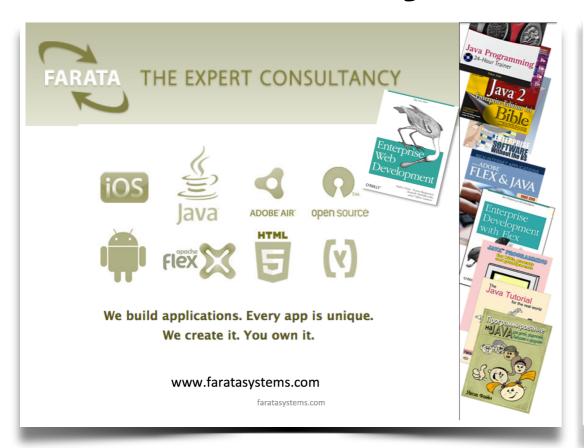
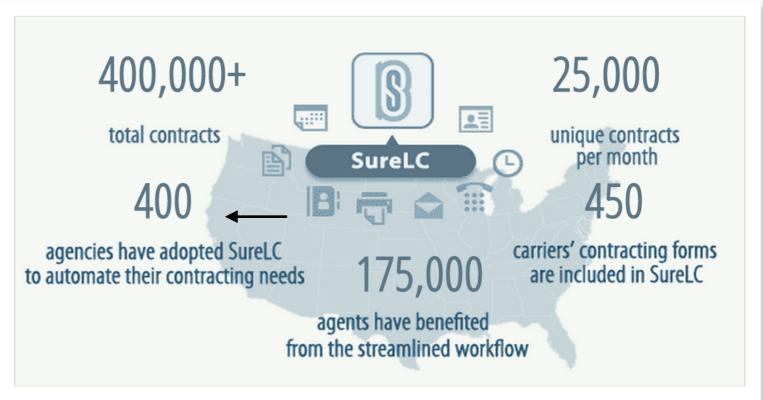
# Dart For Java Developers

Yakov Fain, Farata Systems



## Farata Systems and SuranceBay

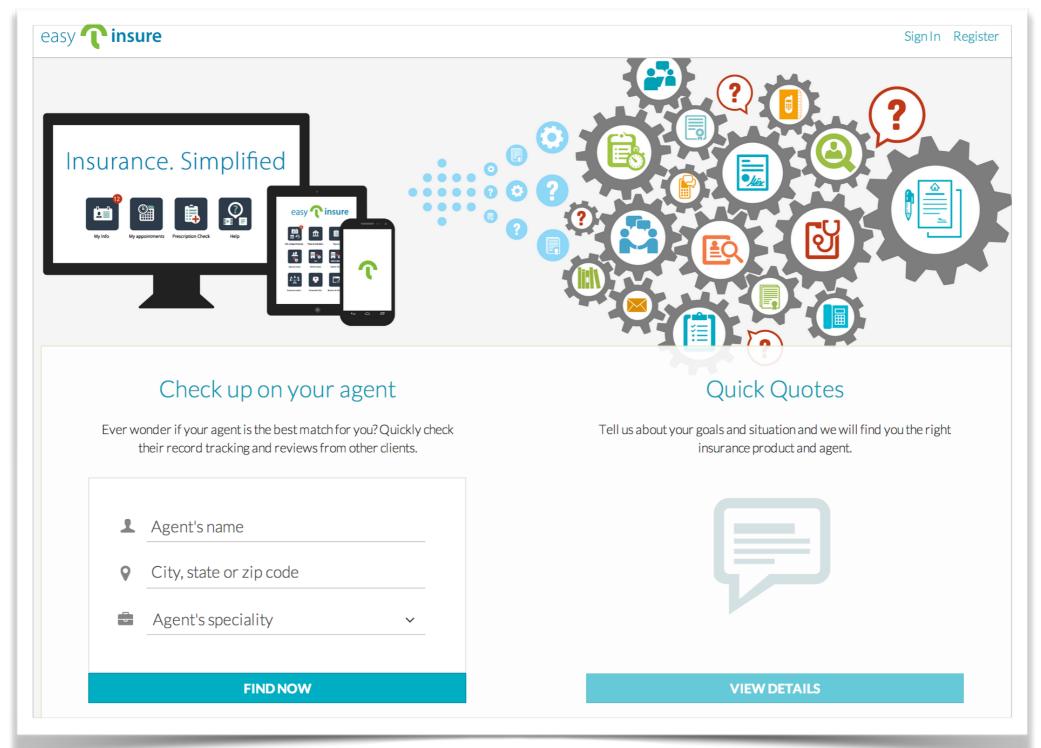




faratasystems.com

surancebay.com

#### Our First Dart App: Easy Insure



http://easy.insure

# Why Learn Google Dart

- Its a productive way to develop JavaScript apps today
- Comes with a complete set of dev tools
- Will help you to ease into the EcmaScript 6 developement in 2016

# Dart: Java Simplified

- Program with classes and/or with functions
- You can, but don't have to declare variable types.
- Any class is an interface
- No data access qualifiers
- No checked exceptions
- No autoboxing/unboxing
- IDEs: Dart Editor, IntelliJ IDEA, WebStorm, Eclipse Sublime Text...
- Write in Dart and run either in Dart VM or as JavaScript on any browser

#### Dart VM

- You can run standalone apps in Dart VM
- Dartium, a special version of Chrome browser includes Dart VM
- Dart VM is created by engineers that used to work on Java VM

Why Dart VM if you'll deploy JavaScript anyway?



Why not just use GWT?



# Why Dart VM

- Productive development. Instanteneous feedback.
- No need to compile to JS to run the program in a browser as in GWT.
- Dart VM runs Dart, not the bytecode
- Your program can run on the server in Dart VM.

## Demo

#### HelloWorld as a console and Web app

Generating and runnig the app in Dart Editor and IDEA

# The Dart App Entry Point

A single entry point to any Dart app is a function main():

```
main() {
  print('Hello world!');
}
```

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A single entry point to any Dart app is a function main():

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main() {
  print('Hello world!');
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```

Or with command-line arguments:

```
import 'package:args/args.dart';
main(List<String> args) {
   final parser = new ArgParser();
   argResults = parser.parse(args);
   List<String> someArgs = argResults.rest;
   print('Got the argument ${someArgs[0]}');
}
```

# What this code will print?

```
main() {
  print('Adding numbers: ${add (2,3)}');
  print('Adding strings: ${add ("Hello ","World")}');
}
add (num a, num b){
  return a+b;
}
```

\$variableName (or \${expression})

String interpolation: including a variable or expression's string equivalent inside of a string literal.

#### In Checked Mode: runtime error

```
main() {
  print('Adding numbers: ${add (2,3)}');
  print('Adding strings: ${add ("Hello ","World")}');
add (num a, num b){
                                                      bin - bash - 80×24
  return a+b;
                   Yakov:bin yfain11$ dart checked_mode.dart
                    Adding numbers: 5
                   Adding strings: Hello World
                    Yakov:bin yfain11$
                   Yakov:bin yfain11$
                    Yakov:bin yfain11$
                    Yakov:bin yfain11$
                    Yakov:bin yfain11$ dart --checked checked_mode.dart
                    Adding numbers: 5
                   Unhandled exception:
                   type 'String' is not a subtype of type 'num' of 'a'.
                           add (file:///Users/yfain11/Documents/Farata/Training/courseware/Dart/tra
                   ining/src/DartForJavaDevs/HelloWorldConsole/bin/checked_mode.dart:7:10)
                           main (file:///Users/yfain11/Documents/Farata/Training/courseware/Dart/tr
                   #1
                   aining/src/DartForJavaDevs/HelloWorldConsole/bin/checked_mode.dart:4:32)
                           _startIsolate (dart:isolate-patch/isolate_patch.dart:239)
                   #2
                           _startMainIsolate.<anonymous closure> (dart:isolate-patch/isolate_patch.
                   dart:192)
                           _RawReceivePortImpl._handleMessage (dart:isolate-patch/isolate_patch.dar
                   t:130)
```

# Importing Packages

SDK comes with packages whose names start with dart:

```
import 'dart:math';
```

 Other packages located in the directory packages of your project. can be included as app dependencies. Imports start with package:

```
import 'package:args/args.dart';
```

# Package Dependencies

- Dart package manager is called pub
- Dependencies are specified in the file pubspec.yaml.
- Package versions are locked in the file pubspec.lock.

#### pubspec.yaml

```
name: StockQuoteConsole
version: 0.0.1
description: A stock quote app
environment:
   sdk: '>=1.0.0 <2.0.0'
dependencies:
   args: any
dev_dependencies:
   unittest: any</pre>
```

The central repo pub.dartlang.org has 1500+ packages

# Selected pub commands

- pub get retrieves packages (dependencies)
- pub upgrade upgrades packages and regenerates pubspec.lock
- pub serve starts dev http server
- pub run runs Dart scripts using dependencies from pubspec.yaml
- pub build generates and copies assets into the build dir
- pub global run Dart packages installed anywhere on the computer,
   pub.dartlang.org or GitHub

More on pub at <a href="http://bit.ly/1wDMhTi">http://bit.ly/1wDMhTi</a>

## Demo

#### Stock Quote Generator. Take 1.

Functions only. Using pub to get dependencies. Command-line arguments.

IDEA module: StockQuoteConsole

#### Dart Classes

- Files names are in small letters with \_ as word separator
- Constructors support short syntax for variable initializations
- No keywords for public, protected, private.
- If a var name start wit \_ it's private on a library level
- No method overloading
- Getters and setters specified with get and set keywords

#### Class Stock

```
class Stock {
                 String _symbol;
private vars -
                 double _price;
constructor—
                 Stock (this._symbol);
                 double get price => _price==null?
lazy getter —
                                          _price=getFromYahoo():_price;
                 set price(double value){
    setter —
                   _price = value;
                 String get symbol => _symbol;
                 set symbol(String value){
                      _symbol = value;
```

#### Class Stock

```
Stock stock = new Stock();
               class Stock {
                                                  var price = stock.price;
                 String _symbol;
private vars -
                 double _price;
constructor—
                 Stock (this._symbol);
                 double get price => _price==null?
lazy getter -
                                          _price=getFromYahoo():_price;
                 set price(double value){
    setter —
                   _price = value;
                 String get symbol => _symbol;
                 set symbol(String value){
                      _symbol = value;
```

## Constructors

- Short form with this
- Optional parameters
- Named constructors
- factory constructors

### Constructors

```
class Customer {
                       int _id;
                       String name;
    short form
                       Customer(this._id, this.name);
optional param
                       Customer.optName(this._id, {this.name});
       named
                       Customer.taxExempt(int id, String name){
                         // Do something
       factory
                       factory Customer.mafia(int id, String name){
                         if (name == "Don Carleone")
                             return new Customer.taxExempt(id, name);
                         else
                           return new Customer(id, name);
```

# Cascade Operator..

You can use method cascades .. on any object.

Every ... refers to the original object, not to the result of the previous method.

```
querySelector('#abutton') // Get an object.
..text = 'Confirm' // Use its members.
..classes.add('important')
..onClick.listen((e) => window.alert('Confirmed!'));
```

# Exceptions

- All exceptions are unchecked
- You can throw any objects:

```
throw "Something happened";
```

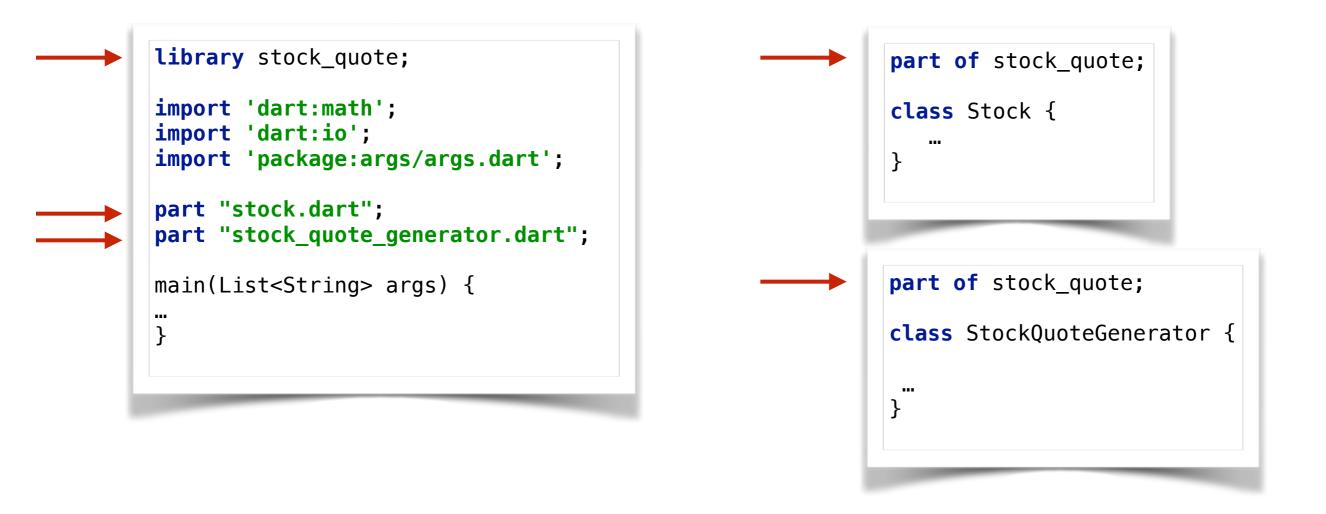
```
try {
  // Do stuff here
} on NoSuchMethodError catch (e) {
    print('Error: ${e.stackTrace}');
} on RangeError catch (e) {
    print('Error: ${e.stackTrace}');
} on TypeError catch (e) {
    print('Error: ${e.stackTrace}');
} catch (e) {
    print('$e');
```

# Code Structure

**Package** deploy/version → Libraries import -Classes **Functions Interfaces Mixins** 

#### Libraries

You can encapsulate classes and top-level functions into libraries.



## Dart Libraries

- dart:core
- dart:async
- dart:io
- dart:html

#### Demo

#### Stock Quote Generator. Take 2.

Classes, getters, setters, library.

IDEA module: StockQuoteClassesConsole

# Web Apps

```
<!DOCTYPE html>
<html>
<head>
    <title>My Web App</title>
</head>
<body>
                                          For browsers with Dart VM
  Your HTML content goes here
  <script type="application/dart" src="main.dart"></script>
  <script data-pub-inline src="packages/browser/dart.js"></script>
</body>
</html>
              JavaScript generation for browsers without Dart VM
```

## Running Dart Web App

#### 1. From a command line:

pub serve and refresh the Web page

#### 2. From IDEA:

Right-click on your index.html file and open (or run) it in any Web browser

# Running Web app with pub serve

```
StockQuoteSimpleWeb — dart — 80×29
Running
                          Yakov:StockQuoteSimpleWeb yfain11$ pub serve
pub serve
                          Loading source assets...
                          Serving stock_quote_simple_web web on http://localhost:8080
                          Build completed successfully
                                GET / → stock_quote_simple_web!web/index.html
                                GET /main.dart → stock_quote_simple_web|web/main.dart
                                GET /packages/browser/dart.js → browser|lib/dart.js
                                GET /styles/main.css → stock_quote_simple_web|web/styles/main.css
Visiting
                                GET /packages/stock_quote_simple_web/stock.dart → stock_quote_simple_web|l
localhost:8080 →
                          ib/stock.dart
in Dartium
                                GET /packages/stock_quote_simple_web/stock_quote_generator.dart → stock_qu
                          ote_simple_web|lib/stock_quote_generator.dart
                                GET /favicon.ico → Could not find asset stock_quote_simple_web|web/favicon
                           .ico.
                                GET / → stock_quote_simple_web|web/index.html
                                GET /packages/browser/dart.js → browser|lib/dart.js
                                GET /styles/main.css → stock_quote_simple_web!web/styles/main.css
                          [Info from Dart2JS]:
                          Compiling stock_quote_simple_web|web/main.dart...
                          [Info from Dart2JS]:
Visiting
                          Took 0:00:05.553774 to compile stock_quote_simple_web|web/main.dart.
localhost:8080 →
                          Build completed successfully
                                GET /main.dart.js → stock_quote_simple_web|web/main.dart.js
in Chrome
                                GET /main.dart.js.map → stock_quote_simple_web|web/main.dart.js.map
                                GET / → stock_quote_simple_web|web/index.html
                                GET /styles/main.css → stock_quote_simple_web|web/styles/main.css
                                GET /packages/browser/dart.js → browser|lib/dart.js
                                GET /main.dart.js → stock_quote_simple_web|web/main.dart.js
                                GET /main.dart.js.map → stock_quote_simple_web|web/main.dart.js.map
```

# Debugging Dart

- 1. Run pub serve from the dir containing pubspec.yaml.
- 2. It'll run pub build and will deploy the app at <a href="http://localhost:8080">http://localhost:8080</a>
- 3. Debug the app in the browser or in IDE, for example:

#### In Chrome:

- Enter the URL <a href="http://localhost:8080">http://localhost:8080</a>
- Open Chrome Development Tools, enable JavaScript sourcemaps
- Set breakpoints, refresh.

#### In IntelliJ IDEA:

- In Chrome install the <u>extension</u> JetBrains IDE Support
- In IDEA go to the menu Run | Edit Configuration | + | JavaScript Debug, give it a name and the URL <a href="http://localhost:8080">http://localhost:8080</a>
- Set the breakpoint in IDEA in Dart code and click on Debug.

# Working with DOM in a Browser

```
import 'dart:html';
InputElement enteredSymbol;
void main() {
   InputElement enteredSymbol = querySelector("#enteredSymbol");
}
```

## Event Handling

```
Element myHtmlElement = querySelector("#myElementID");
myHtmlElement.onChange.listen(myEventHandler);

void myEventHandler(Event e){
   // Handle event here
}
```

# A Simple Stock Quote Web App

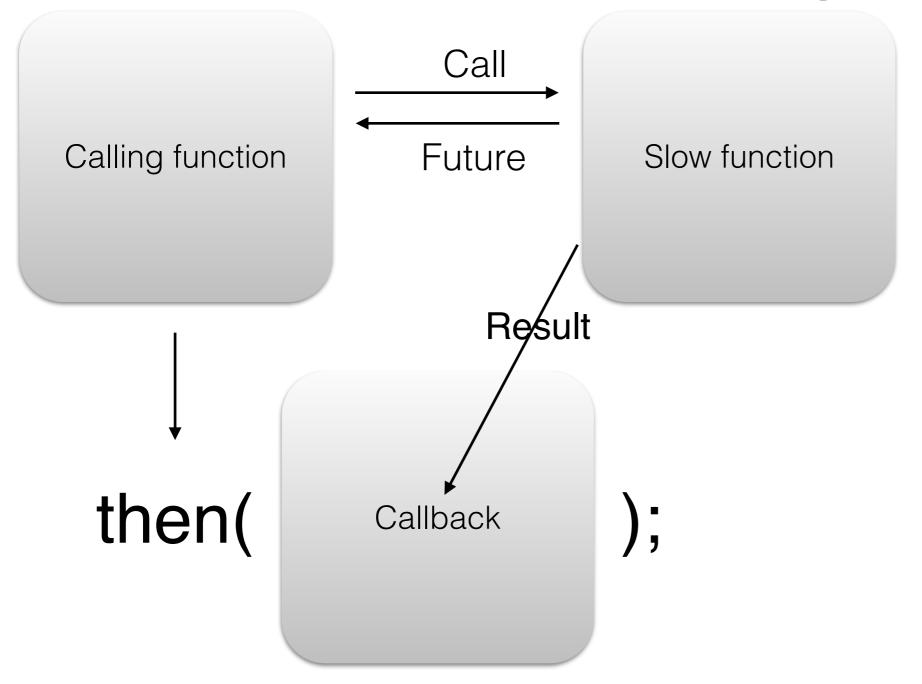
```
<body>
 Enter Symbol: :
 <input id="enteredSymbol" type="text" placeholder="AAPL, IBM, or MSFT">
 <span id="priceQuote"></span>
<script type="application/dart" src="main.dart"></script>
<script data-pub-inline src="packages/browser/dart.js"></script>
</body>
                                                                     StockQuoteSimpleWeb
                                                                                      X
                                                                      localhost:63342/DartForJavaDevs/Stoc
 import 'dart:html';
                                                                                          $31.68
                                                         Enter Symbol: : AAPL
 import 'package:stock_quote_simple_web/stock.dart';
 import 'package:stock quote simple web/stock quote generat
 StockQuoteGenerator generator = new StockQuoteGenerator();
 InputElement enteredSymbol;
 SpanElement priceQuote;
 void main() {
   enteredSymbol = querySelector("#enteredSymbol");
                                                           DOM search
   priceQuote = querySelector('#priceQuote');
   Event handler
 void showPrice(Event e){
   Stock stock = generator.getQuote(enteredSymbol.value);
   priceQuote.text = stock.price.toString();
```

#### Stock Quote Generator. Take 3.

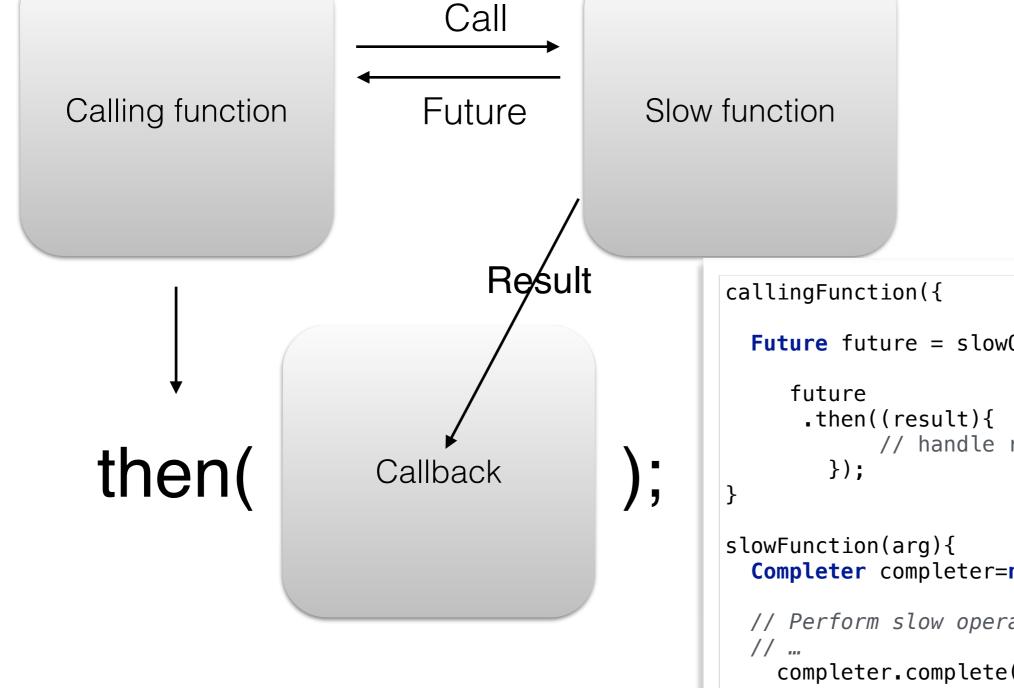
Web app. Working with DOM. Eent Handling.

IDEA module: StockQuoteSimpleWeb

## Async Processing: Futures



# Async Processing: Futures



```
Future future = slowOperation(arg);
          // handle result here
Completer completer=new Completer<String>();
// Perform slow operation here
  completer.complete("Hello World" );
return completer.future;
```

### Futures and Error Handling

- A Future represents a deferred result of a function call
- Register callbacks for success and errors

```
doStuff()
   .then(callbackForSuccess)
   .catchError(callBackForError);

void callbackForSuccess() {
    //...
}

void callbackForSuccess() {
    //...
}

void callbackForSuccess() {
    //...
}
```

NOTE: For parallel execution use isolates.

#### Stock Quote Generator. Take 4.

Web app. Calling a slow operation asyncrhonously using Future.

IDEA module: StockQuoteFutureCompleter

# AJAX:HttpRequest

```
var path = 'myData.json';

HttpRequest.getString(path)
   .then((data) {
       // do something with data
    })
    .catchError((Error error) {
        print(error.toString());
    });
```

Stock Quote Generator. Take 5.

Ajax + JSON.

### Concurrency with Isolates

- Isolates are units of security
- Each isolate has its own heap no shared memory
- Isolates communicate with each other via ports by sending messages

#### Isolates: Standalone vs Web Browser

#### Standalone Apps

- run isolates in parallel using available CPU cores
- isolates can be created by invoking spawn () or spawnUri ()

#### Web Browser Apps

- run isolates in Dart VM or as JavaScript Web workers
- isolates can be created by invoking spawnUri()

#### Isolates: Standalone vs Web Browser

#### Standalone Apps

- run isolates in parallel using available CPU cores
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#### Web Browser Apps

- run isolates in Dart VM or as JavaScript Web workers
- isolates can be created by invoking spawnUri()

Use spawnUri() to load Dart code dynamically

Using isolates with spawn() and spawnUri()

IDEA module: IsolatesConsole

## Mixins

### Generics

## Streams

### Functions

- Top-level functions
- You can pass a funct as a arg to another func
- You can return a function from another func
- Single-line functions =>
- functions with optional params (positionals and named):
   myFunct (String a, [int b], [int c])
   myFunc("Mary, 2");
   myFunc (String a, {int b, int c})
   myFunc("Mary", c:3);

# dart2js Transpiler

- Tree shaking
- File Watcher in IDEA <a href="https://www.jetbrains.com/">https://www.jetbrains.com/</a>
   idea/help/transpiling-dart-to-javascript.html

# Dart Ecosystem

### Links

- Style Guide <a href="https://www.dartlang.org/articles/style-guide">https://www.dartlang.org/articles/style-guide</a>
- Dart API docs: <a href="https://api.dartlang.org">https://api.dartlang.org</a>
- Try Dart: <u>try.dartlang.org</u>
- Hands-on labs: <u>darlang.org/codelabs</u>
- List of languages that compile to JS: <a href="https://github.com/jashkenas/coffeescript/wiki/List-of-languages-that-compile-to-JS">https://github.com/jashkenas/coffeescript/wiki/List-of-languages-that-compile-to-JS</a>
- Dart Language Specification:
- http://www.ecma-international.org/publications/files/ECMA-ST/ECMA-408.pdf

### More Links

- Our Dart app: <a href="https://easy.insure">https://easy.insure</a>
- · Farata Systems: faratasystems.com
- Twitter: @yfain
- Personal blog: <u>yakovfain.com</u>

