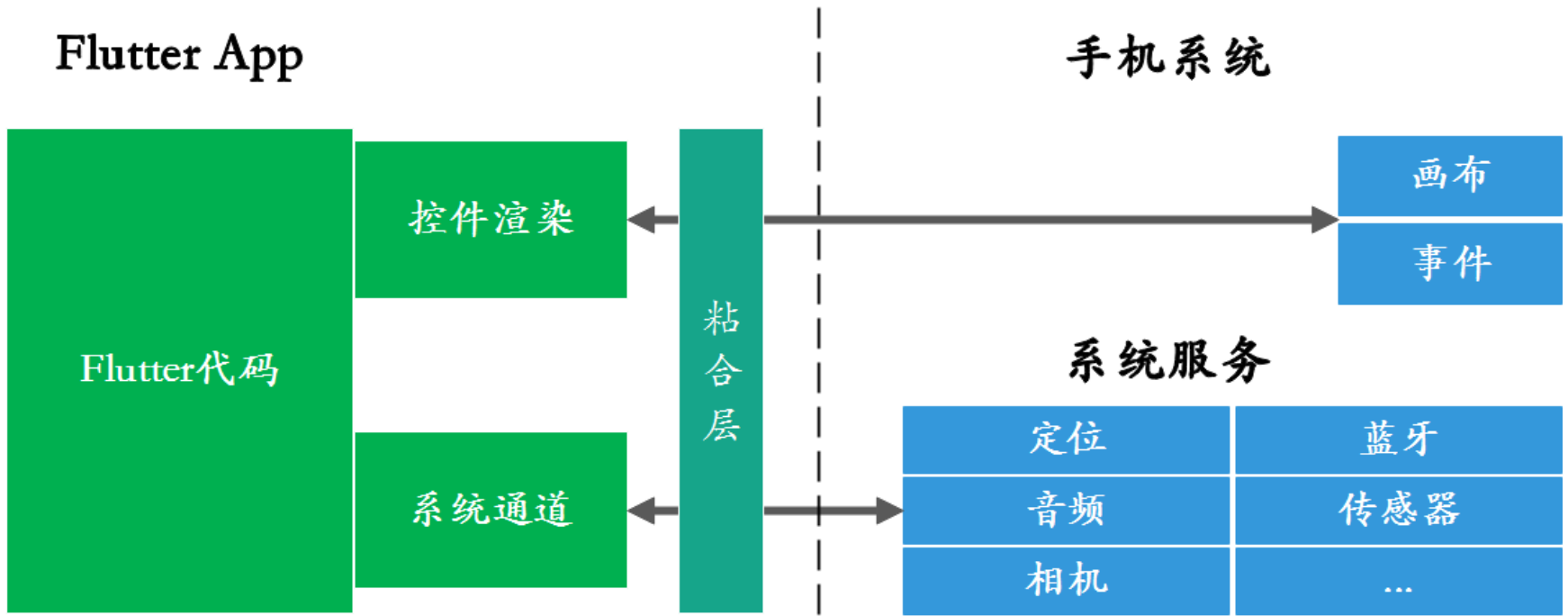
ReactNative



ReactNative

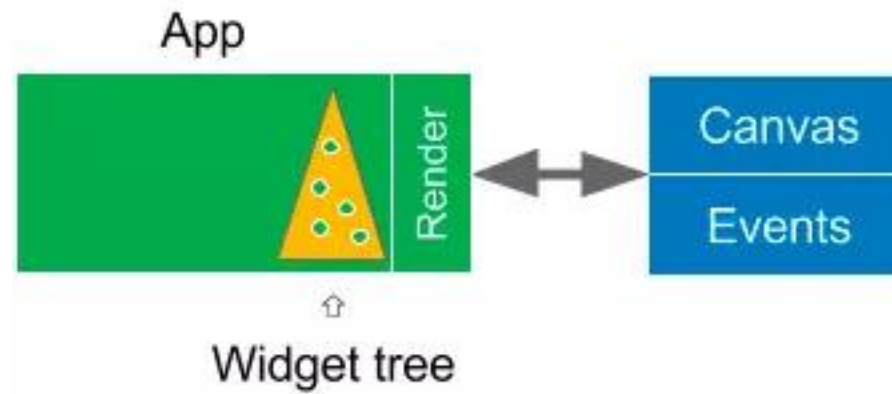


Flutter

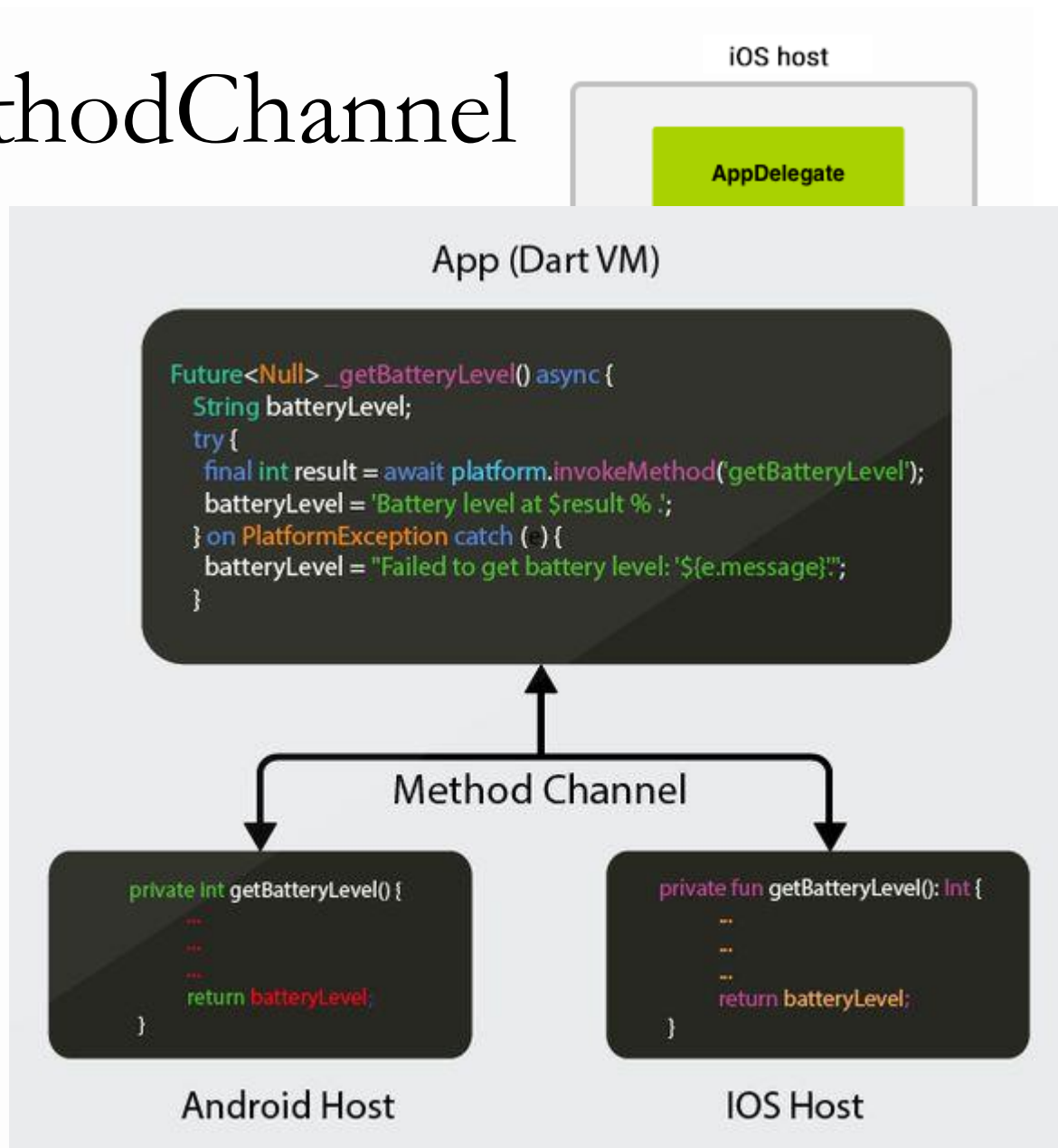


Flutter框架处理UI渲染部分，通过PlatformChannel调用系统能力

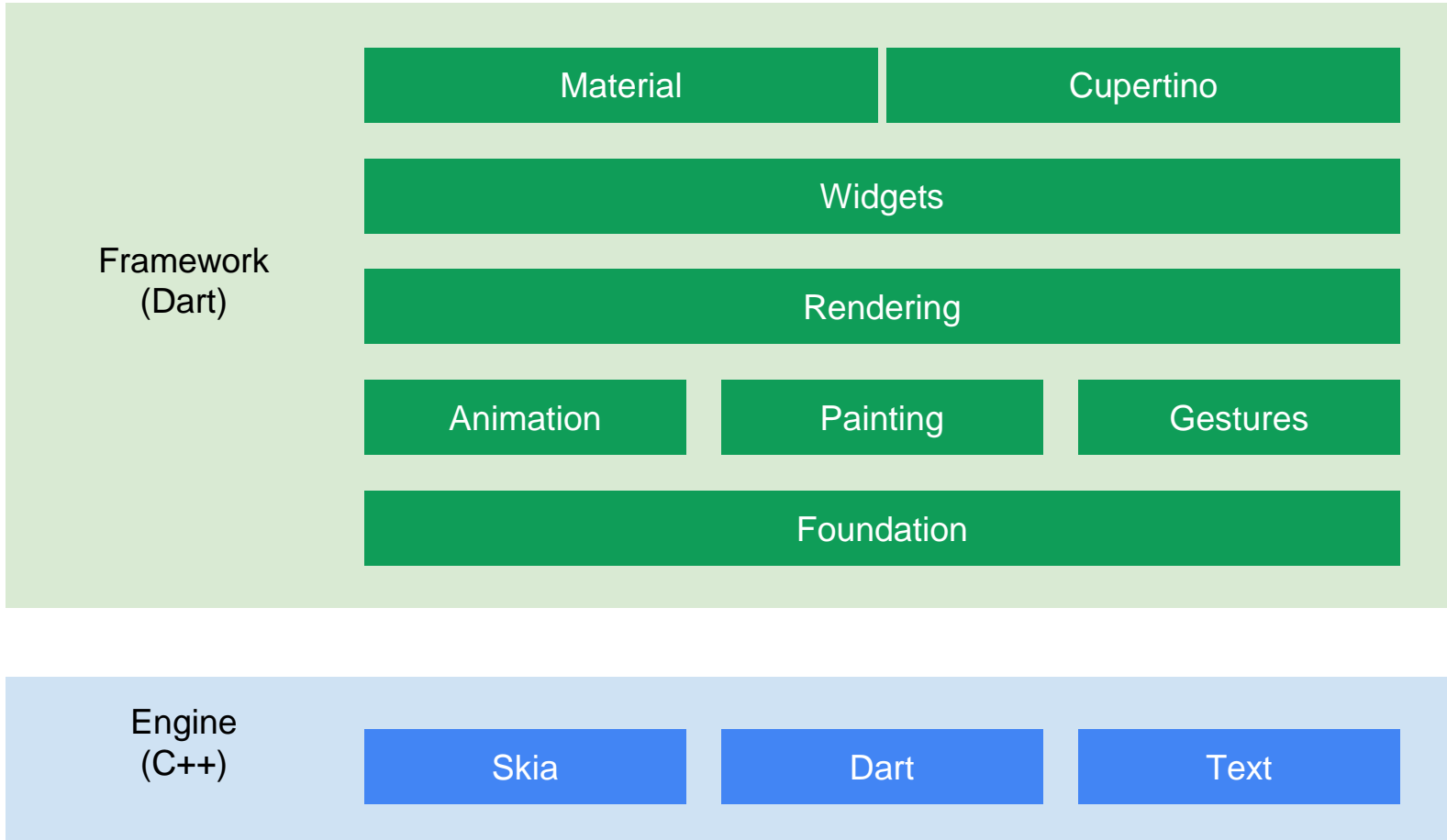
Flutter



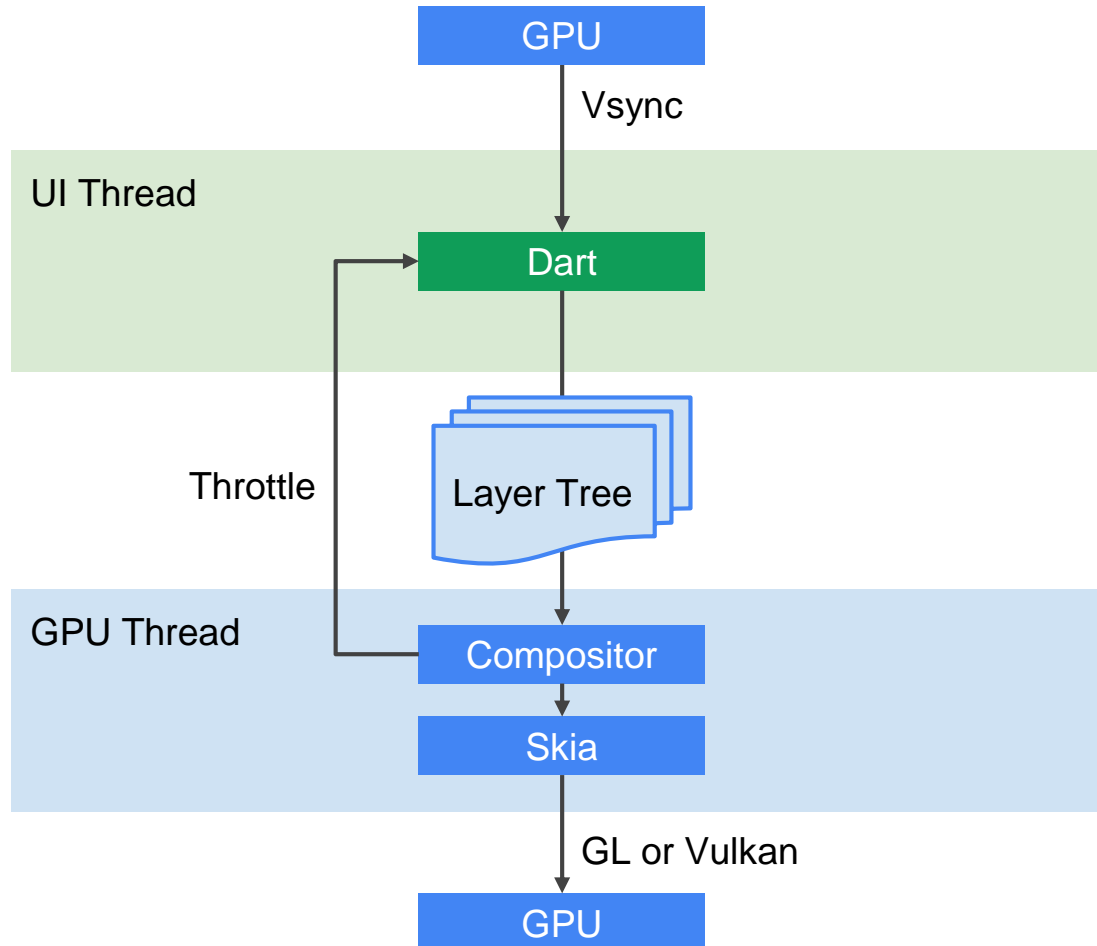
MethodChannel



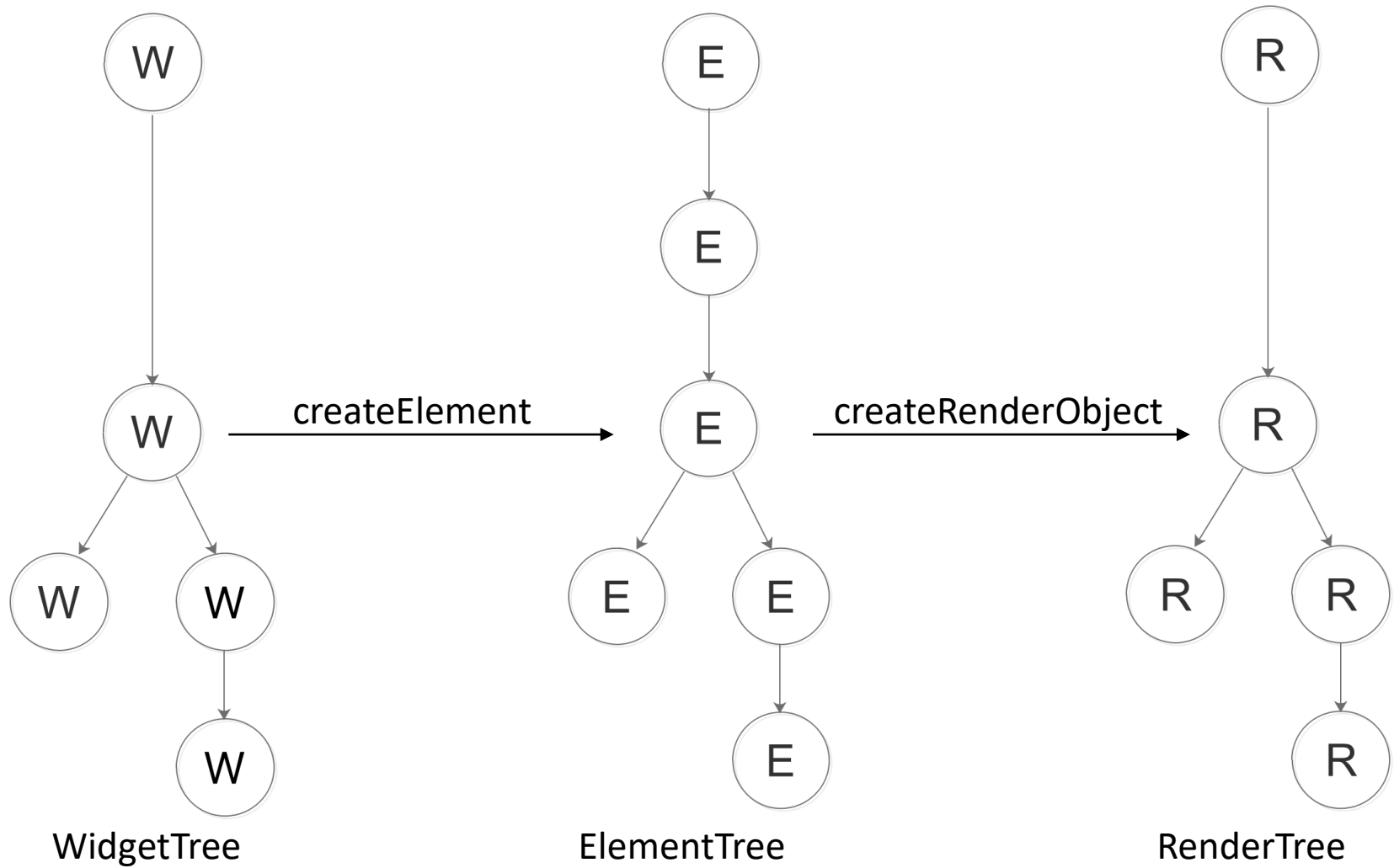
Flutter架构



渲染流程

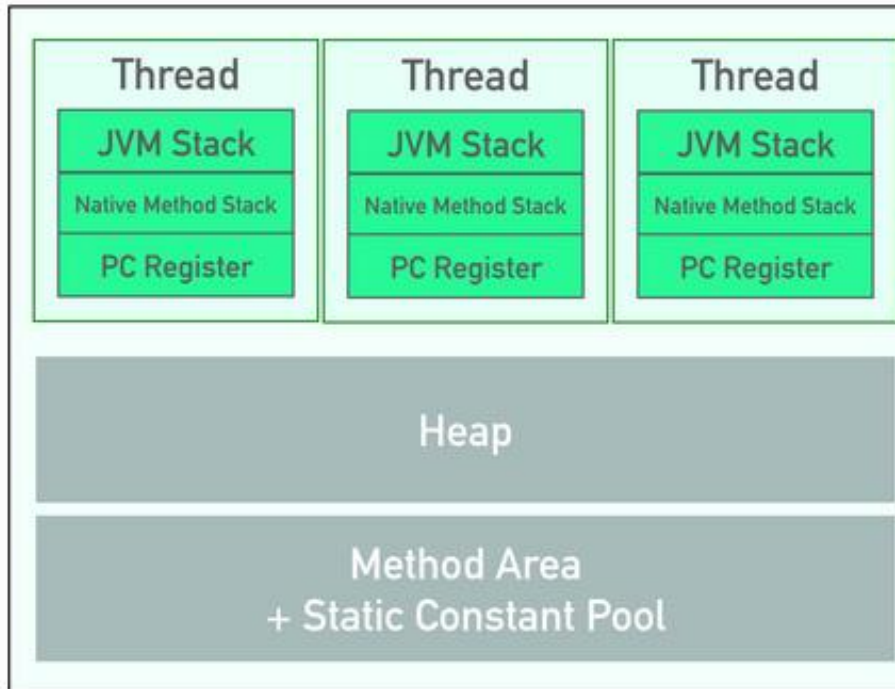


控件树

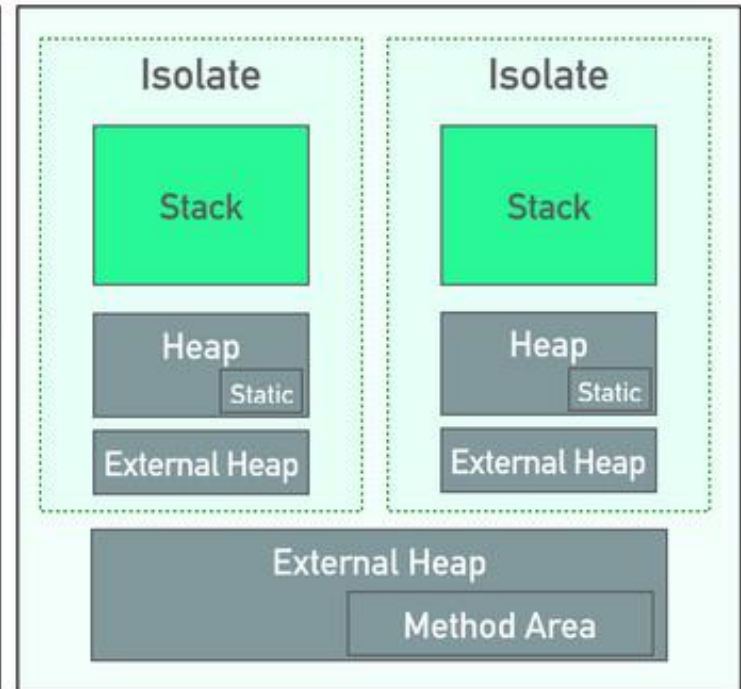


Flutter内存

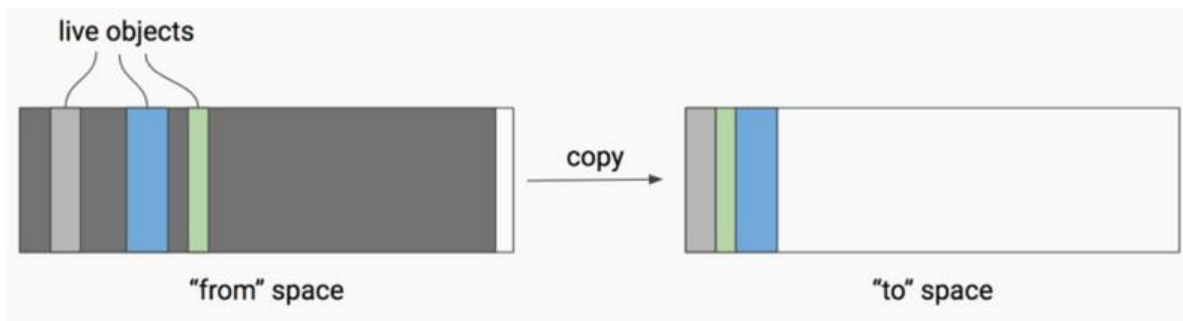
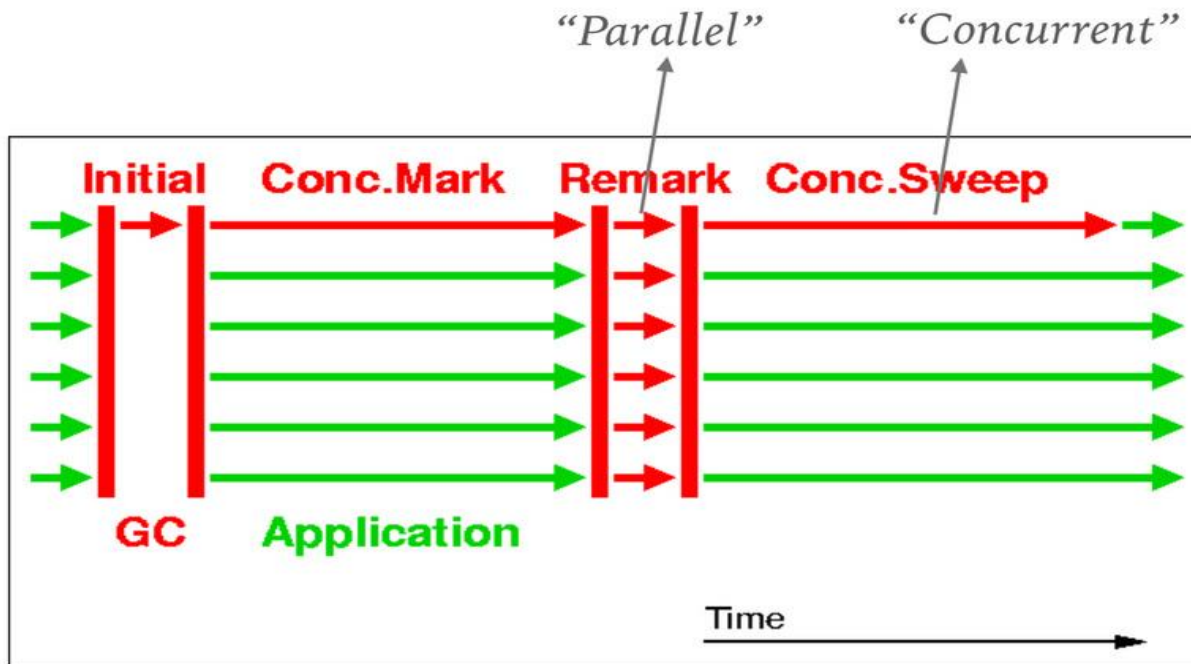
Dalvik VM



Dart VM



Flutter内存回收



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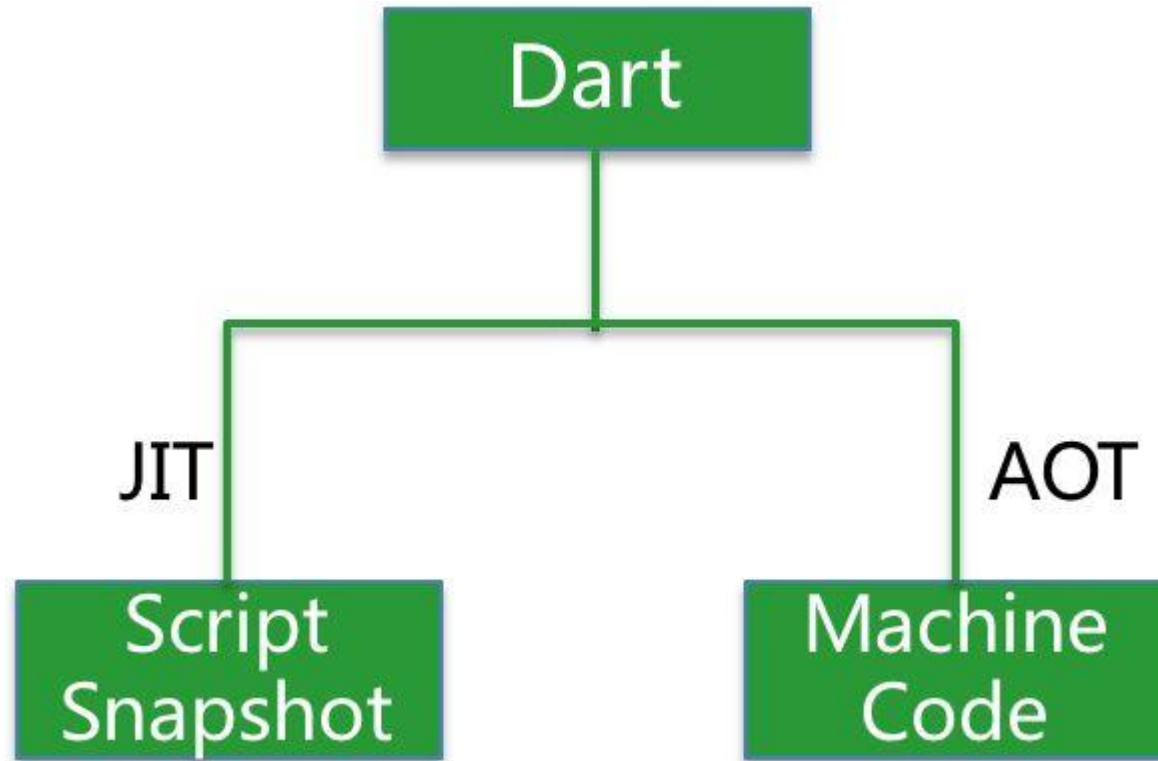


构建原理

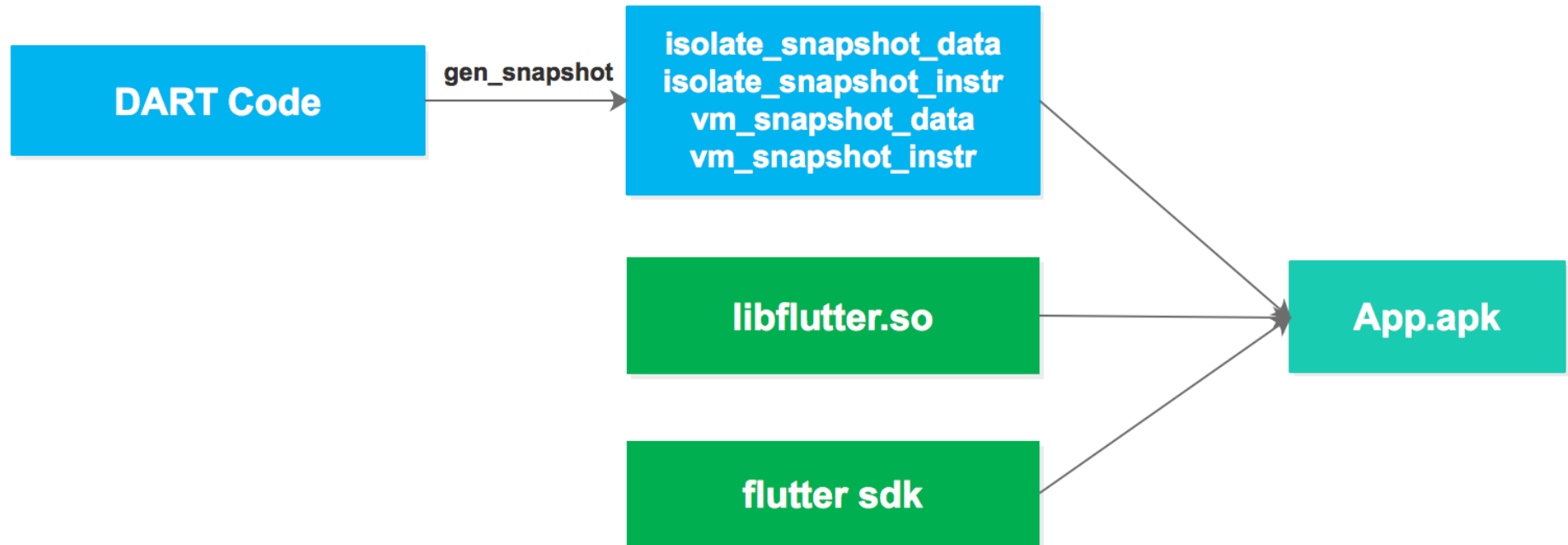


上线数据

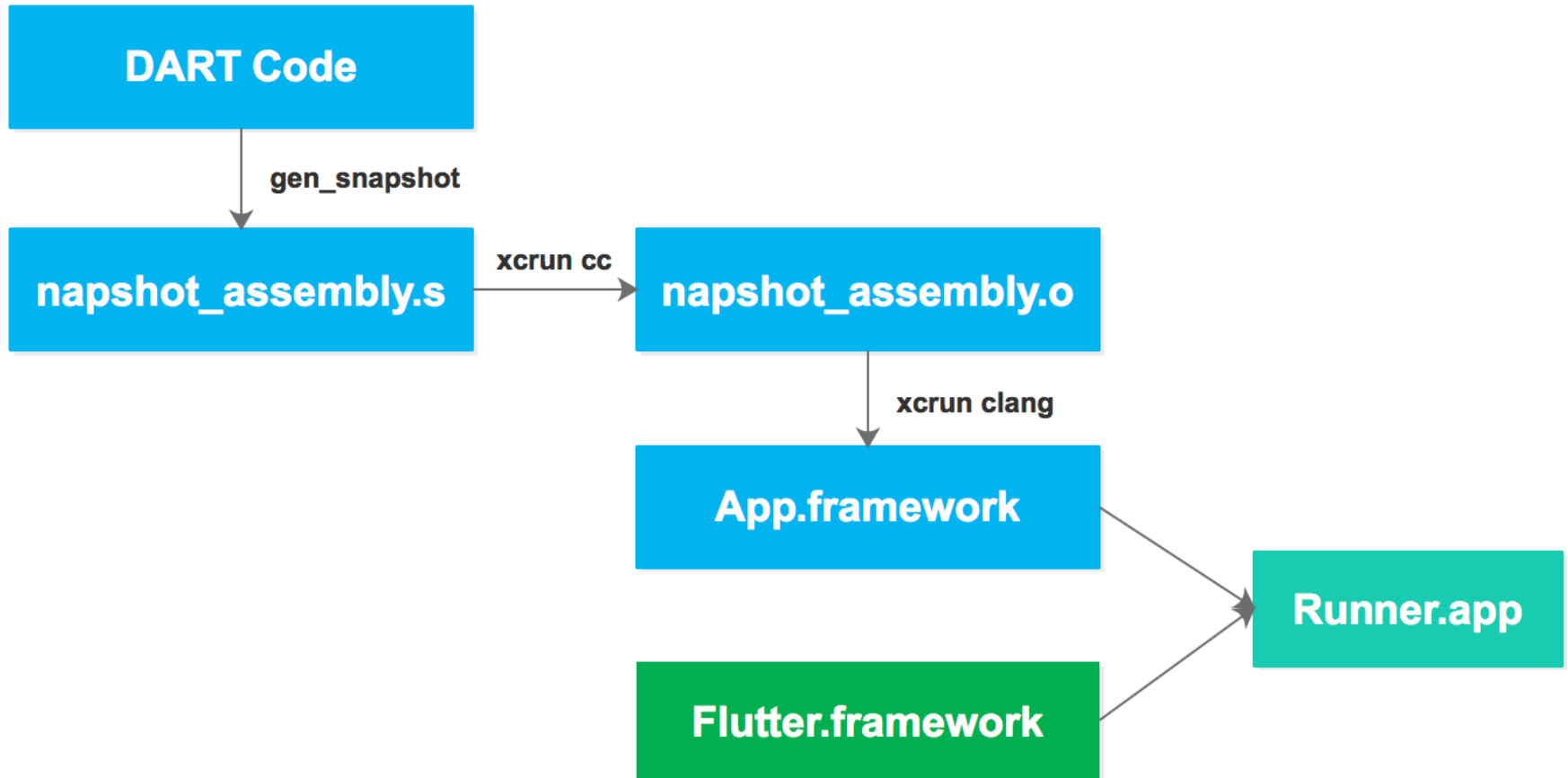
Flutter构建模式



Android构建流程



iOS构建流程



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Flutter简介



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基本原理



构建原理



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性能对比

Android

	内存 (初始)	CPU (滑动)	FPS (快速滑动)	冷启动	热启动	Bridge调用
RN	95M	50%	25	1050ms	600ms	15ms
Web	100M	50%	50	1200ms		50ms
Flutter	105M	25%	45	400ms	300ms	2ms-4ms
Native	100M	23%	50	300ms	200ms	0

iOS

	内存 (初始)	CPU (list滑动)	FPS (快速滑动)	启动耗时	Bridge调用
RN	120M	40%	55	400ms	15ms
HTML5	120M	50%	50	550ms	50ms
Flutter	80M	30%	55	330ms	0.5ms
Native	120M	20%	58	300ms	0

Flutter in NOW



1. 29. 0. 27	上报次数	出错次数	数据
init	23747815	10383	
flutter_launch	11238	0	432.72ms
native_launch	11402	0	357.34ms
wns_time	16423	0	357.14ms



Thanks