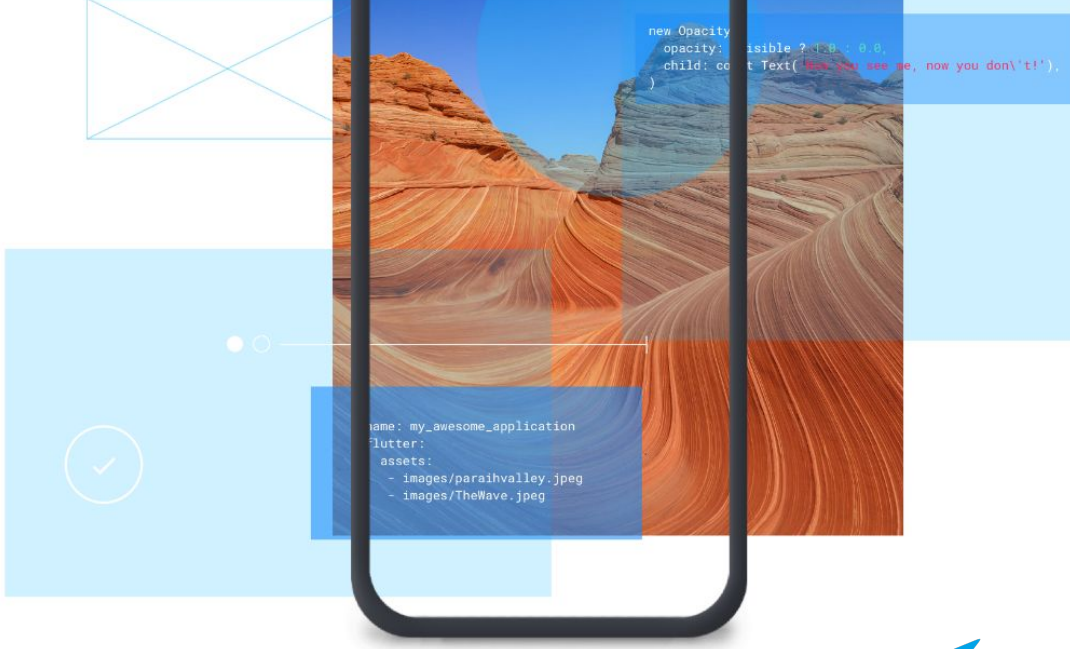
GDG Bari

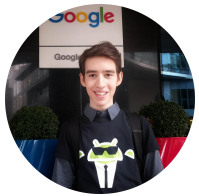
Flutter

Study Jam



Anna Labellarte

@anna_labe



Paolo Rotolo

@paolorotolo

Andrea Lops

@lopsandrea

Prossimi incontri

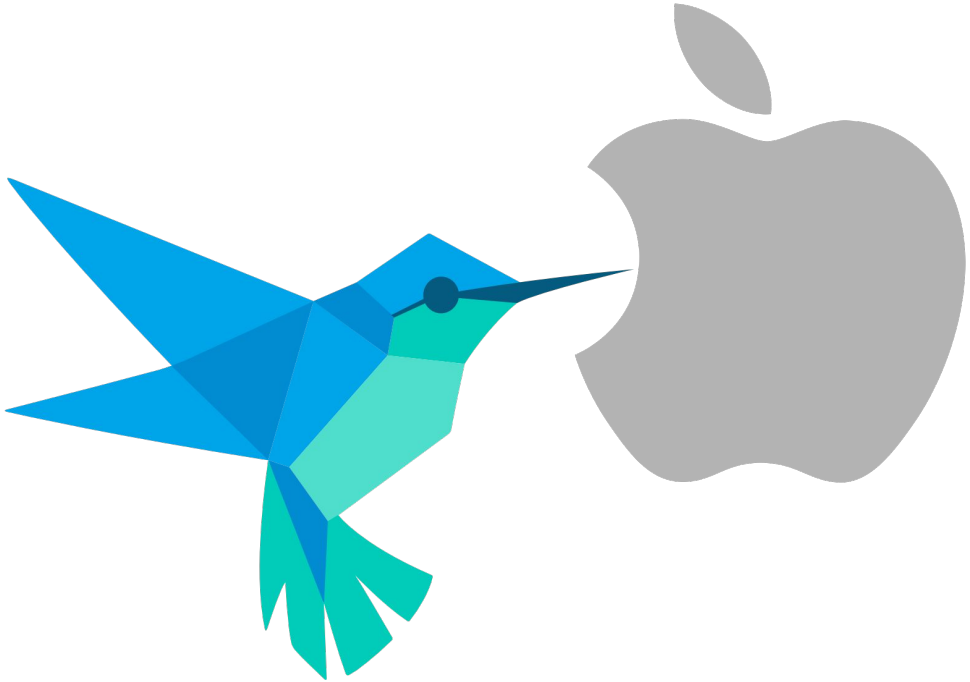
Study Jam

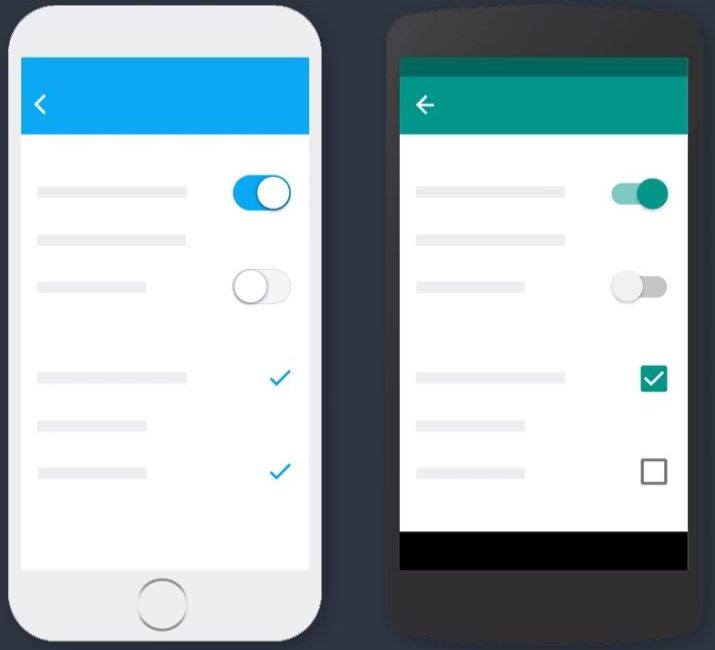
- ~~Lunedì 19 Novembre~~
- ~~Mercoledì 21 Novembre~~
- ~~Lunedì 26 Novembre~~
- **Mercoledì 28 Novembre**

Consegna attestati - Watch Party Flutter Live

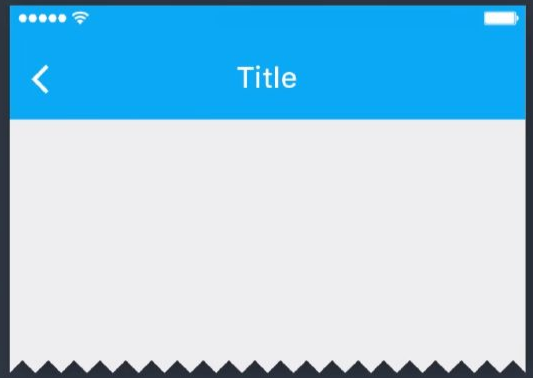
- **Martedì 4 Dicembre - 17:00**

Platforms and Themes

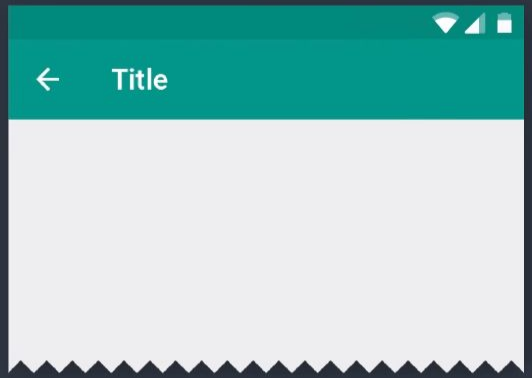




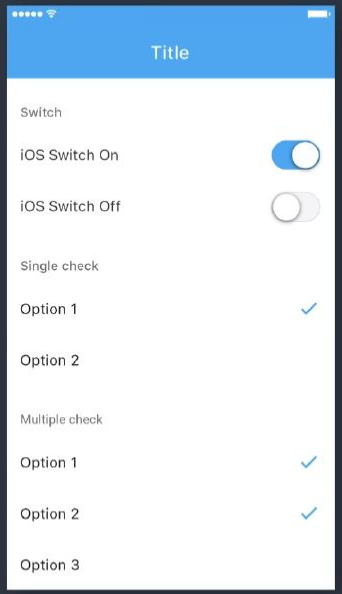
iOS



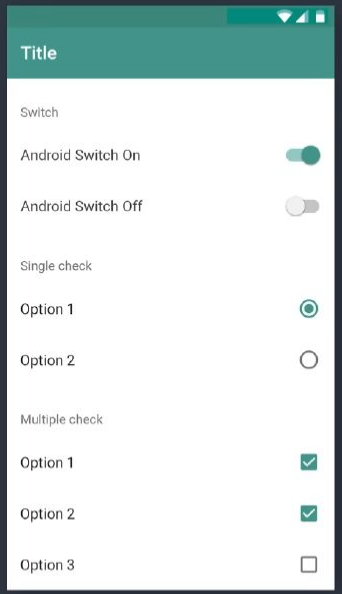
Android



iOS


Title
Switch
iOS Switch On
iOS Switch Off
Single check
Option 1
Option 2
Multiple check
Option 1
Option 2
Option 3

Android


Title
Switch
Android Switch On
Android Switch Off
Single check
Option 1
Option 2
Multiple check
Option 1
Option 2
Option 3

iOS

San Francisco

Display 1

Display 2

Headline

Title

Body 1

Body 2

Android

Roboto

Display 1

Display 2

Headline

Title

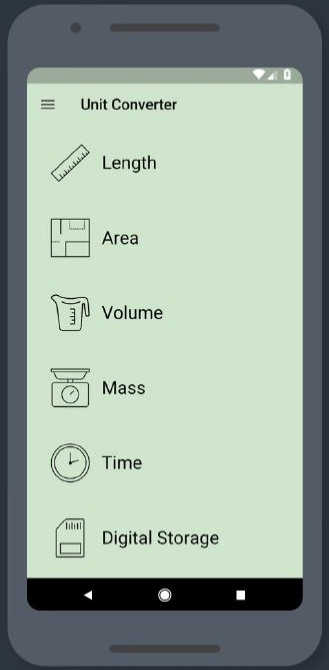
Body 1

Body 2

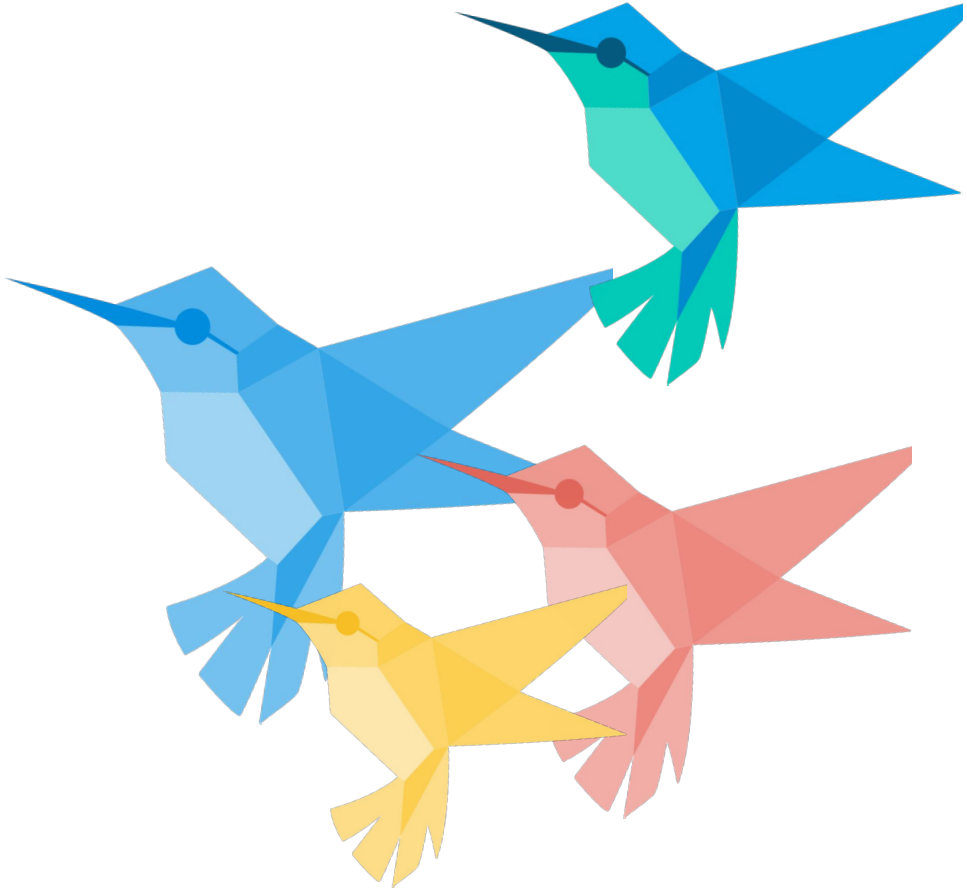
iOS

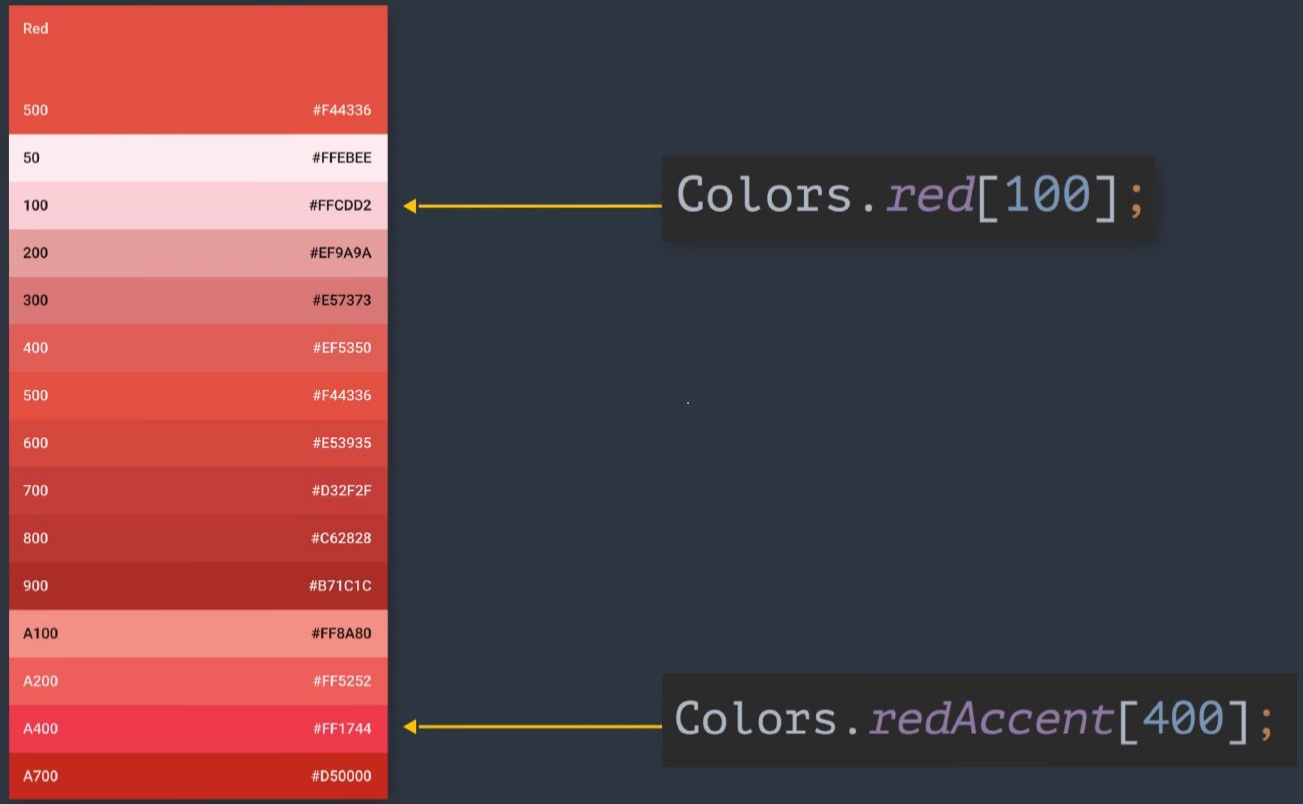
Unit Converter
Length
Area
Volume
Mass
Time
Digital Storage
Energy

Android


Unit Converter
Length
Area
Volume
Mass
Time
Digital Storage

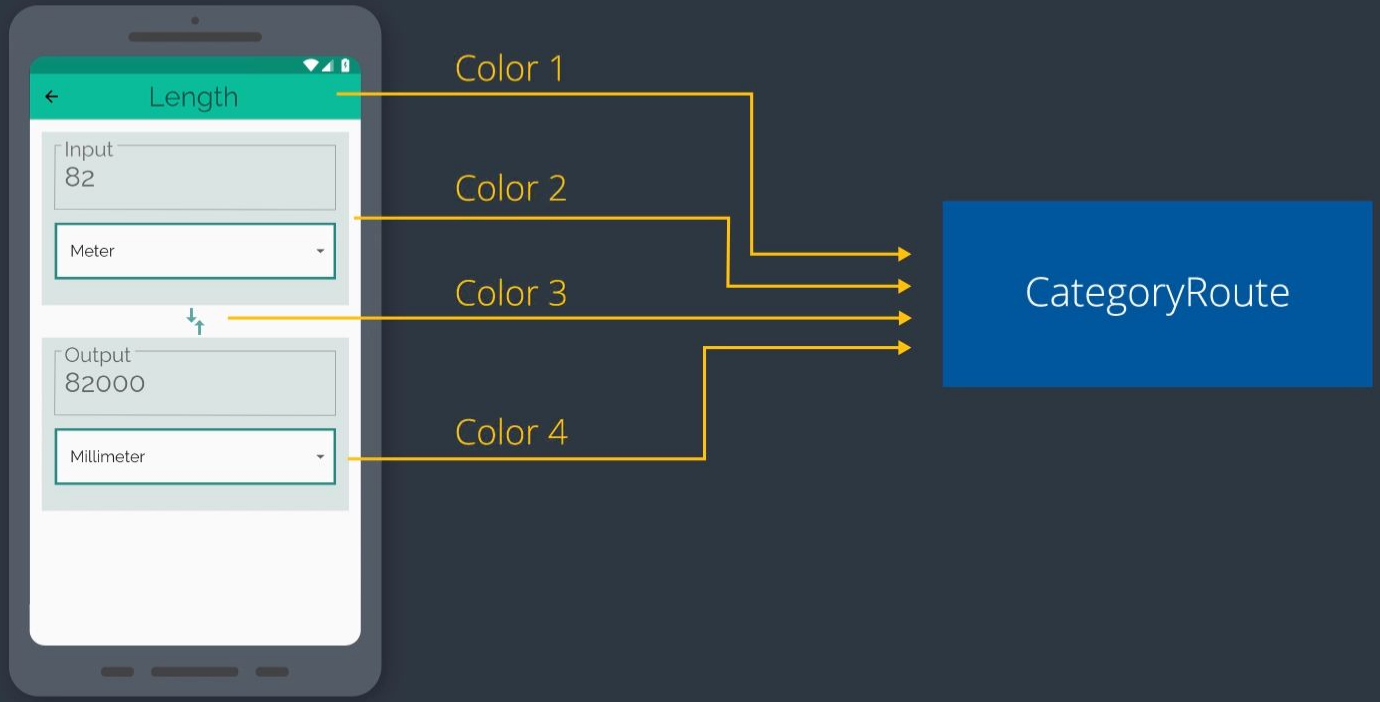
ColorSwatches



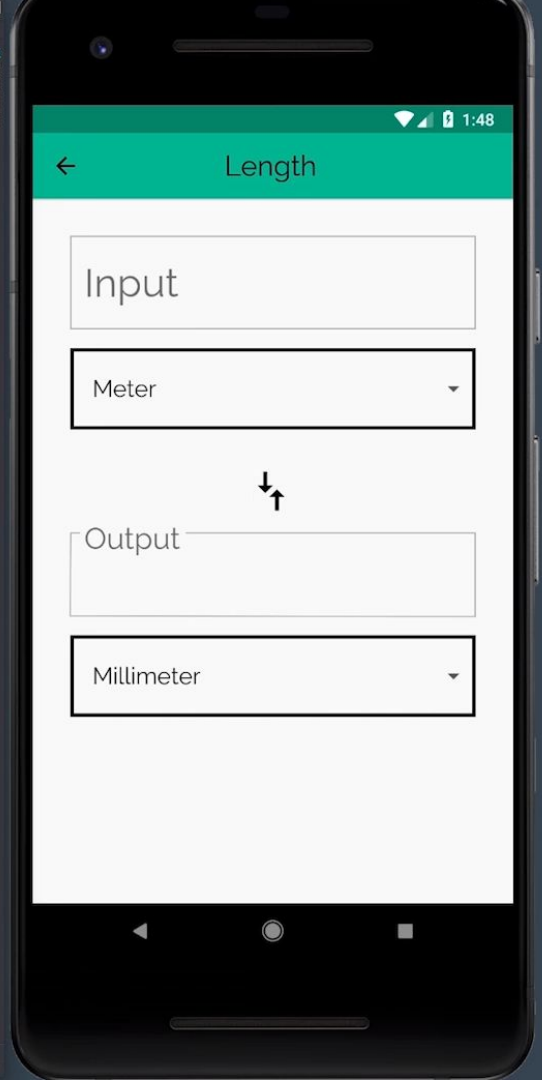

Red
500 #F44336
50 #FFEBEE
100 #FFCDD2
200 #EF9A9A
300 #E57373
400 #EF5350
500 #F44336
600 #E53935
700 #D32F2F
800 #C62828
900 #B71C1C
A100 #FF8A80
A200 #FF5252
A400 #FF1744
A700 #D50000
Colors.red[100];
Colors.redAccent[400];

ColorSwatch

A color that has a small table of related colors called a "swatch".

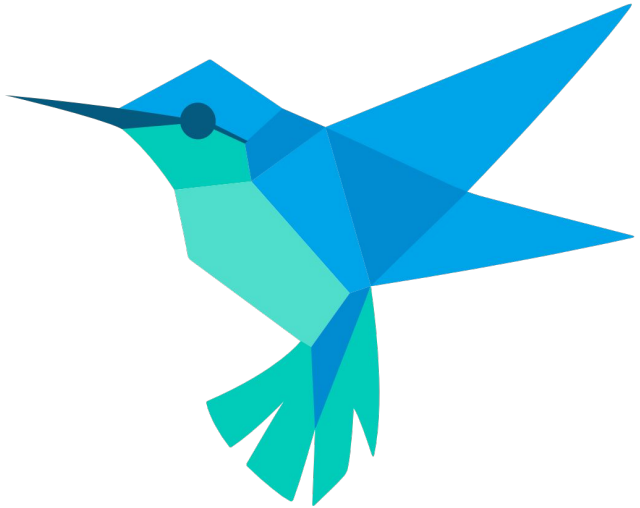

Length
Input
82
Meter
Output
82000
Millimeter
Color 1
Color 2
Color 3
Color 4
CategoryRoute

```dart
/// For this app, the only category (endpoint) we retrieve from an API is Currency.
///
/// If we had more, we could keep a List of categories here.
const apiCategory = {
  'name': 'Currency',
  'route': 'currency',
};

final _backgroundColor = Colors.green[100];

/// Category Route (page).
///
/// This is the "home" page of the Unit Converter. It shows a header bar and
/// a grid of [Categories].
class CategoryRoute extends StatefulWidget {
  final bool footer;

  const CategoryRoute({
    this.footer,
  });

  @override
  _CategoryRouteState createState() => _CategoryRouteState();
}

class _CategoryRouteState extends State<CategoryRoute> {
  // Consider omitting the types for local variables. For more details on Effective
  // Dart Usage, see https://www.dartlang.org/guides/language/effective-dart/usage
  final _categories = <Category>[];
  static const _baseColors = <ColorSwatch>[
    ColorSwatch(0x33579186, {
      50: Color(0x33579186),
      100: Color(0xFF0ABC9B),
      'arrows': Color(0xFF20877E),
      'border': Color(0xFF20877E),
    }),
```



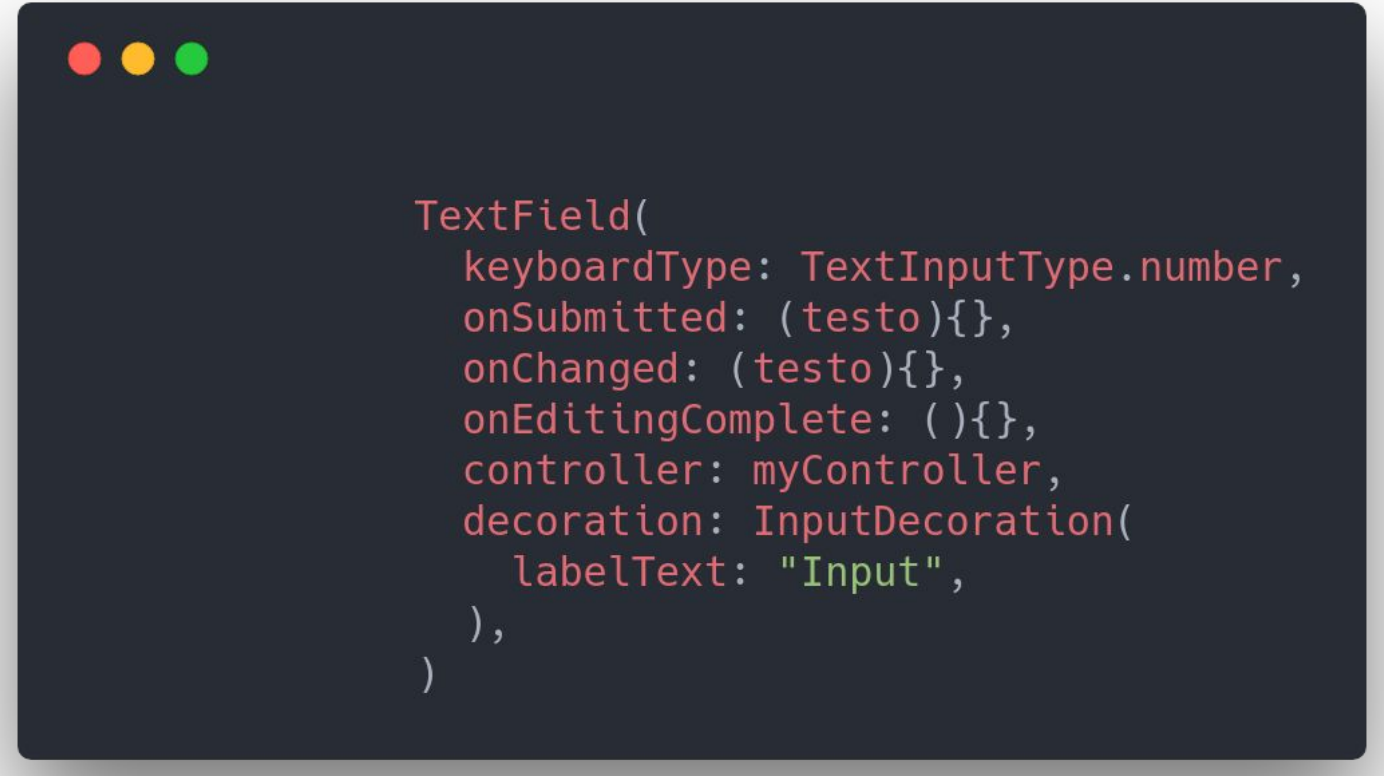
```
var brandColors = ColorSwatch(0xFF4285F4, {
  'brandBlue': Color(0xFF4285F4),
  'brandRed': Color(0xFFEA4335),
  'brandYellow': Color(0xFFFBBC04),
  'brandGreen': Color(0xFF34A853),
});
```

TextField



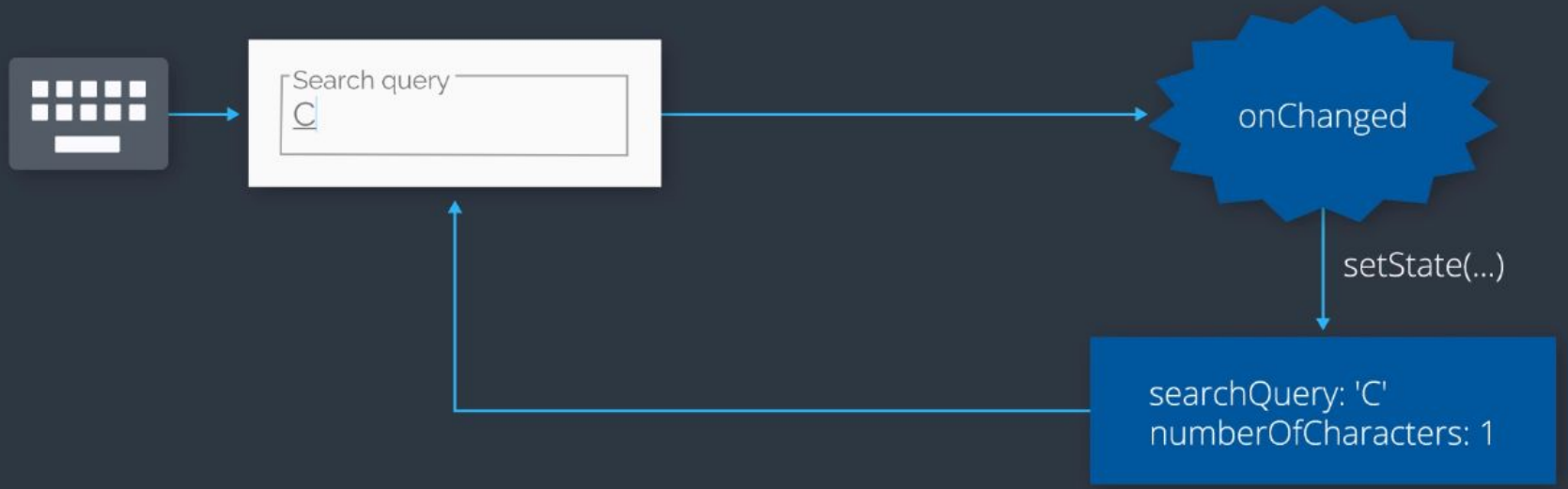
User Interaction

- Text input
- Dropdowns
- Gestures
- Interacting with data
- Radio buttons
- Sliders

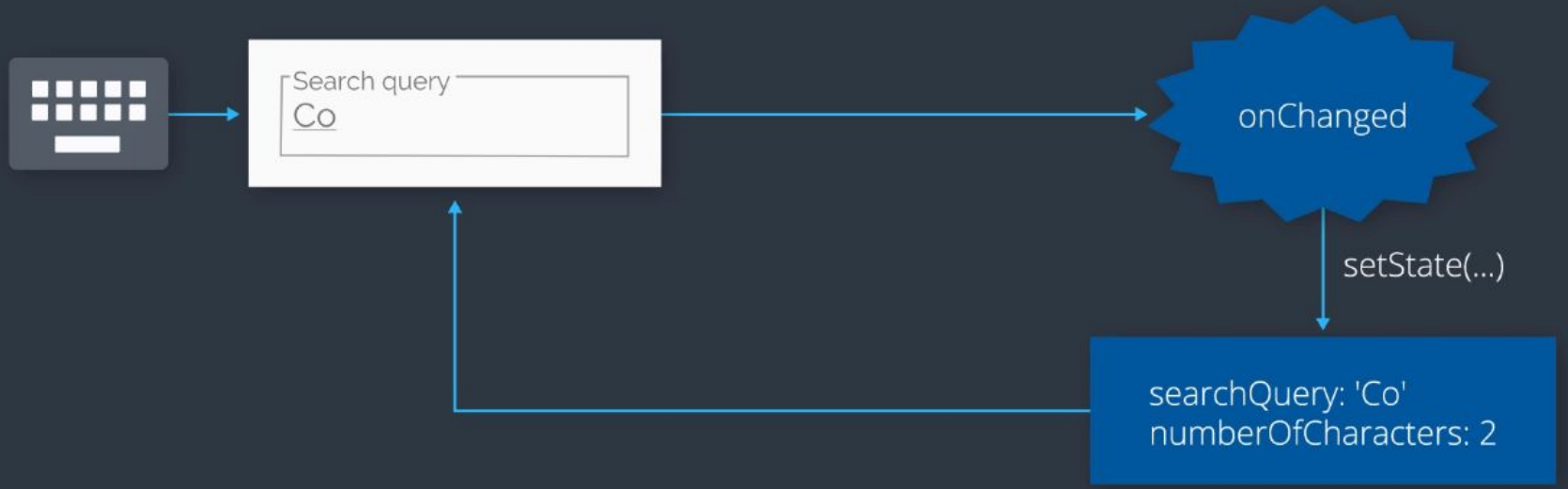


```
TextField(
  keyboardType: TextInputType.number,
  onSubmitted: (testo){},
  onChanged: (testo){},
  onEditingComplete: (){},
  controller: myController,
  decoration: InputDecoration(
    labelText: "Input",
  ),
)
```

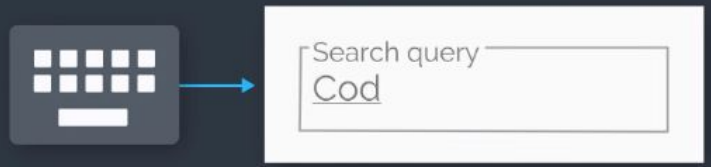
onChanged


Search query
C
onChanged
setState(...)
searchQuery: 'C'
numberOfCharacters: 1

onChanged


Search query
Co
onChanged
setState(...)
searchQuery: 'Co'
numberOfCharacters: 2

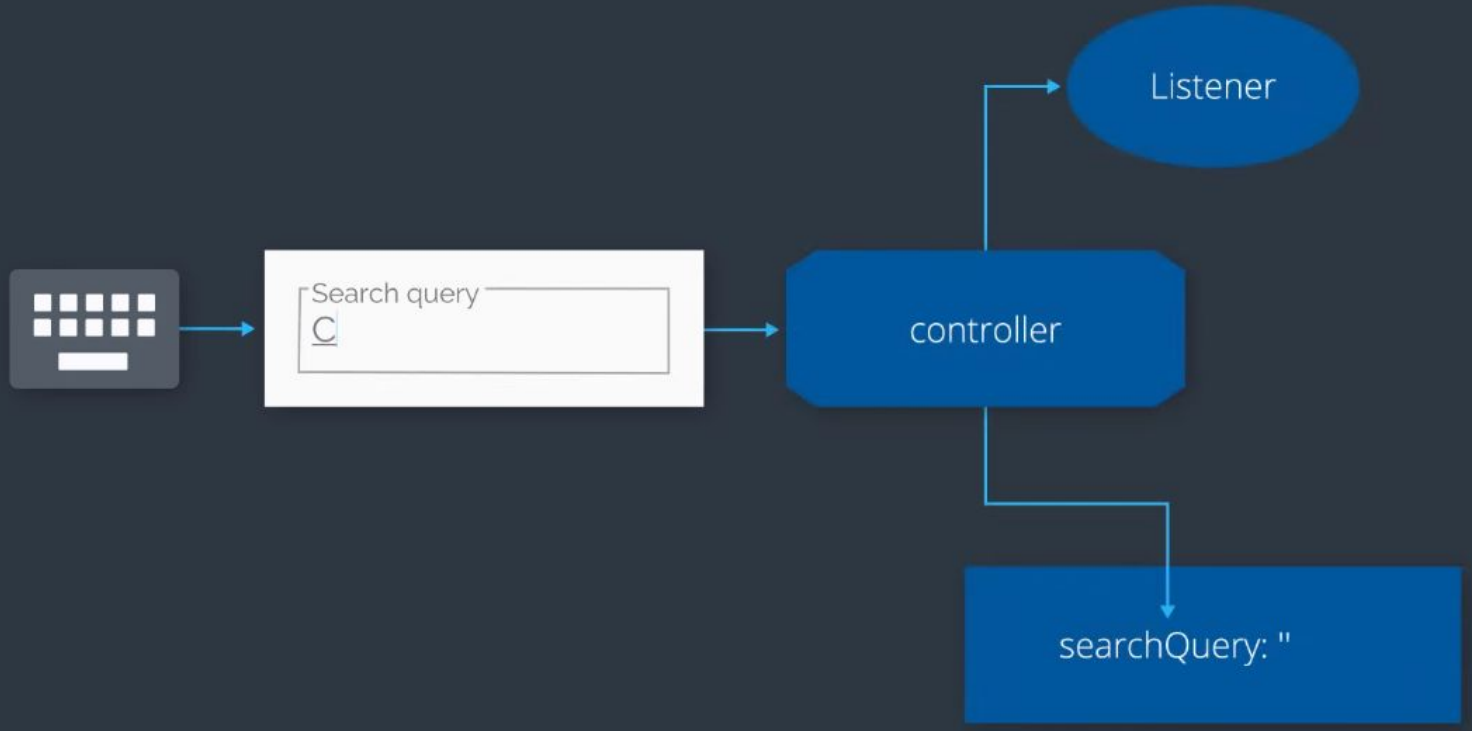
onSubmitted



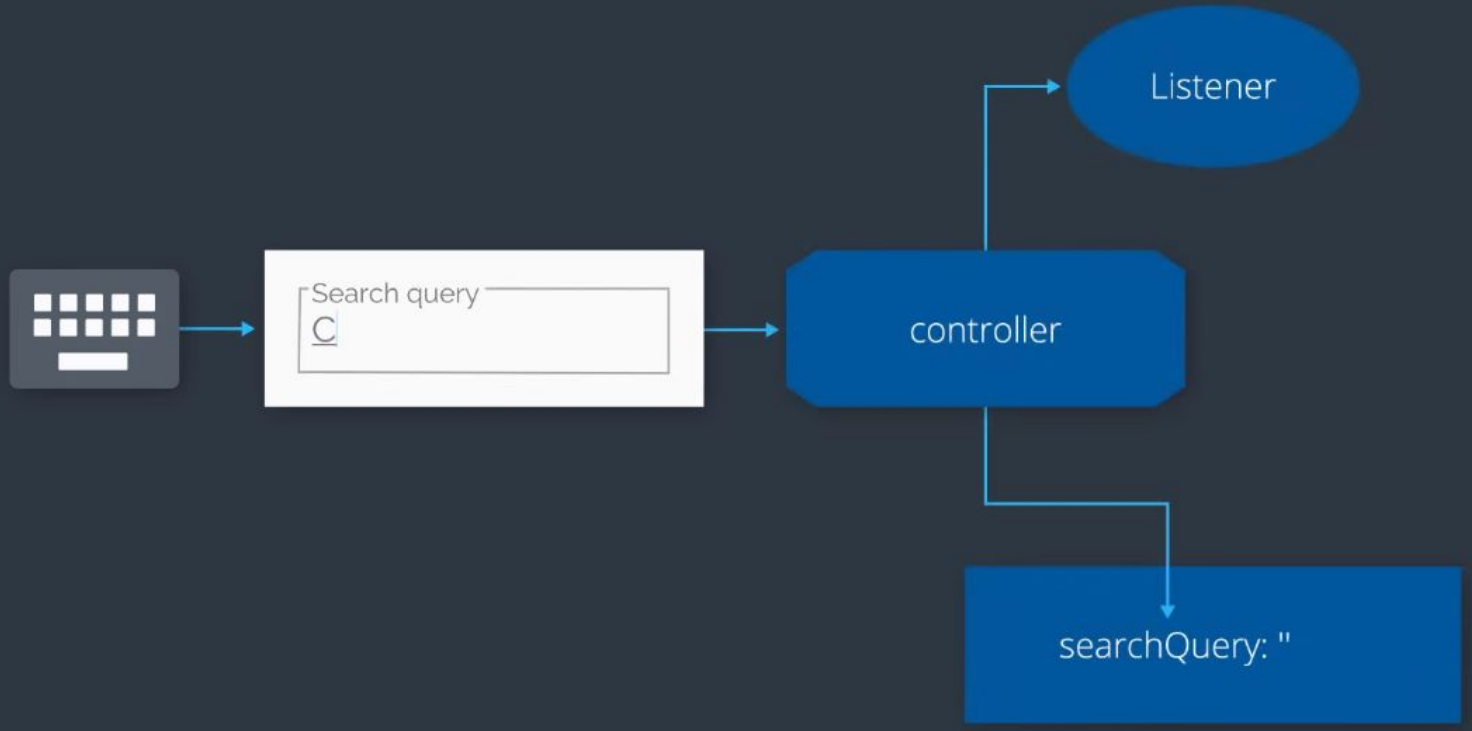
searchQuery: ''

onSubmitted

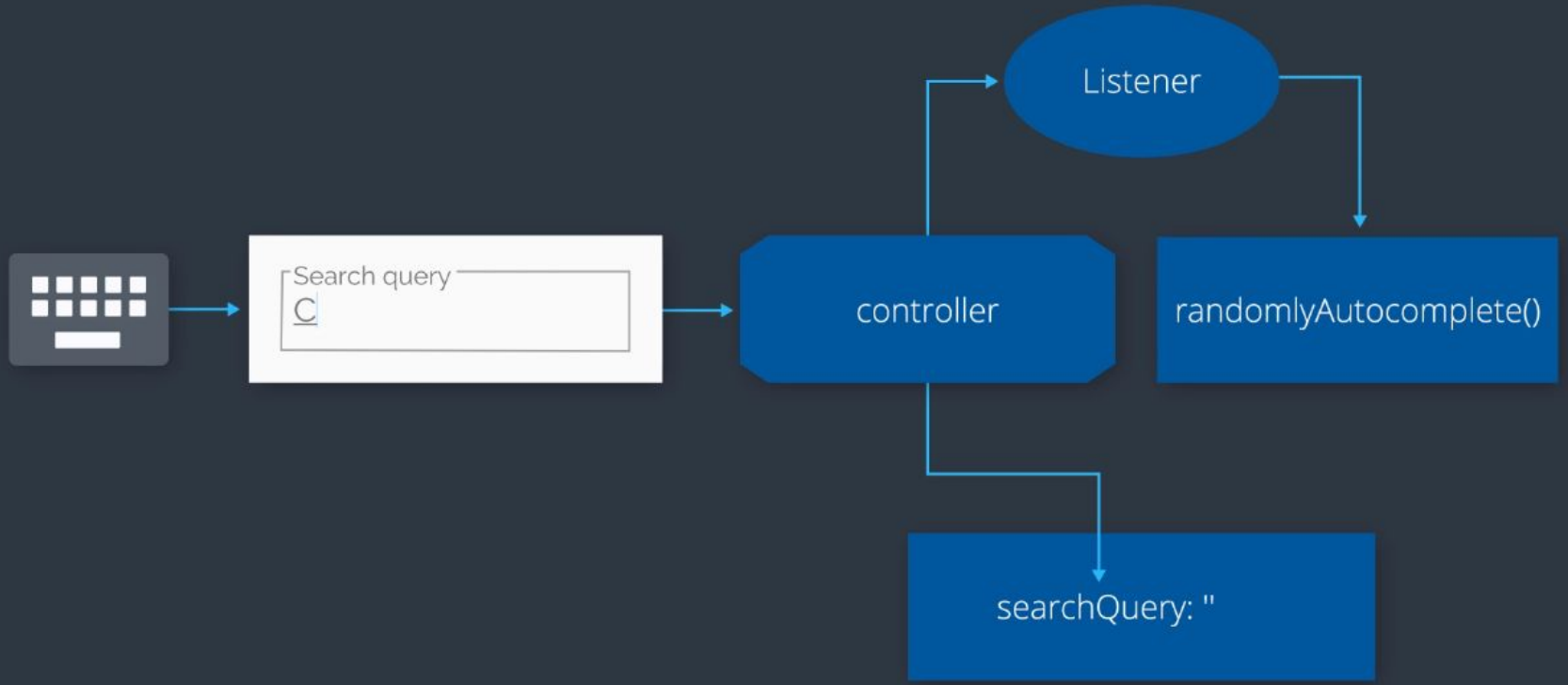
controller



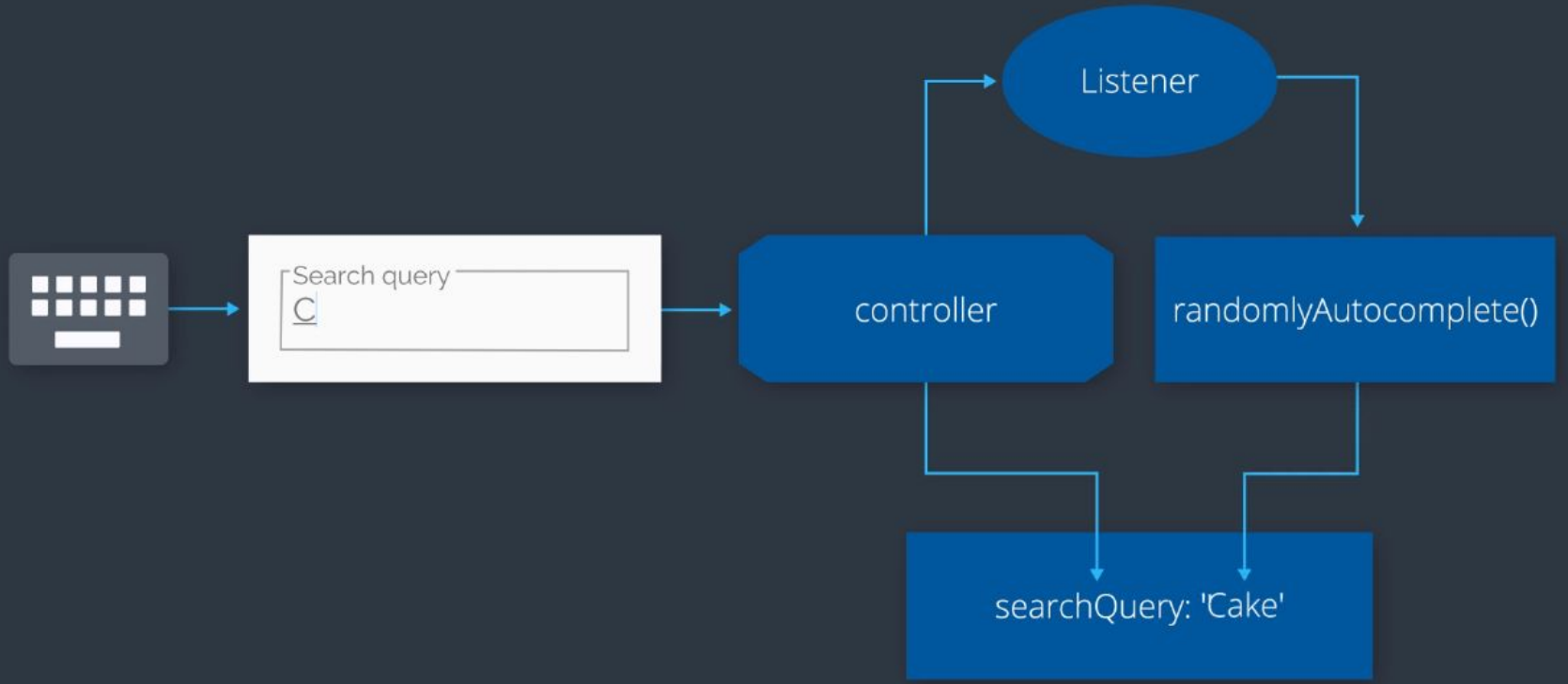
controller



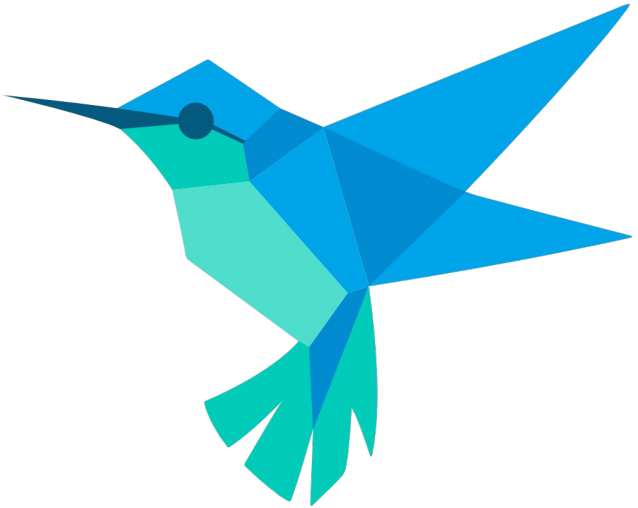
controller


Listener
Search query
C
controller
randomlyAutocomplete()
searchQuery: ''

controller

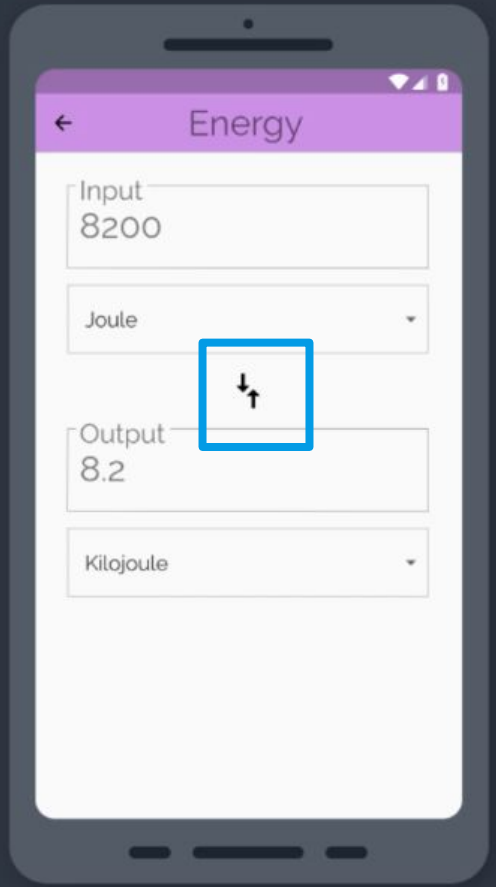

Listener
Search query
C
controller
randomlyAutocomplete()
searchQuery: 'Cake'

Let’s see a
Textfield and a
Dropdown



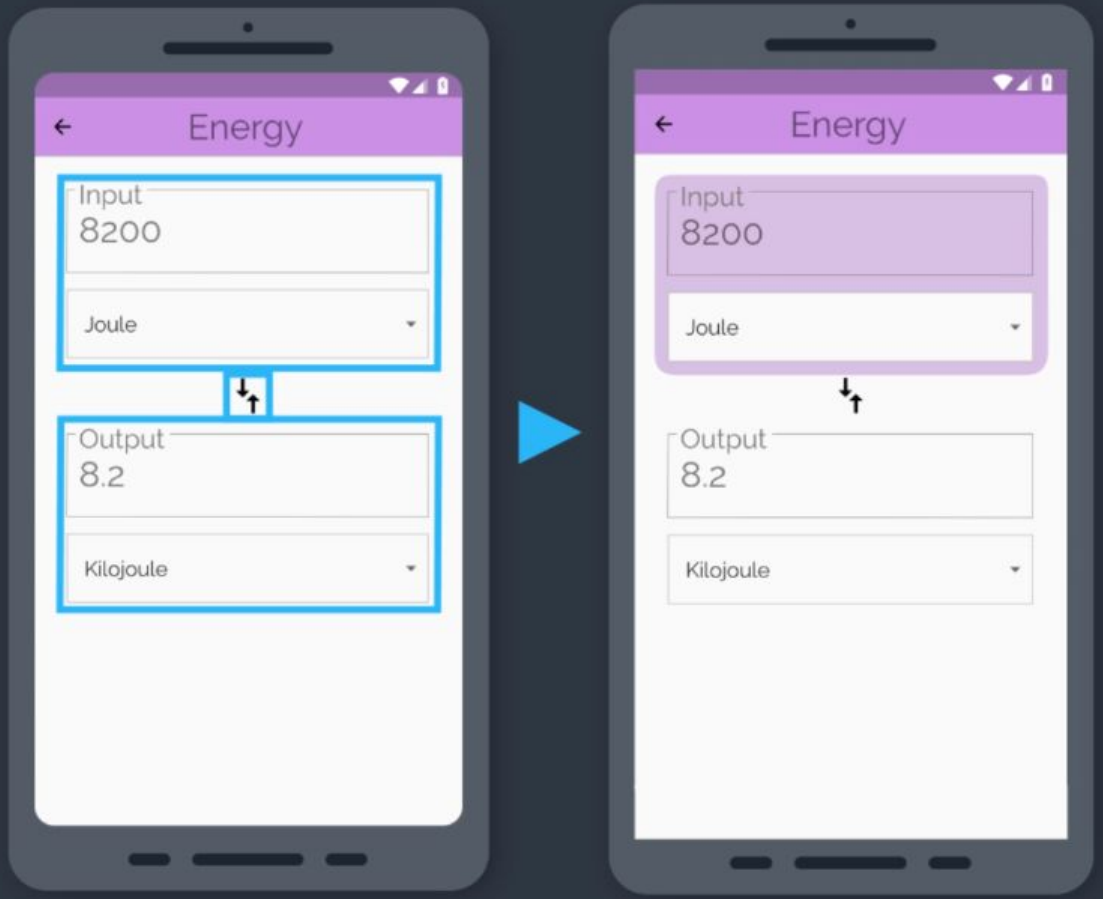
Energy
Input
8200
Joule
Output
8.2
Kilojoule

Group 1



Group 2

Group 3


Energy
Input
8200
Joule
Output
8.2
Kilojoule
Energy
Input
8200
Joule
Output
8.2
Kilojoule

Quiz 9: Add **Interactivity** to your Unit Converter