

State Talks: flutter_bloc

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What is BLoC?

- BLoC = Business Logic Components
- architectural pattern
- decouple business logic from presentation (UI)

Key ideas

- Streams
- Reactive Programming
- <https://www.didierboelens.com/2018/08/reactive-programming-streams-bloc/>

“In order to easily visualize the notion of Stream, simply consider a pipe with 2 ends, only one allowing to insert something into it. When you insert something into the pipe, it flows inside the pipe and goes out by the other end.”

“Reactive programming is programming with asynchronous data streams.”

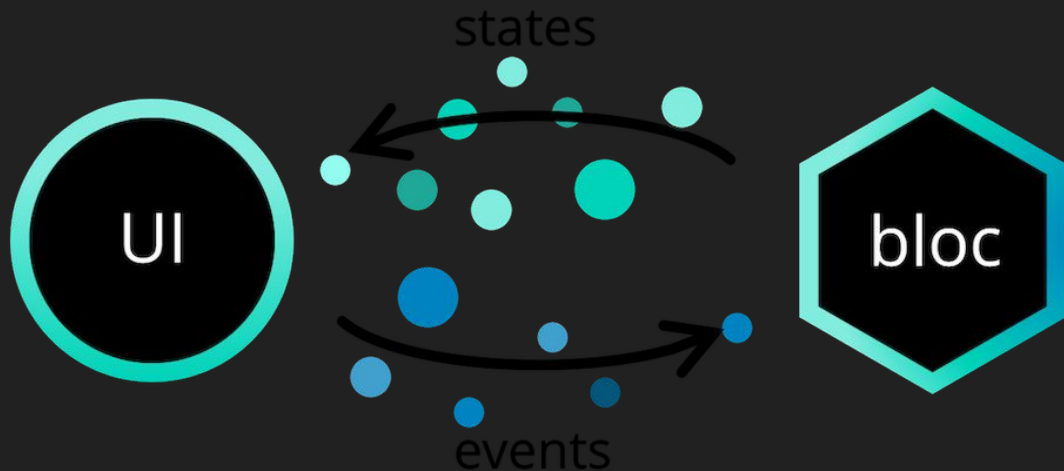
- **Events** go into a stream and **States** go out of the stream *in asynchronous manner* so the UI doesn't hang waiting for the new State while it's potentially processed for some time.

flutter_bloc

- working directly with Dart's Streams can be cumbersome
- flutter_bloc makes the implementation of BLoC easier
- https://pub.dev/packages/flutter_bloc
- <https://bloclibrary.dev/>

Key ideas

- UI should only be responsible for saying “this happened” (**event**)
- bloc takes an **event**, decides and does what needs to be done
- bloc creates a new **state** for the UI
- UI gets rebuild upon receiving the new **state**



Example