Essentials of Dart

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ABSTRACT

1 Introduction

2 History

Dart first appeared in 2011 with Elixir and Kotlin. A year later, TypeScript was released by Microsoft. The language was essentially designed to solve the frustrations of JavaScript at the time. Created at Google by Lars Bak and Kasper Lund, Dart is an optionally typed object-oriented language. Dart can act as a superset of JavaScript with the dart2js compiler which included optional static type analysis. Dart is known in the community as the JavaScript killer, partly due to the large increase in popularity of Flutter, Google's UI framework for building native interfaces in iOS and Android.
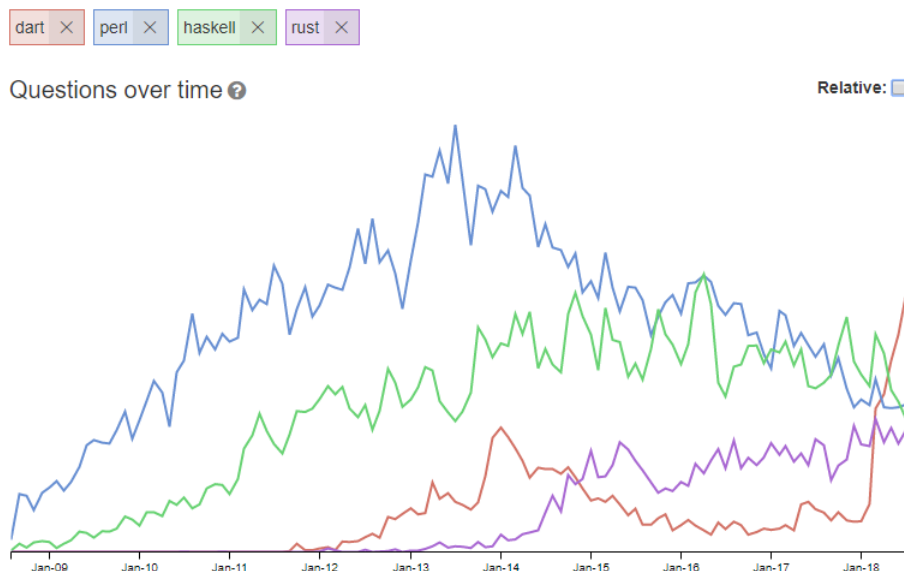
The recent popularity of Dart, coupled with its ongoing support and use in upcoming Google projects makes Dart a compelling language

Flutter is a major project that allows AOT (Ahead of time) and JIT (Just in Time) compilation. This leads to innovative development with hot-reload and a smoother UX. In addition, Flutter is able to render 120 fps on supported devices.

Flutter is ran via the Dart platform, and Google is continuing to build and support Dart and Flutter. In 2016 Google began using dart to create a new operating system, Fuchsia, which is rumored to possibly replace the Android operating system.

3 Control Structures

4 Data Types

5 Subprograms

6 Summary

References