

Flutter: Getting Started

Hello Flutter!



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Widgets

State

Navigation

Connecting to external services

Persisting data into your device



Course Outline



Prerequisites

Object-oriented Programming Language

PC or Mac with

- Windows
- MacOs
- Linux
- ChromeOS

8 Gb RAM (recommended)



Overview



Why Flutter?

The IDE and Development Environment

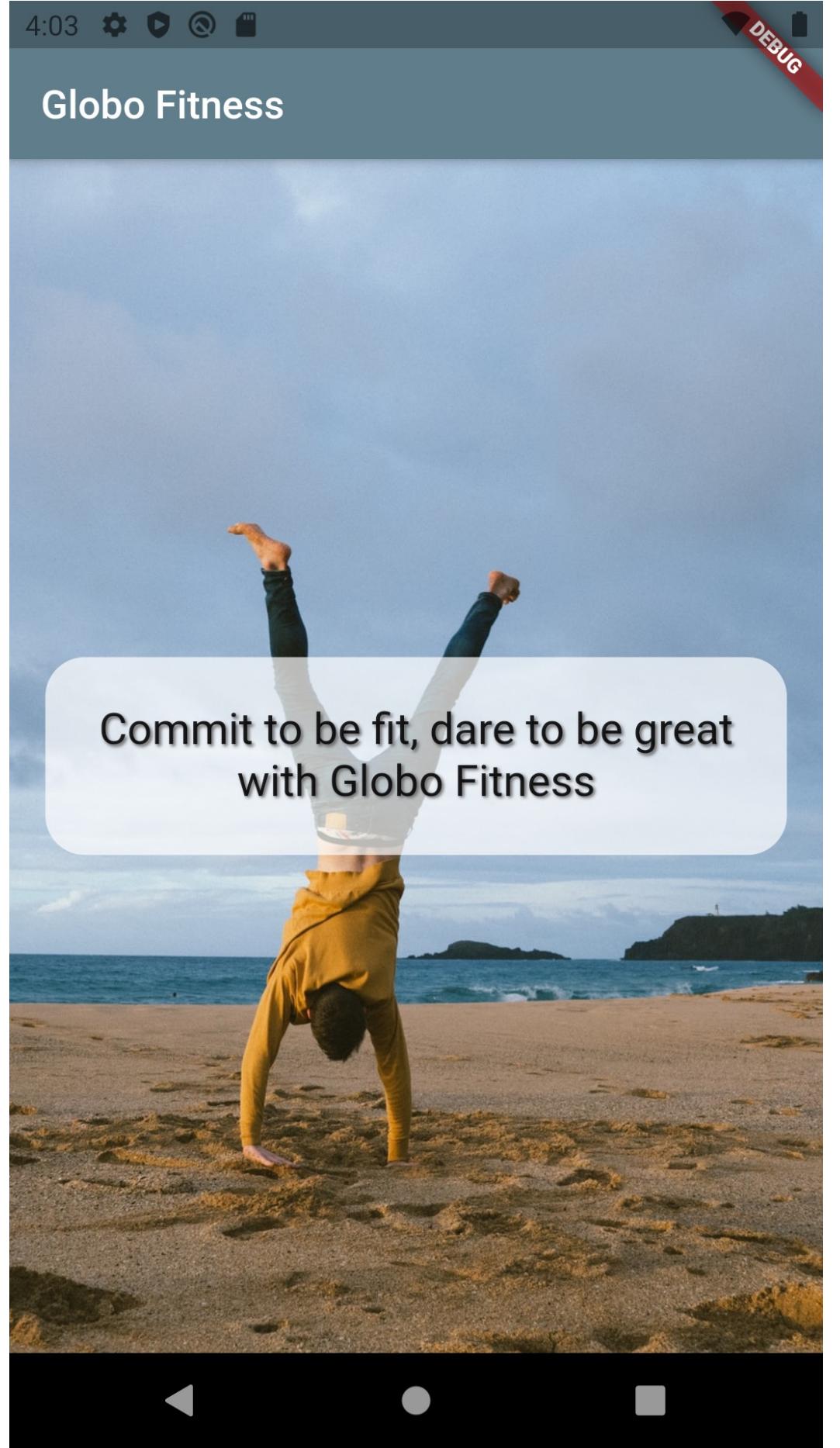
Hello World!

Globomantics Fitness Info Screen

Flutter Tools:

- Hot Reload
- Debug Tools
- Shortcuts





Flutter Widgets

- **Scaffold**
- **Container**
- **Text**
- **Image**



Flutter

is Google's UI toolkit for building beautiful, natively compiled applications for mobile, web, desktop, and embedded devices from a single codebase.

<https://flutter.dev>



Why Flutter?

Code Reuse

**Fast Development
(Hot Reload)**

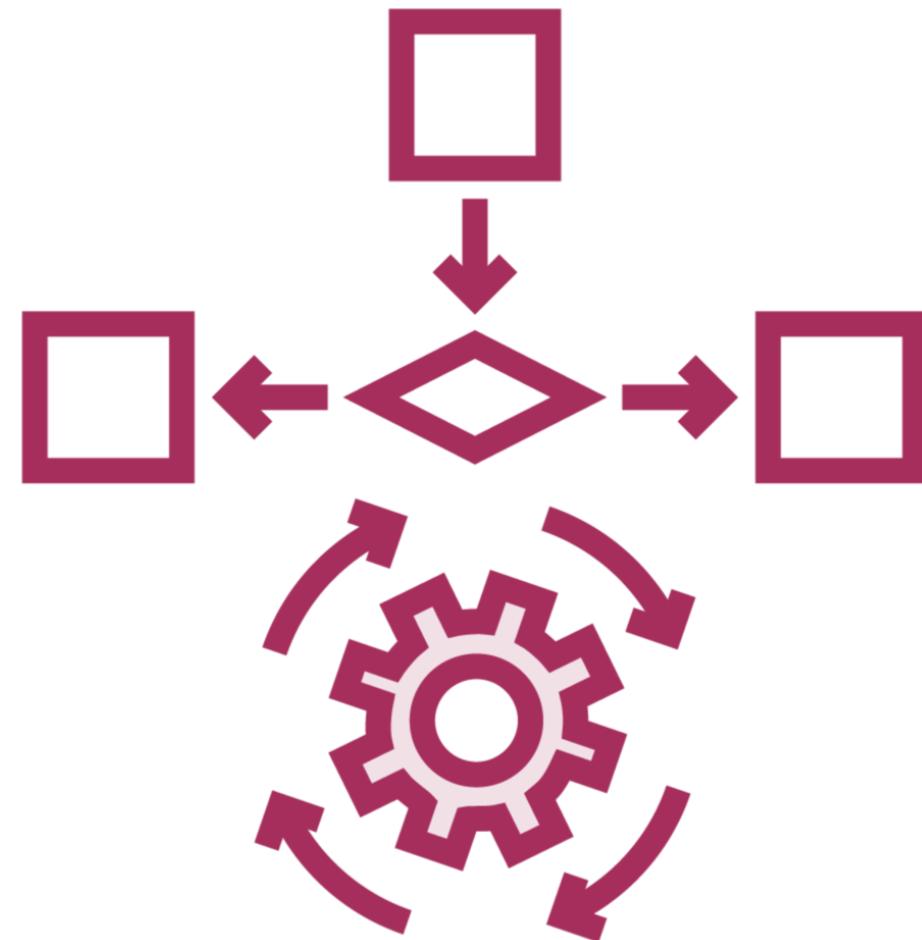
Dart

Performance

Community

Google Fuchsia





Android fully supported
MacOS required for iOS
Desktop: same target platform
Windows also allows UWP



Editor

Visual Studio Code

Android Studio / IntelliJ

emacs

Any other text editor

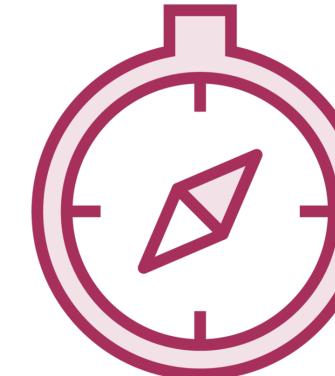


Installation Process

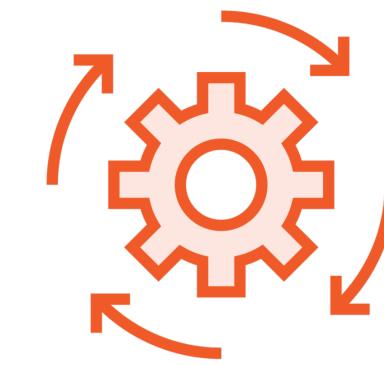
Flutter SDK



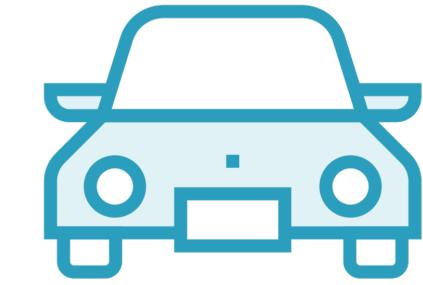
Install Editor



Setup Editor



Mobile



Flutter SDK

Windows:

- http://bit.ly/flut_install_win

Mac:

- http://bit.ly/flut_install_macos

Linux:

- http://bit.ly/flut_install_linux

Chrome OS:

- http://bit.ly/flut_install_chromeos



Editor Download

Visual Studio Code
http://bit.ly/fgs_vscode

Android Studio
http://bit.ly/fgs_as

Emacs
http://bit.ly/fgs_emacs



Editor Setup

<https://flutter.dev/docs/get-started/editor>



Mobile Virtual Devices

Emulator

http://bit.ly/fgs_emulator

Simulator

http://bit.ly/fgs_simulator



Mobile Physical Devices

iOS

http://bit.ly/fgs_ios

Android

http://bit.ly/fgs_android



Widget

Description of part of the User Interface



Widgets are Classes



Summary



Creating a new app

Basic Widgets

- MaterialApp
- Scaffold
- Container
- Text
- Center

Widget tree

Running an app

Refactoring tools

