BEAUTIFUL NATIVE APPS IN RECORD TIME

HI, MY NAME IS DIMITRI.

Developer
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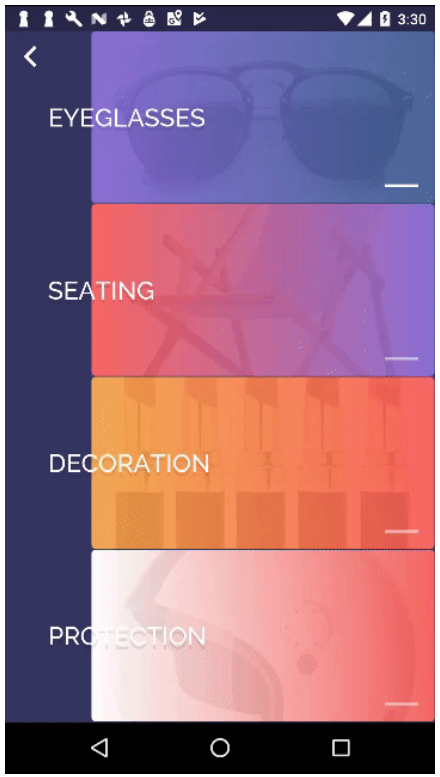
FLUTTER?

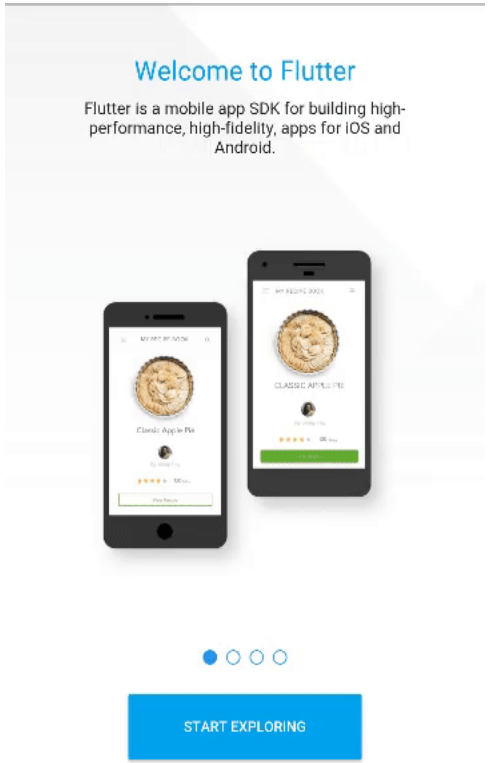
Mobile SDK, developed by Google

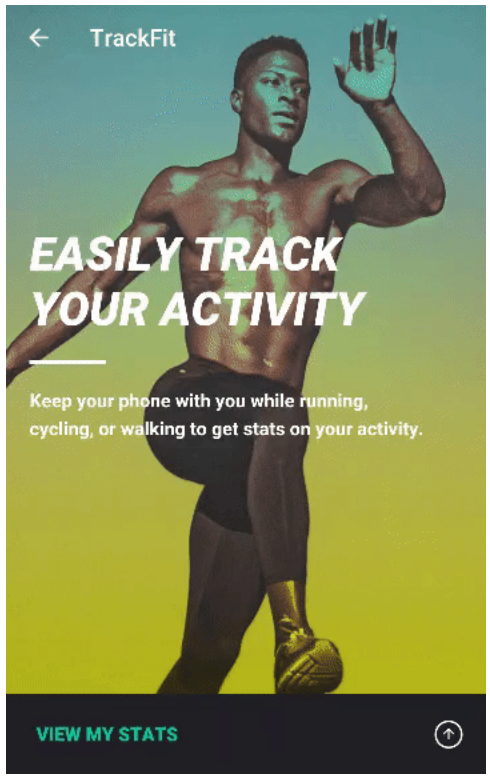
Build beautiful, high-performing apps with ease

Deploy on Android, iOS (and Fuchsia)

Powered by Dart


3:30
EYEGLASSES
SEATING
DECORATION
PROTECTION


Welcome to Flutter
Flutter is a mobile app SDK for building high-performance, high-fidelity, apps for iOS and Android.
START EXPLORING


TrackFit
EASILY TRACK YOUR ACTIVITY
Keep your phone with you while running, cycling, or walking to get stats on your activity.
VIEW MY STATS

FEATURES

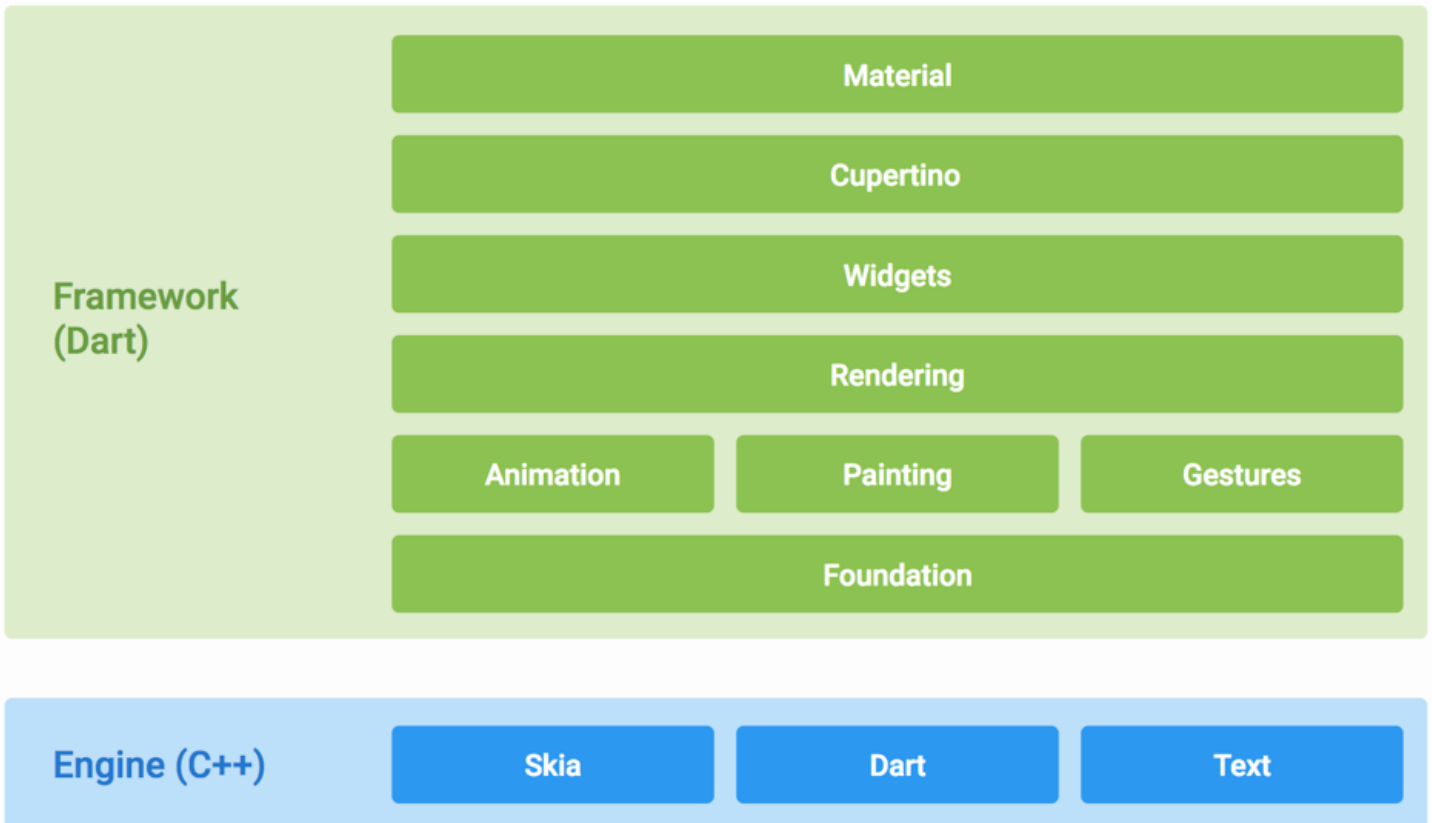
Modern, reactive framework

Fast development with hot reload

Access native features through channels

Ready to use widgets and smooth animations

ARCHITECTURE



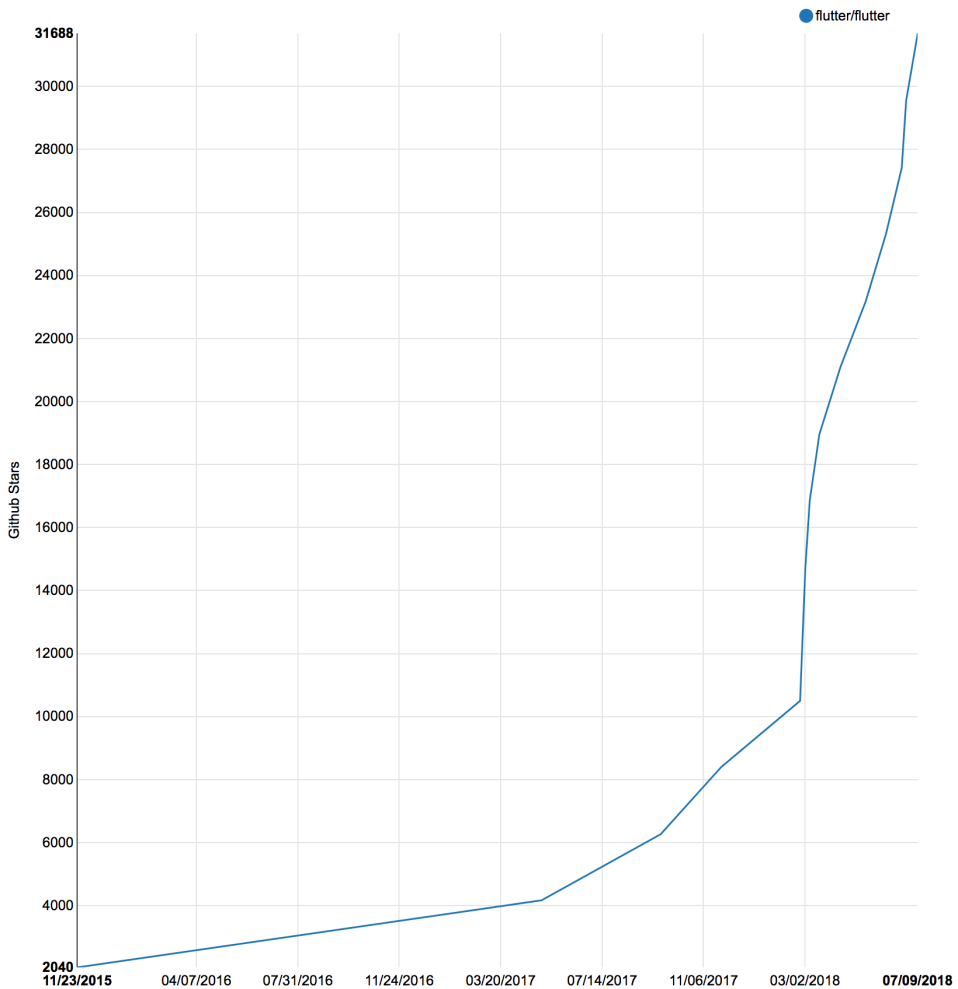
CURRENT STATUS

Flutter Release Preview 1

Extensions for editors

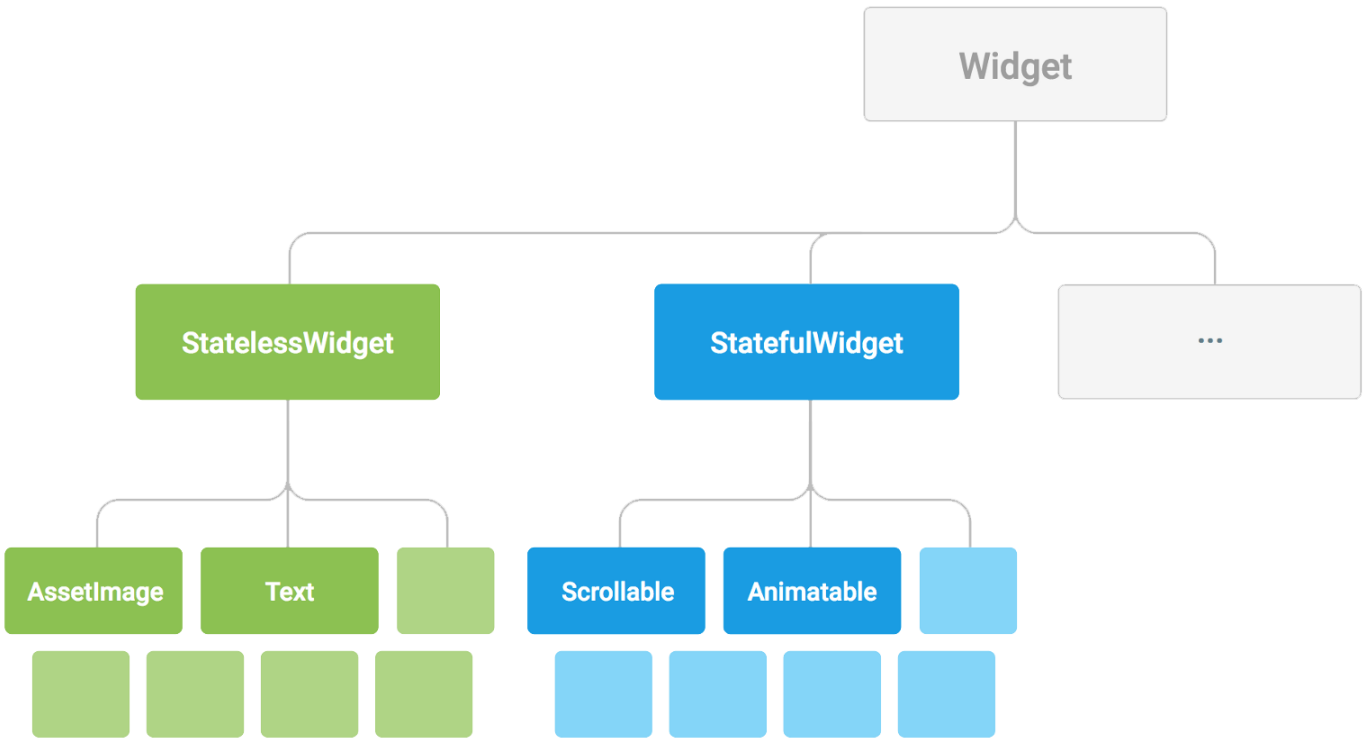
Integration with Firebase,...

Gaining popularity



Everything is a Widget

EVERYTHING IS A WIDGET



STATELESS WIDGETS

Immutable elements which have to be configured once

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

class JWorksWidget extends StatelessWidget {
  // Build method describes user interface for this widget
  @override
  Widget build(BuildContext context) {
    return Image.asset('images/jworks.png');
  }
}
```

STATEFUL WIDGETS

Elements that can change based on state changes

Trigger state changes by calling *setState()*

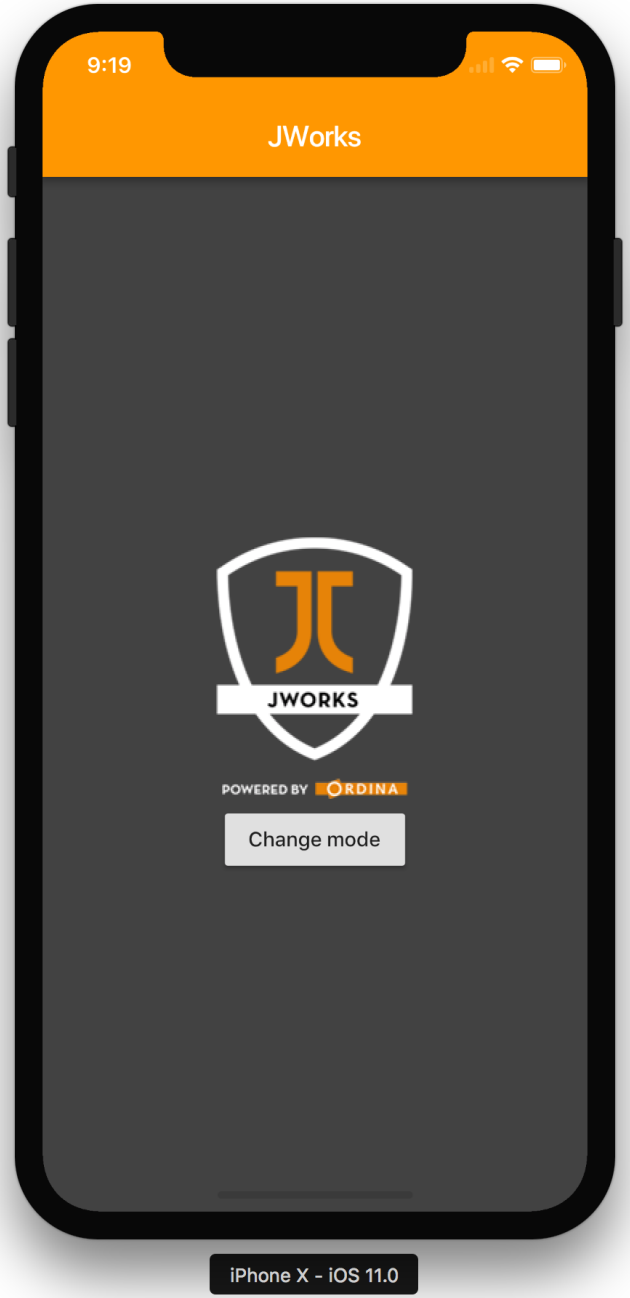
```dart
import 'package:flutter/material.dart';

class JWorksWidget extends StatefulWidget {
  @override
  State<StatefulWidget> createState() {
    return _JWorksWidgetState();
  }
}

class _JWorksWidgetState extends State<StatefulWidget> {
  bool _darkMode = false;
  String _imageAsset = 'images/jworks.png';

  void _toggleDarkMode() {
    setState(() {
      _darkMode = !_darkMode;
      _imageAsset = _darkMode ? 'images/jworks-white.png' : 'images/jworks.png';
    });
  }

  @override
  Widget build(BuildContext context) {…
}
```



```dart
@override
Widget build(BuildContext context) {
  return Container(
    color: _darkMode ? Colors.grey.shade800 : Colors.white,
    child: Center(
      child: Column(
        mainAxisAlignment: MainAxisAlignment.center,
        children: <Widget>[
          Image.asset(_imageAsset),
          RaisedButton(
            child: Text('Change mode'),
            onPressed: _toggleDarkMode,
          ), // RaisedButton
        ], // <Widget>[]
      ), // Column
    ), // Center
  ); // Container
}
```

CUSTOMIZE WIDGETS

Create and reuse custom widgets or extend existing ones

Combine smaller widgets

OPTIMIZED FOR PERFORMANCE

Compiles to native code

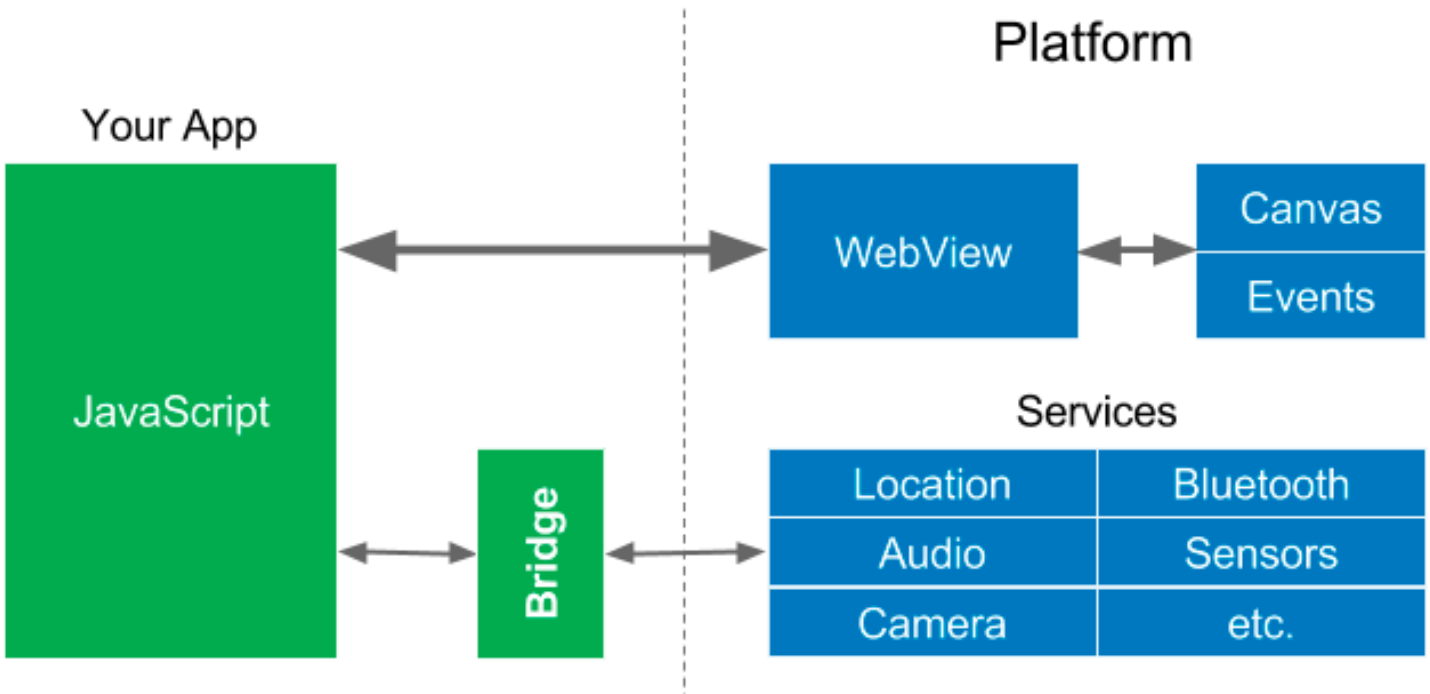
No bridge between app and platform

Partial repainting

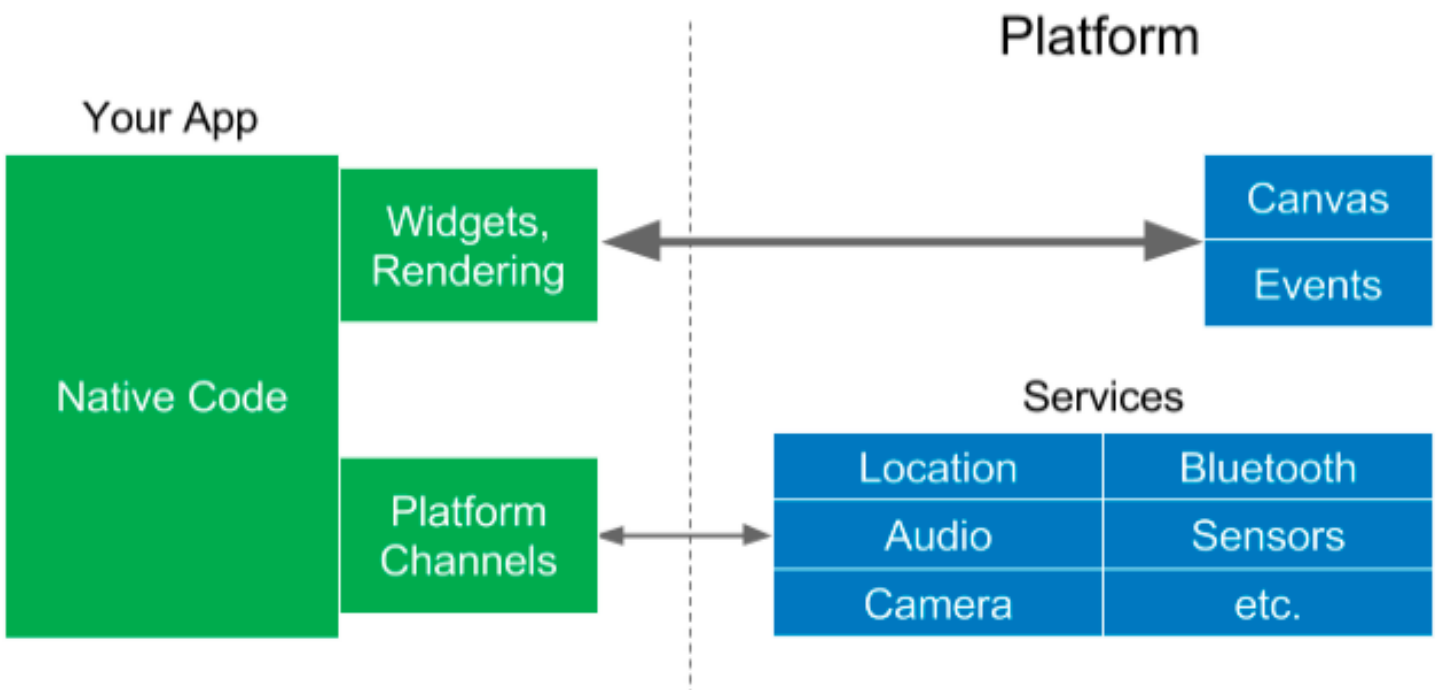
Renders own set of widgets

Aims to provide up to 120 fps

WEBVIEW RENDERING



FLUTTER RENDERING



Dart

DART

Language developed by Google

Great for mobile and web apps

Familiar syntax with Java and JavaScript

AOT, Lockless GC, Tree shaking, Tooling

https://www.dartlang.org/

ADDITIONAL RESOURCES

flutter.io

Blogs

Flutter by Google

THANKS FOR WATCHING!

Now kick some ass!