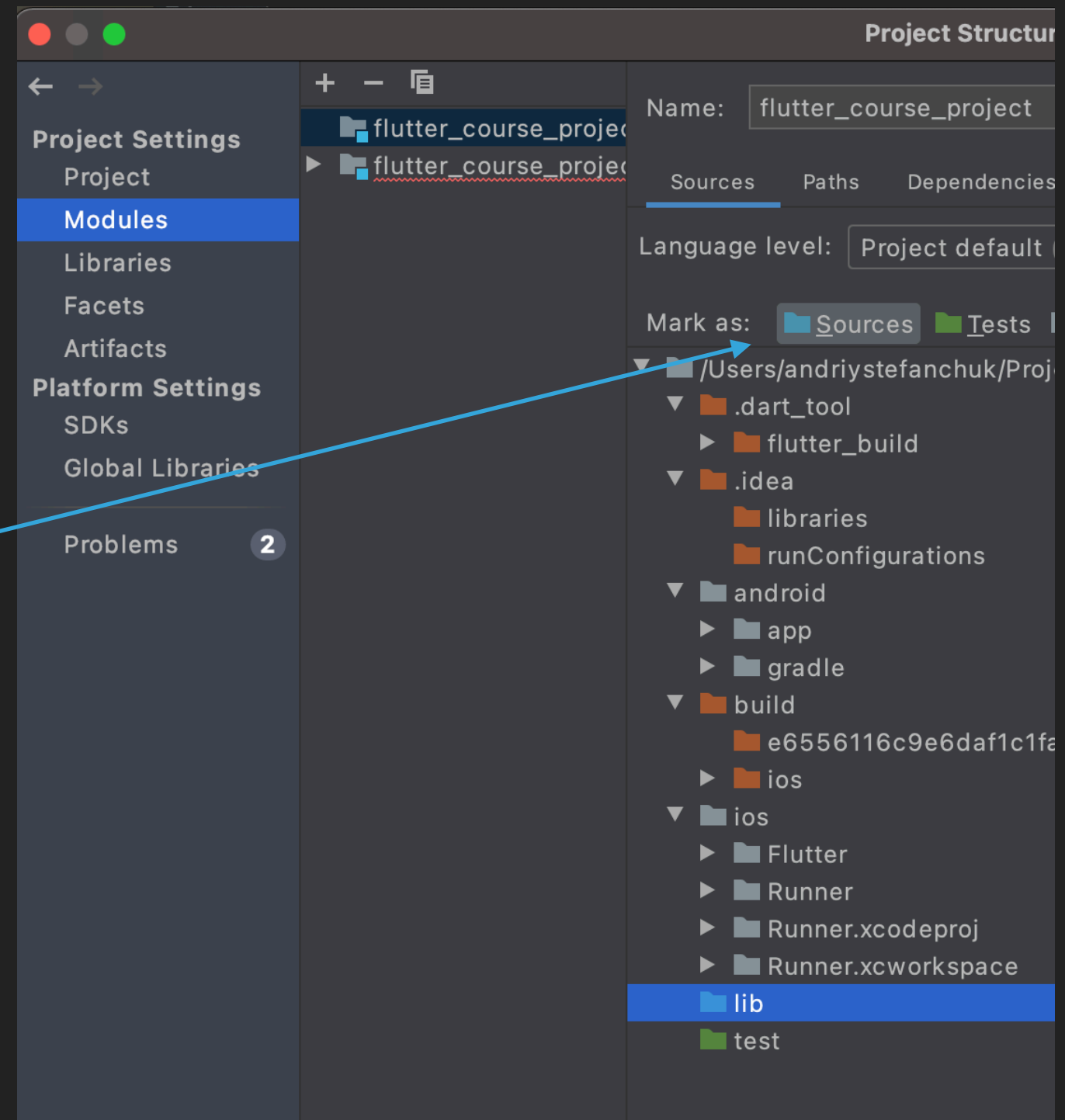# ANDROID STUDIO TIPS

HOW TO GET THE MOST OUT OF ANDROID STUDIO FOR FLUTTER
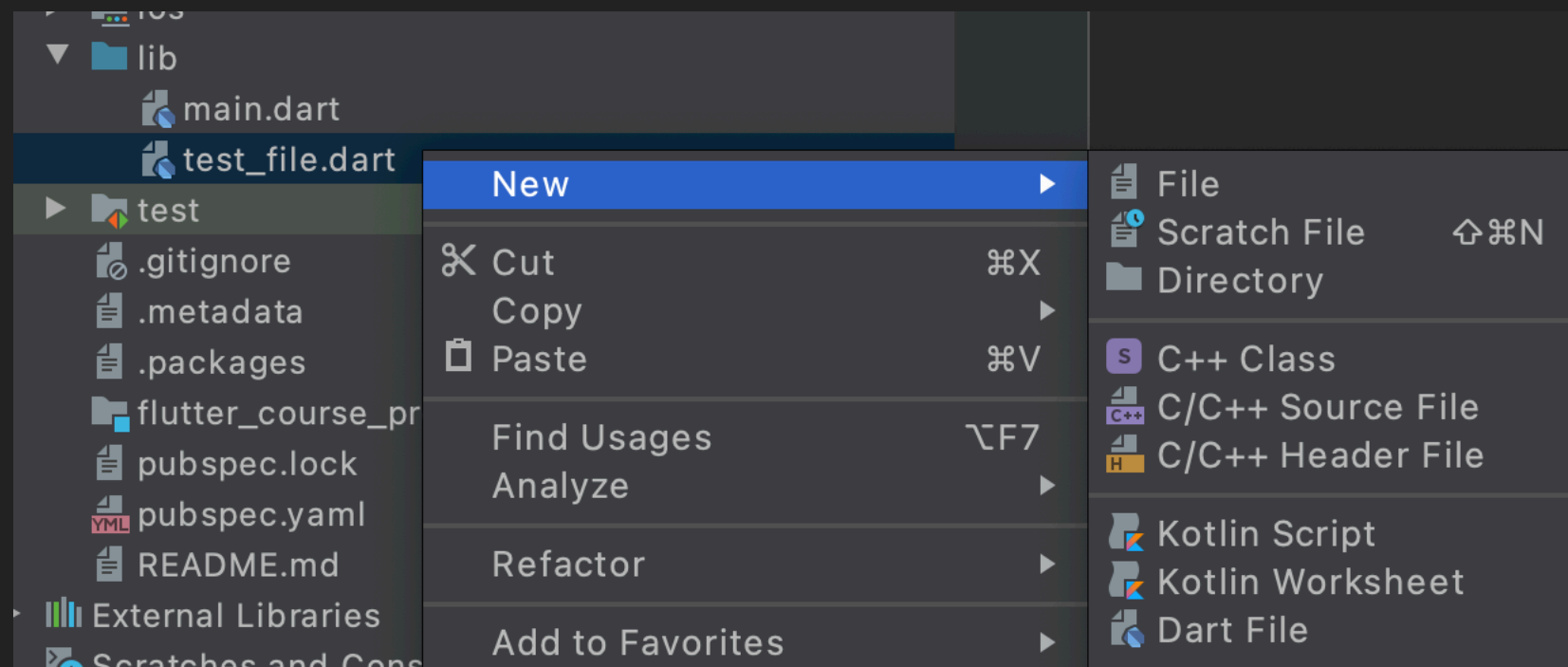
CREATE NEW FOLDERS

▸ Go to File -> Project Structure

▸ Select **Modules**

▸ Select **lib** folder

▸ Tap on **Sources** to make it not selected
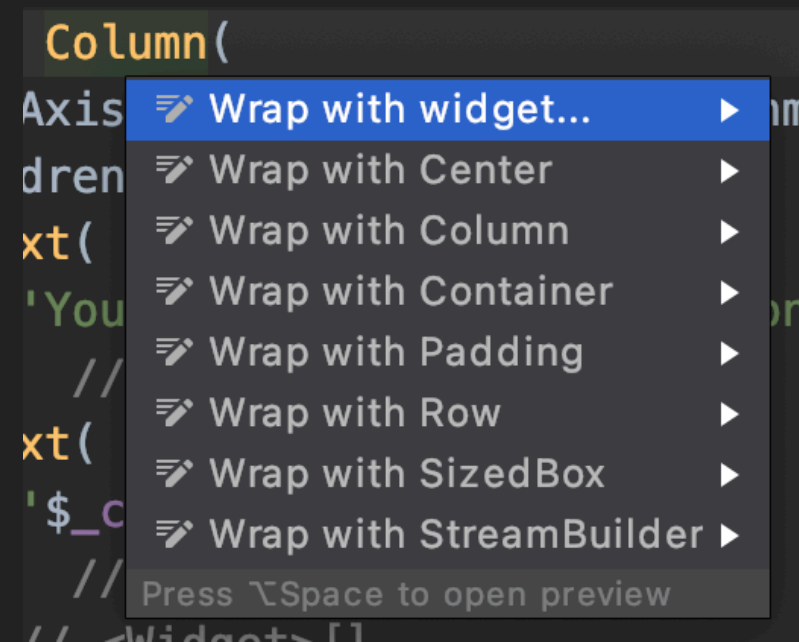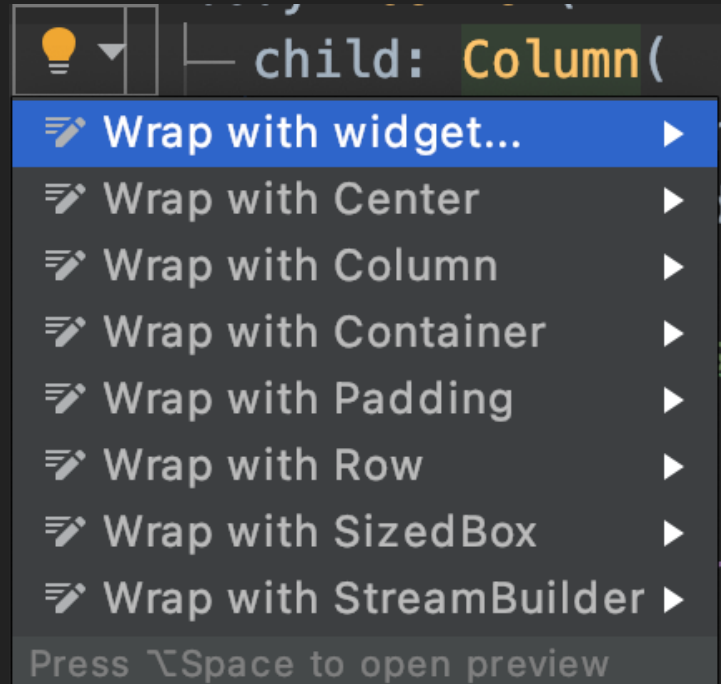
▸ Apply changes

▸ Now you can create new folders :)

CREATE FILES AND FOLDERS

▸ Just do that in subfolders where you need it

▸ Call your Directories and Dart Files with snake case (just_like_this) - with no uppercase letters
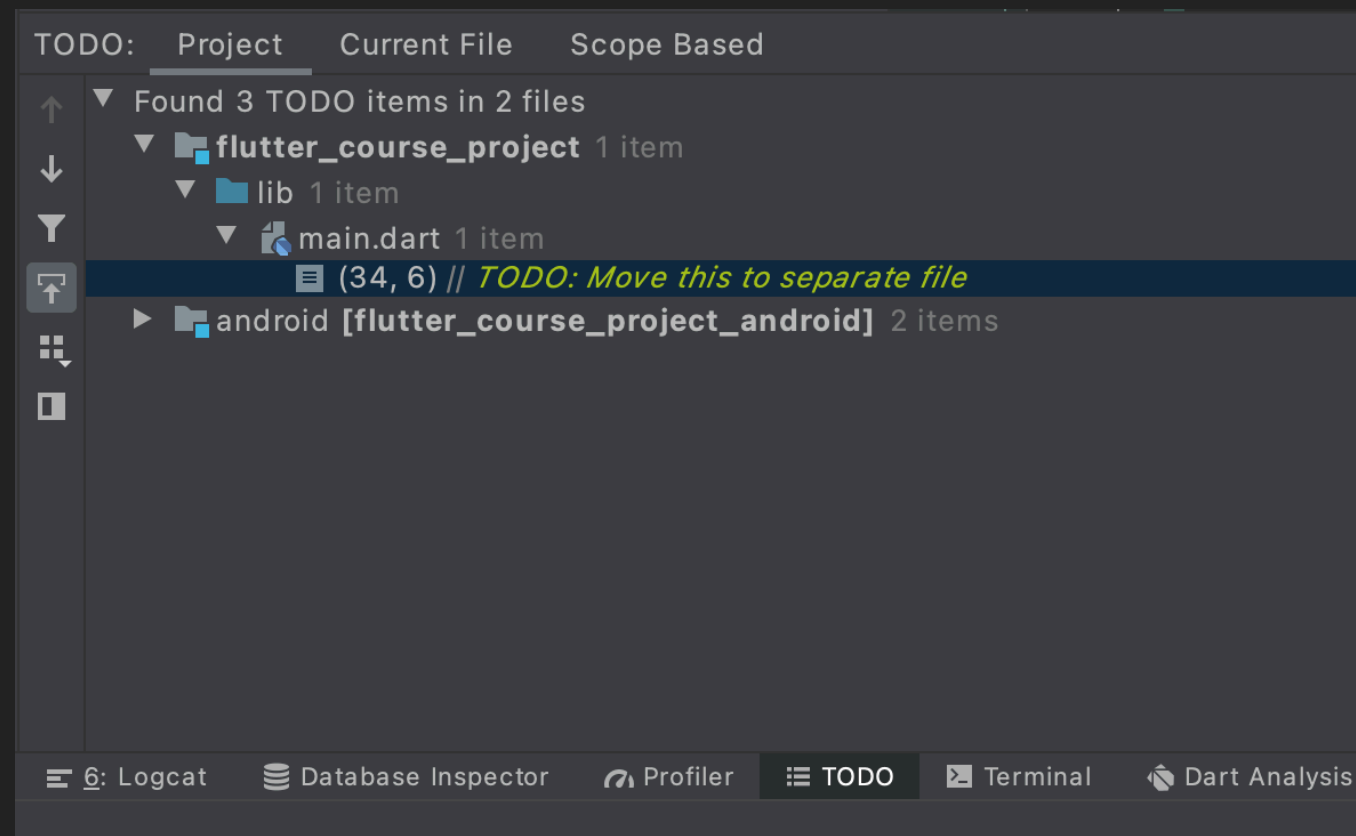
HELP MENU FOR WIDGETS

▸ Press lightbulb icon or **option** + **enter** to show this help menu with has various options

TODO LIST

▸ Leave comments with TODO mark to see them organised

```
// TODO: Move this to separate file
@override
Widget build(BuildContext context) {
```

TODO: Project   Current File   Scope Based

▼ Found 3 TODO items in 2 files
  ▼ 📁 **flutter_course_project** 1 item
    ▼ 📁 lib 1 item
      ▼ 📄 main.dart 1 item
        📄 (34, 6) // *TODO: Move this to separate file*
  ▶ 📁 android **[flutter_course_project_android]** 2 items

≡ 6: Logcat   🗄 Database Inspector   🕐 Profiler   ≣ TODO   ⅀ Terminal   ◈ Dart Analysis

HOT RESTART

▸ Use hot restart when you need clear state of the app

▸ This is much faster than running app again
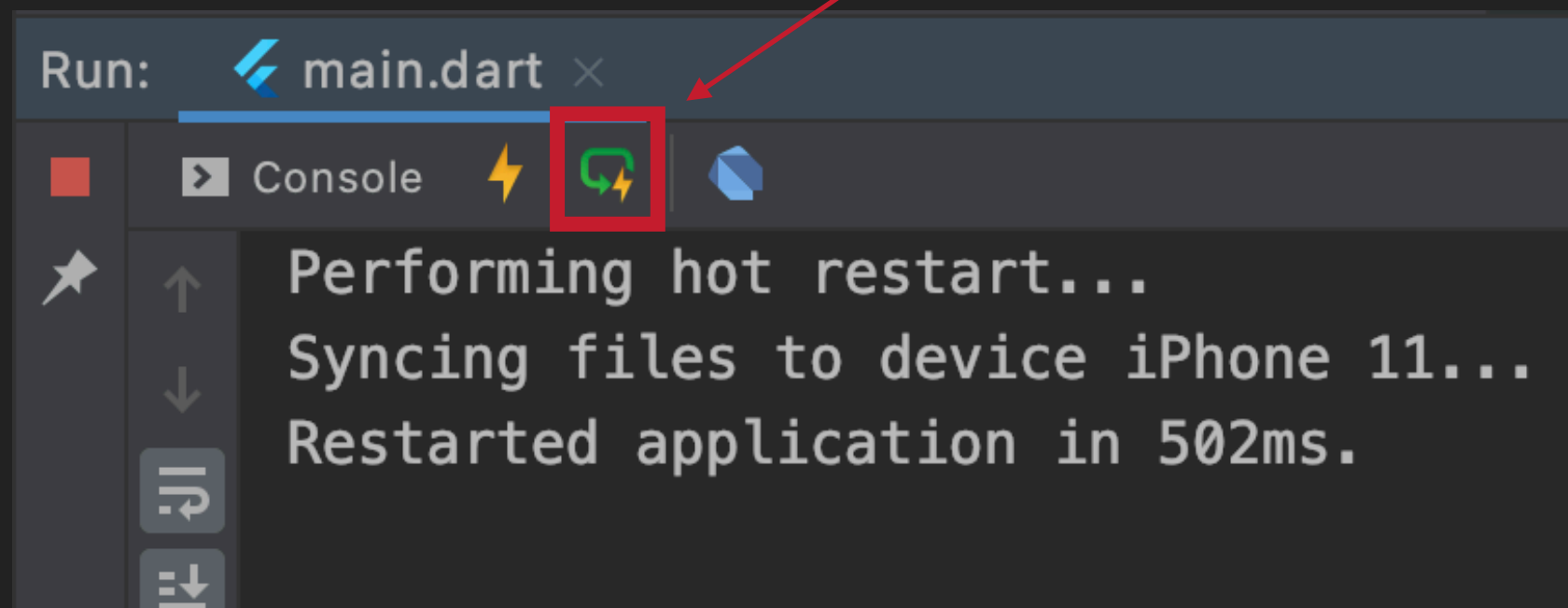
WHEN TO:

▸ Hot reload: after you are doing regular changes to your code (adding new widgets, modifying existing, etc.) -> you save state of your app

▸ Hot restart: after you renamed some files and hot reload doesn't have any effect or you want to reset state of your app

▸ Rebuild (run app): when you have added new dependencies or resources (like images)

VIEW DOCUMENTATION

▸ Command + Click on element to see its documentation

```dart
class Text extends StatelessWidget {
  /// Creates a text widget.
  ///
  /// If the [style] argument is null, the text will use the style from the
  /// closest enclosing [DefaultTextStyle].
  ///
  /// The [data] parameter must not be null.
  ///
  /// The [overflow] property's behavior is affected by the [softWrap] argument.
  /// If the [softWrap] is true or null, the glyph causing overflow, and those that
  /// will not be rendered. Otherwise, it will be shown with the given overflow opt.
  const Text(
    this.data, {
    Key key,
```
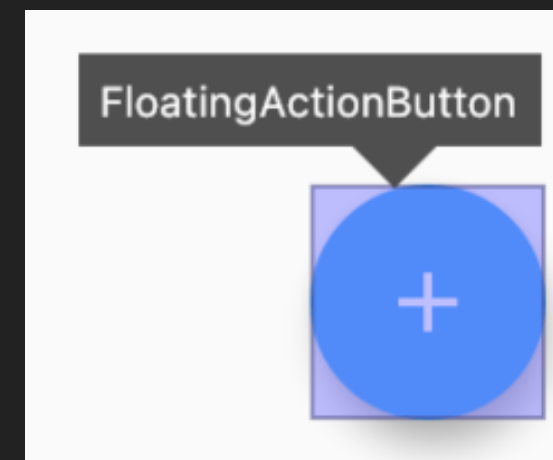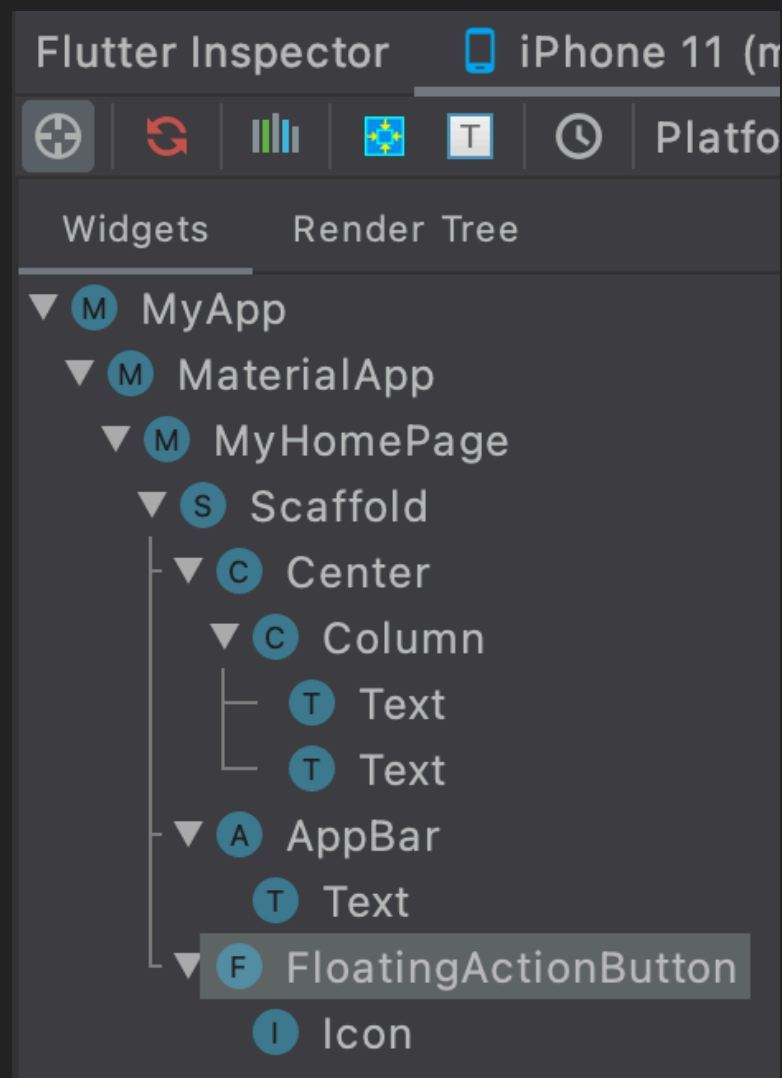
WIDGETS TREE INSPECTOR

▸ It is inside Flutter inspector right bar

▸ Helps to see how your widgets are organised

▸ Navigates to widget in code when you click it
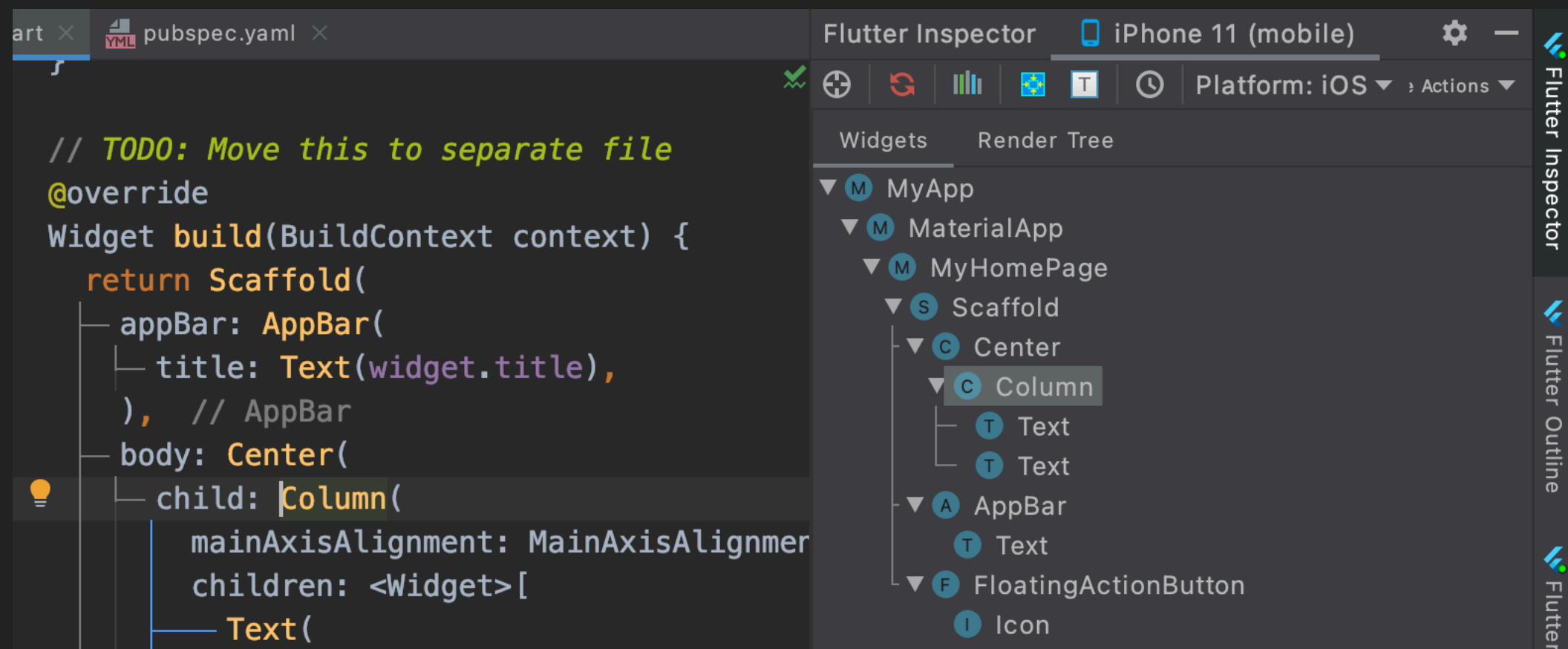
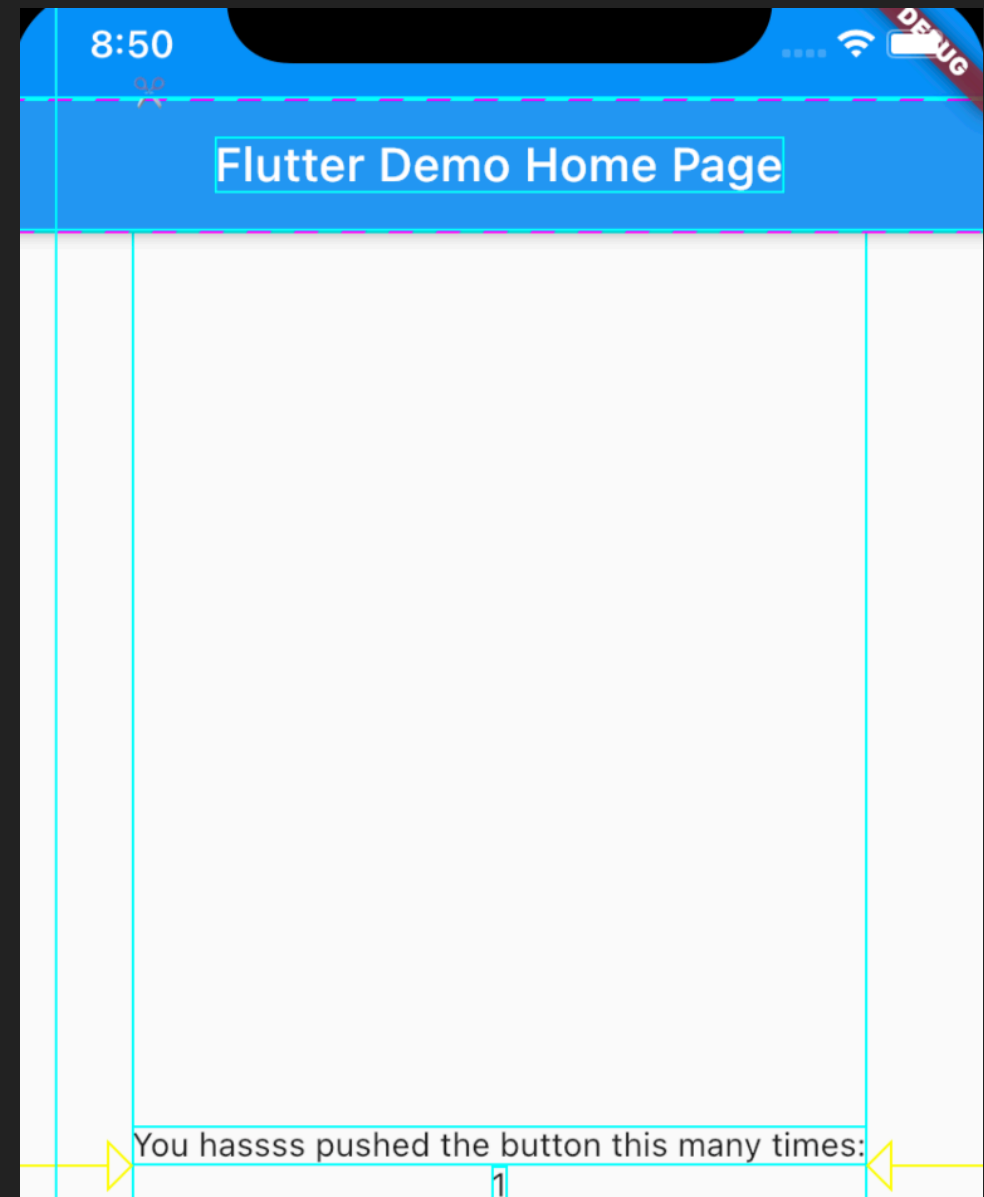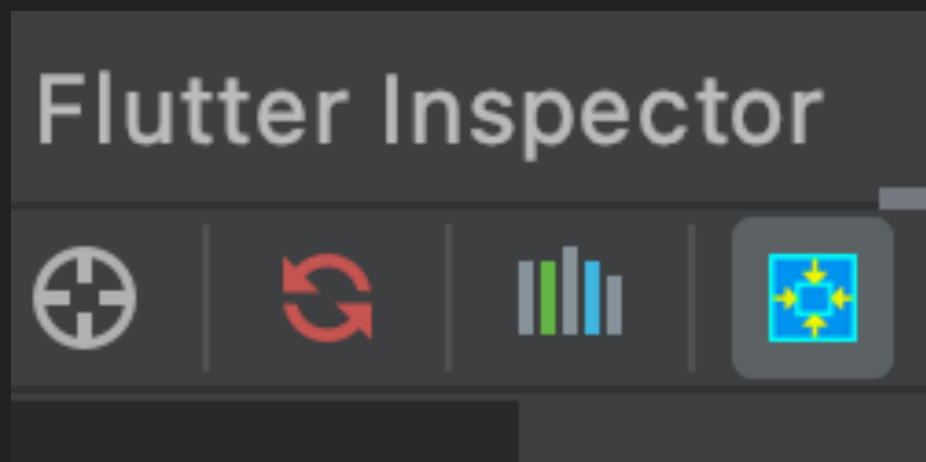# SELECT WIDGET MODE

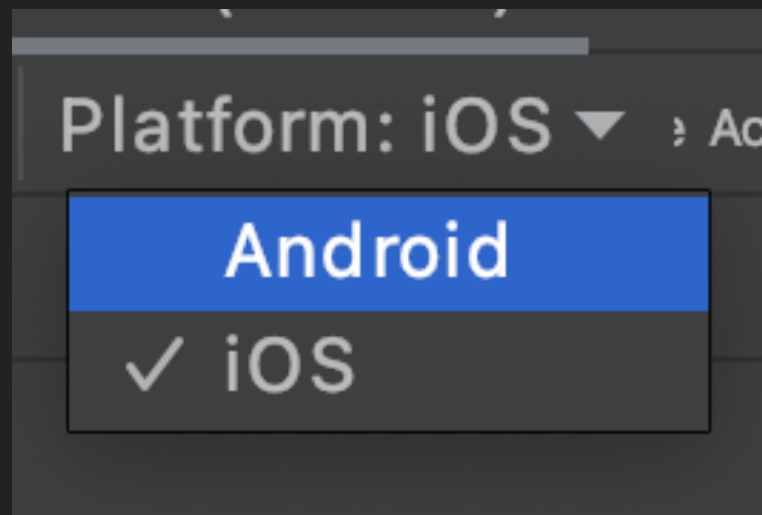▸ With that selected you can see widgets highlighted on screen

DEBUG PAINT

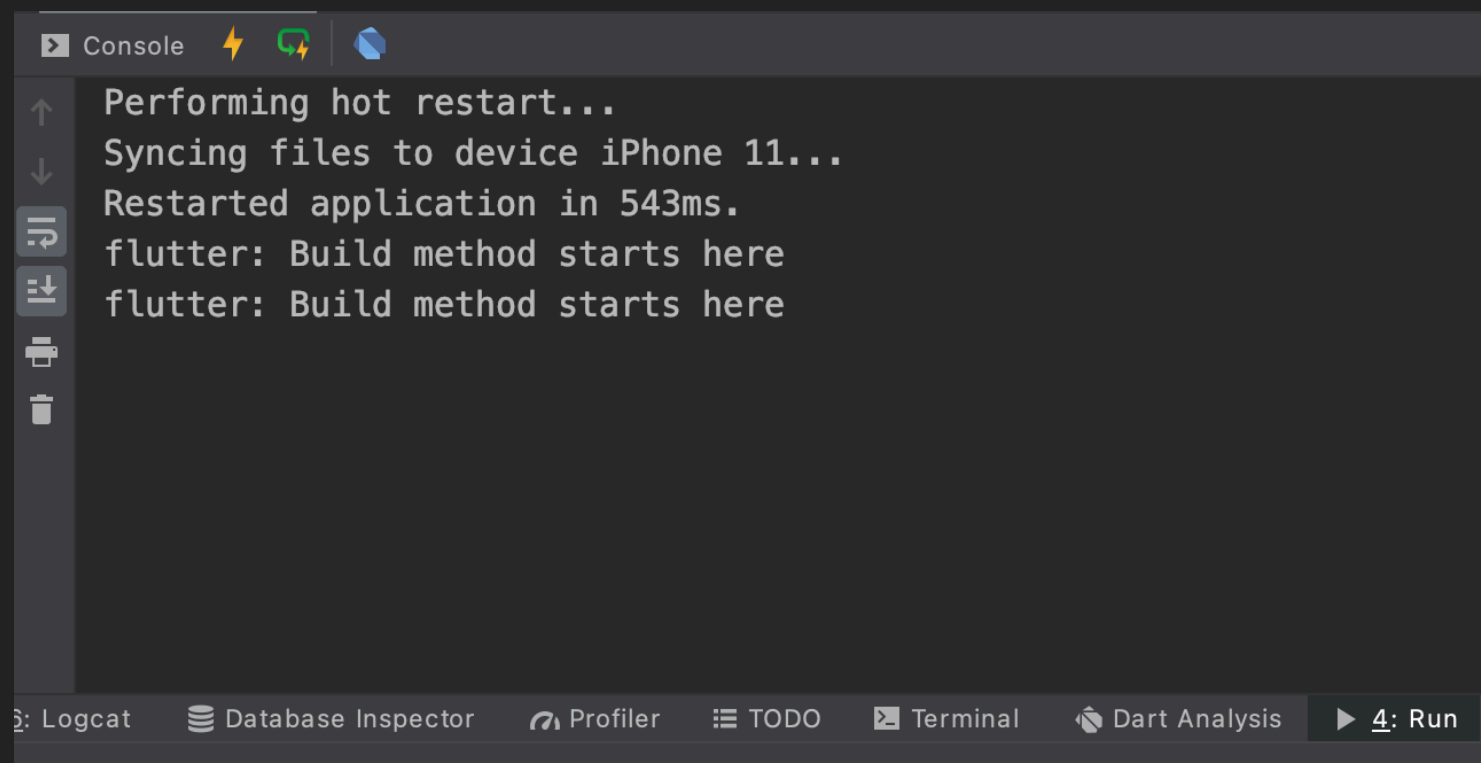▶ Helps to understand how your widgets are displayed

PLATFORM TOGGLE

▸ Helps to see how your app will look on different platforms without running it on both iOS simulator and Android emulator
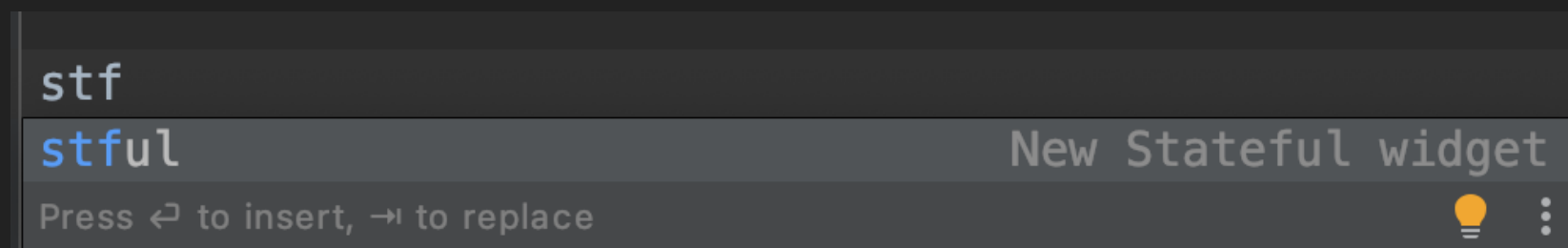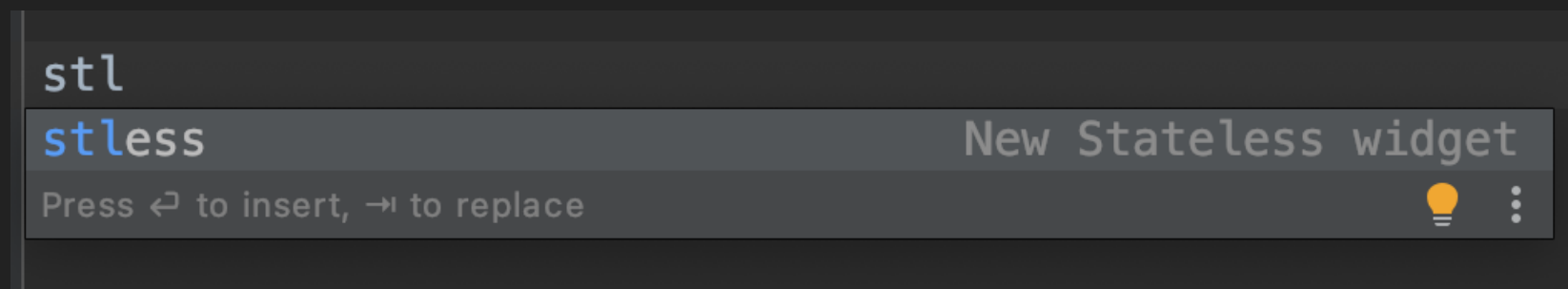
DEBUG PRINTS

▸ Our favourite debugger :)

WIDGETS CREATION SHORTCUTS

▸ Create your widgets blazing fast

```
stl
stless                                    New Stateless widget
Press ⏎ to insert, ⇥ to replace                        💡 ⋮
```

```
stf
stful                                      New Stateful widget
Press ⏎ to insert, ⇥ to replace                        💡 ⋮
```

HOW TO ADD IMAGES

▸ Create **assets** folder on top project level
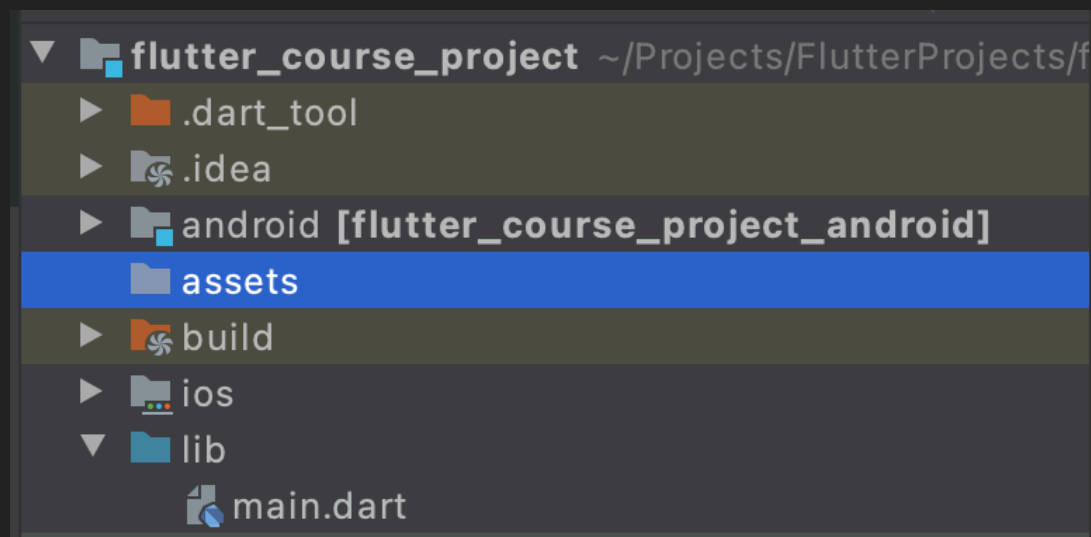
▸ In pubspec.yaml add this: ▸ Use image asset

```
assets:
  - assets/
```

```
Image.asset('assets/iron_man.jpeg'),
```