

Flutter 2 Start

il più completo videocorso in italiano su Flutter

Fudeo

Cross platform

Fudeo

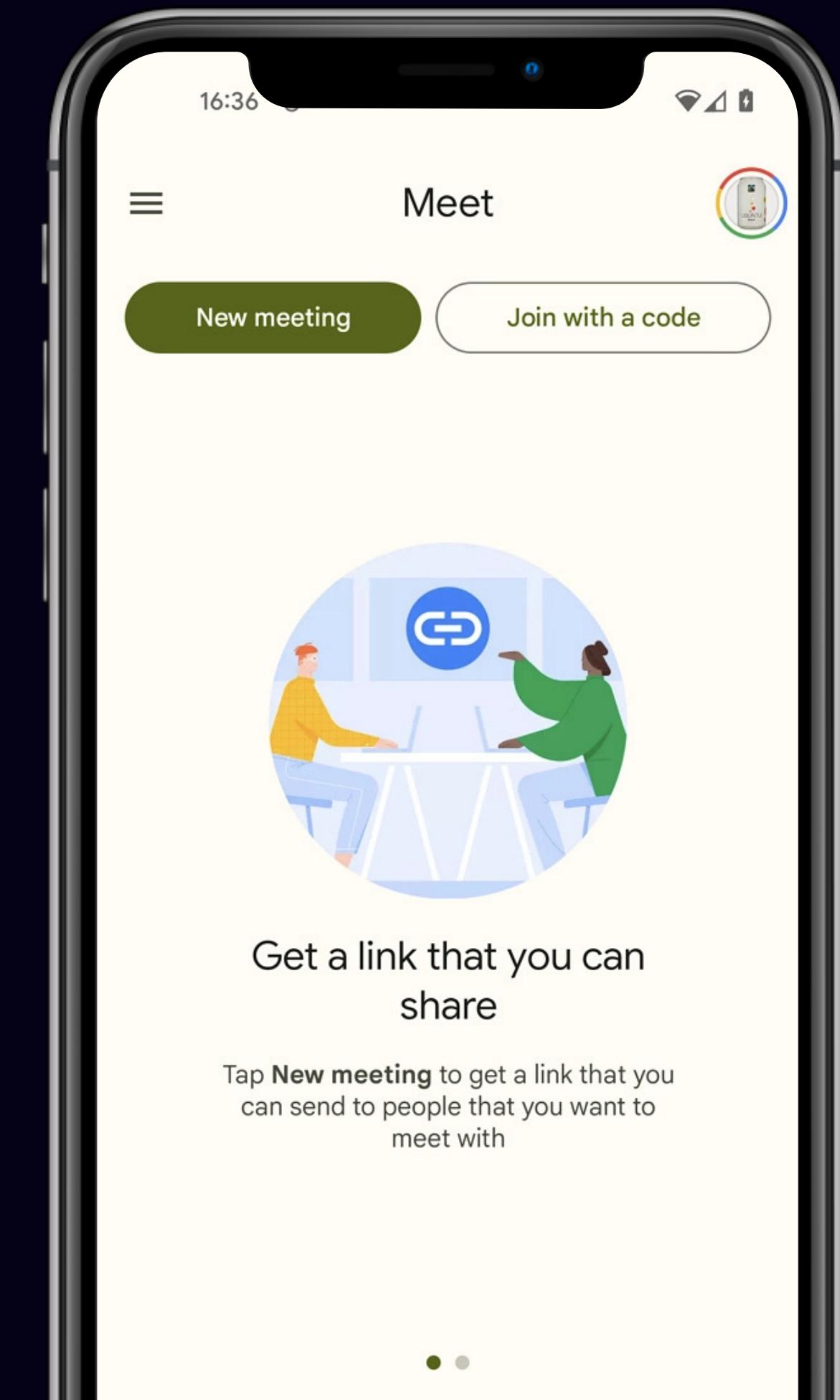
Materia You

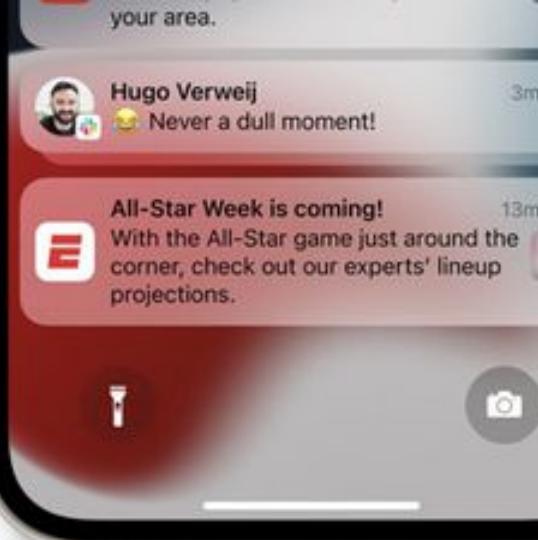
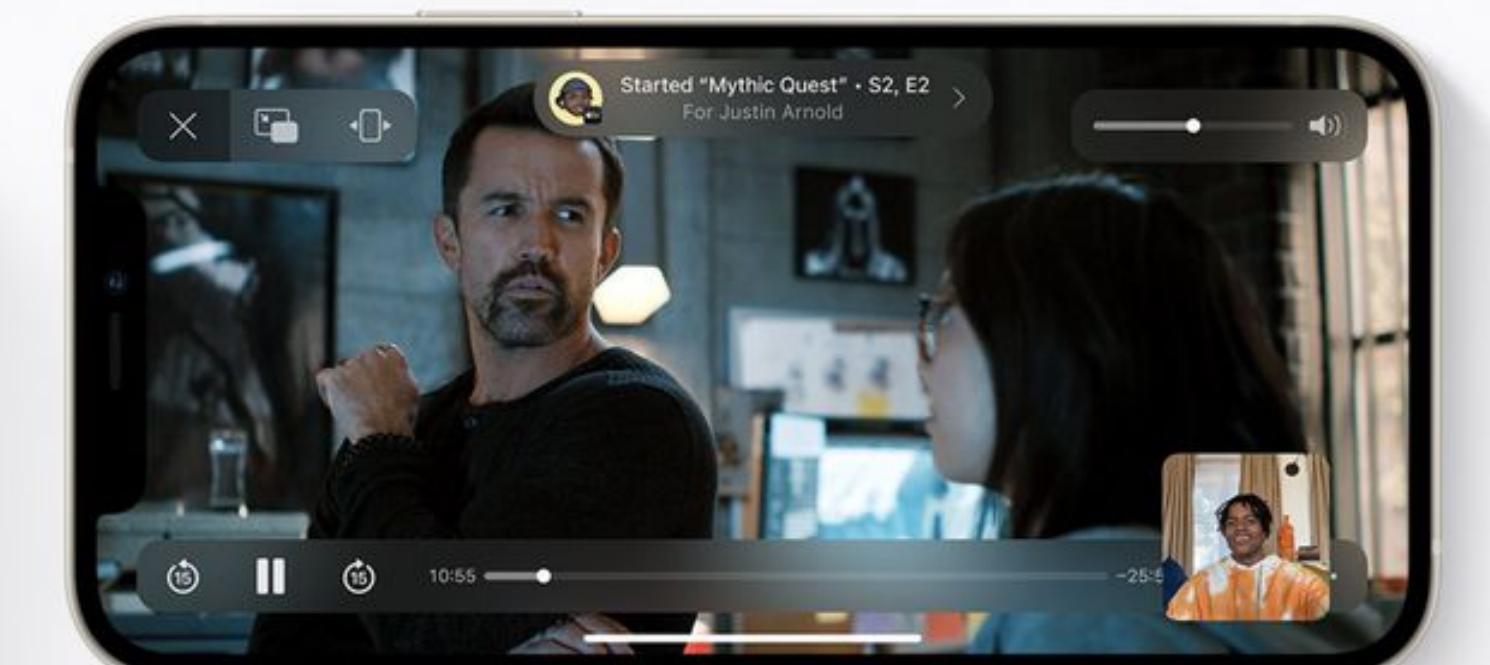
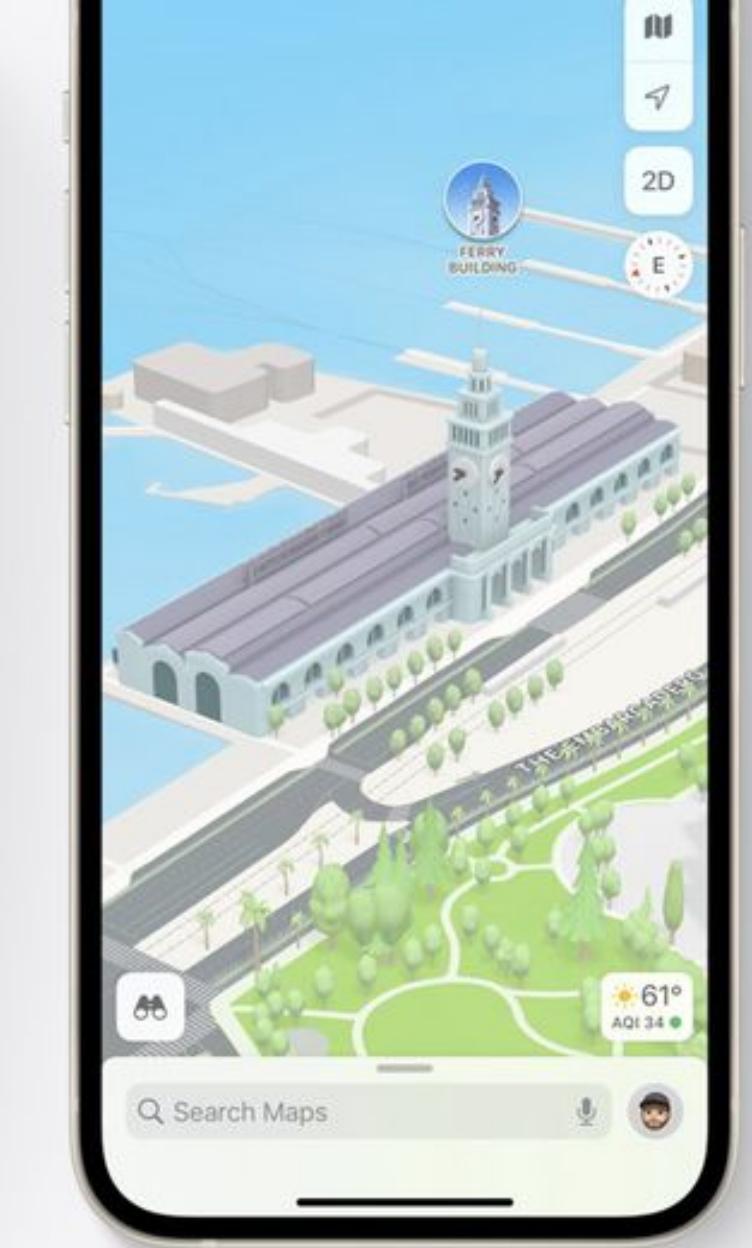
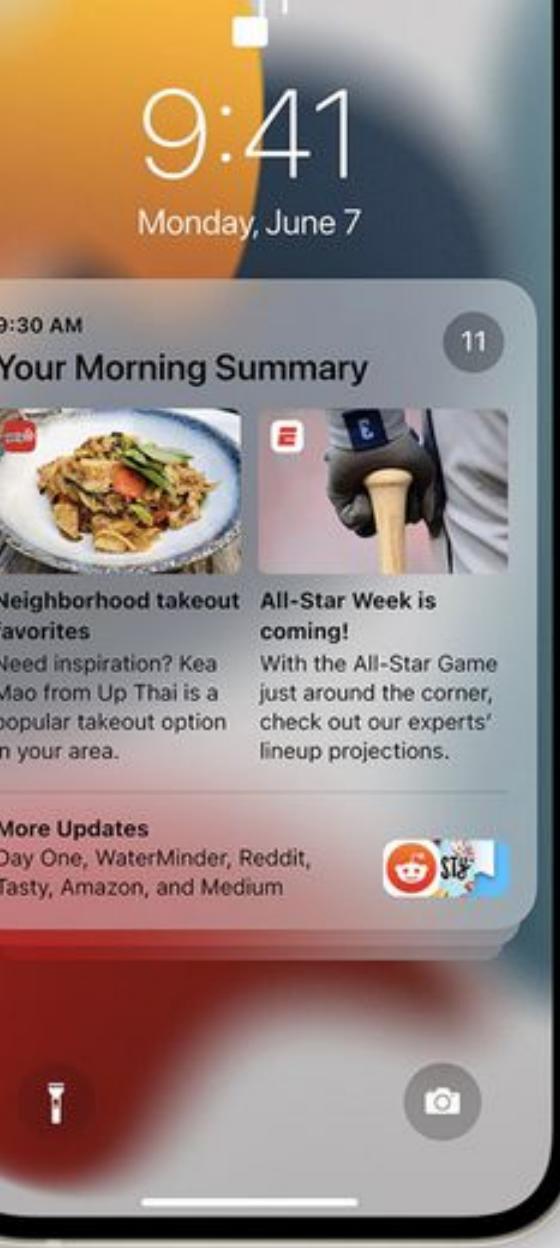


02

Android

- Compila in nativo
- Utilizza le linee guida Material You (v3)

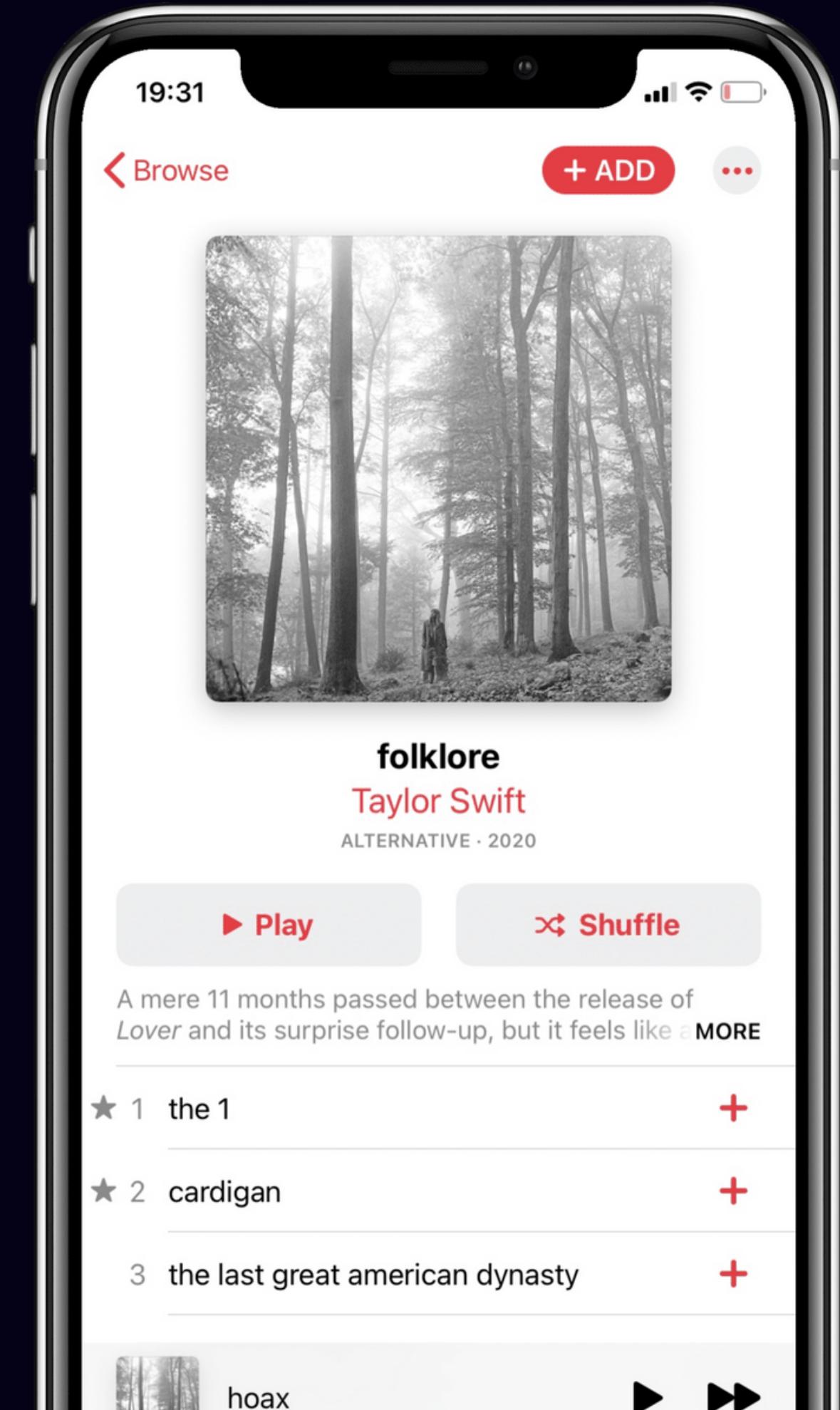




04

iOS

- Compila in nativo
- Utilizza le linee guida Cupertino



Balkan Bros. brand book

BB Agency brand book – Nov 2020

1— 2— 3— 4—

Brand framework

Who we are
Brand architecture

Voice and tone

Our voice
Best practices

Visual identity

Logo
Color
Typography
Illustration
Applications

Resources

Download
Contact details

Primary branding component
We have decided to use the wordmark
as our primary branding component
due to its simplicity and ease of use on
multiple colored backgrounds.

Alignment

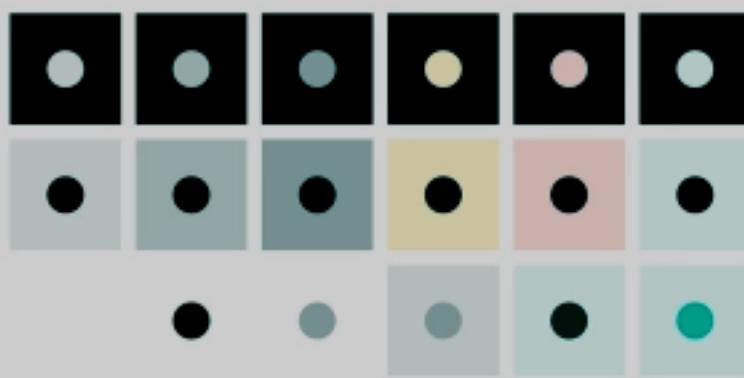
The flow of curved letterforms
combined with the precision of the x-
height depicts the well-balanced
nature of our wordmark, as well as our
work in general.

Balkan Bros.

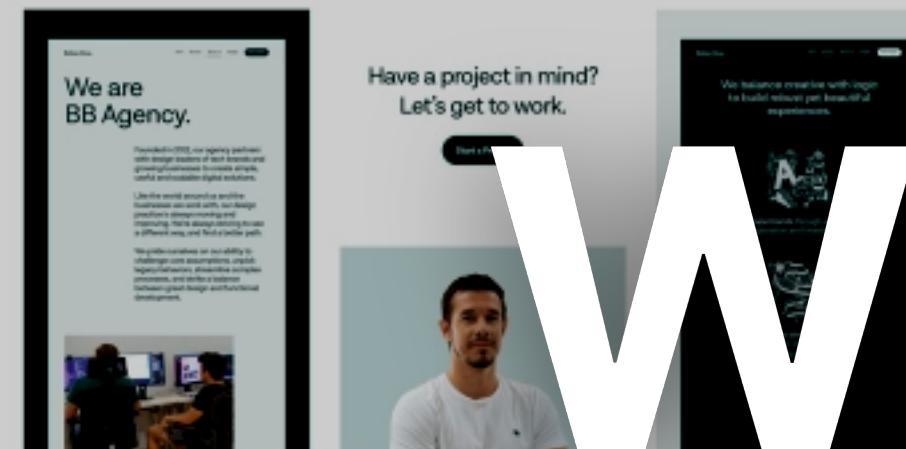
Balkan Bros.

Human
Authentic
Innovative
Exceptional

Visionary
Transparent
Nonconformist
Open-minded



Best practices



Mega headings

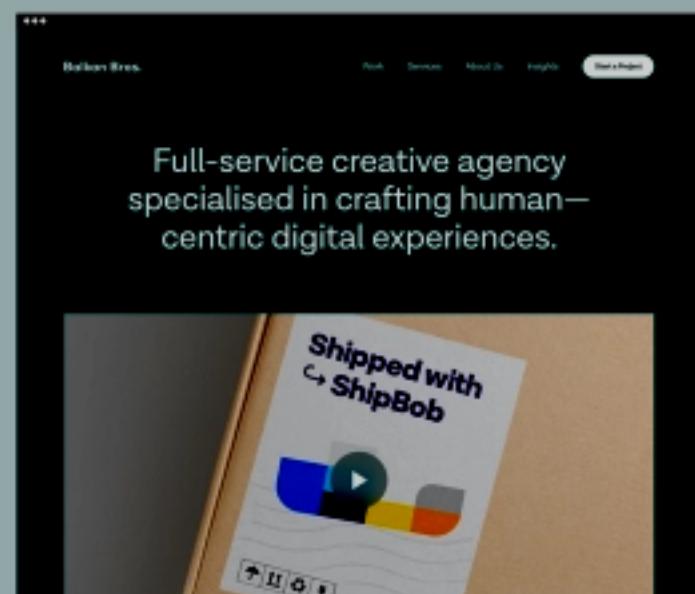
H – Jumbo
Lato Gravataque Regular
Font size – 200px
Line height – 200px
Character spacing – 8

H – Parade
Lato Gravataque Regular
Font size – 80px
Line height – 80px
Character spacing – 8

H – Grande
Lato Gravataque Regular
Font size – 40px
Line height – 40px
Character spacing – 8

Jumbo! Pumba! Grande!

Illustration



Icon

Stand-alone element
Our logo icon represents the building
blocks of collaboration. The dual-color
fragments come together into a
singular shape, forming the letter "B".
The icon is intended to be used as a
stand-alone element.



Avatars

The icon is used mostly as a social
media avatar. We didn't define strict
clear space rules, but the icon should
never feel cramped.



Illustration style



We utilize monochrome coloring
(single color) and combine it with an
asymmetric hand-drawn style.

These should be used sparingly, to
elevate the narrative of our content.

Quotes

"Finding the right agency to work with was a challenge, but we absolutely found the right one. Each person on the team is truly genuine and genuinely cared about delivering quality work. We'll no doubt be working with them again on future projects."



Hilary Kay
— CMO at Wibbitz

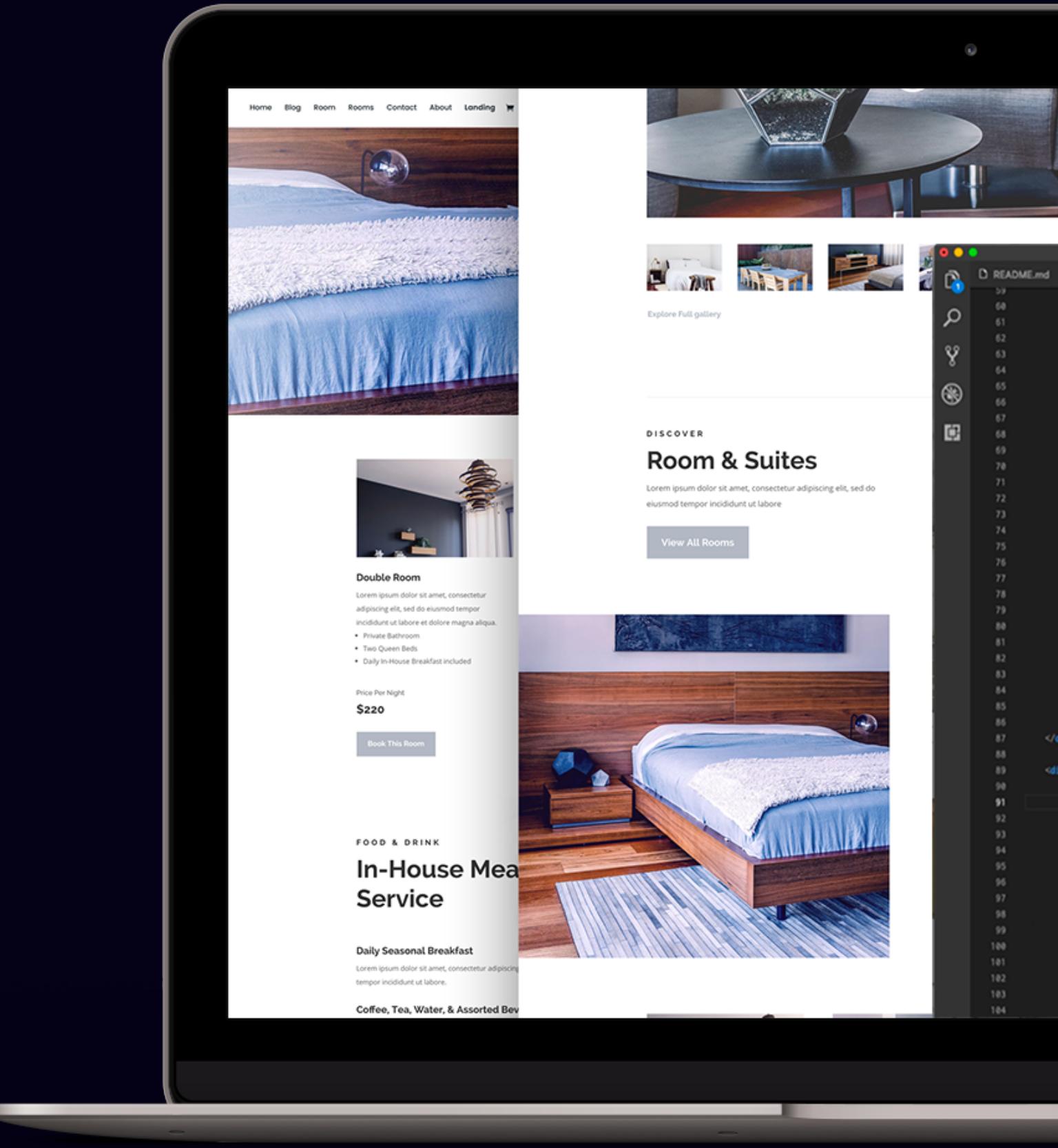
We visually separate our quotes from
headers and paragraphs with the 2px
line on the side. All our quotes require
an avatar image of the person
providing the quote.

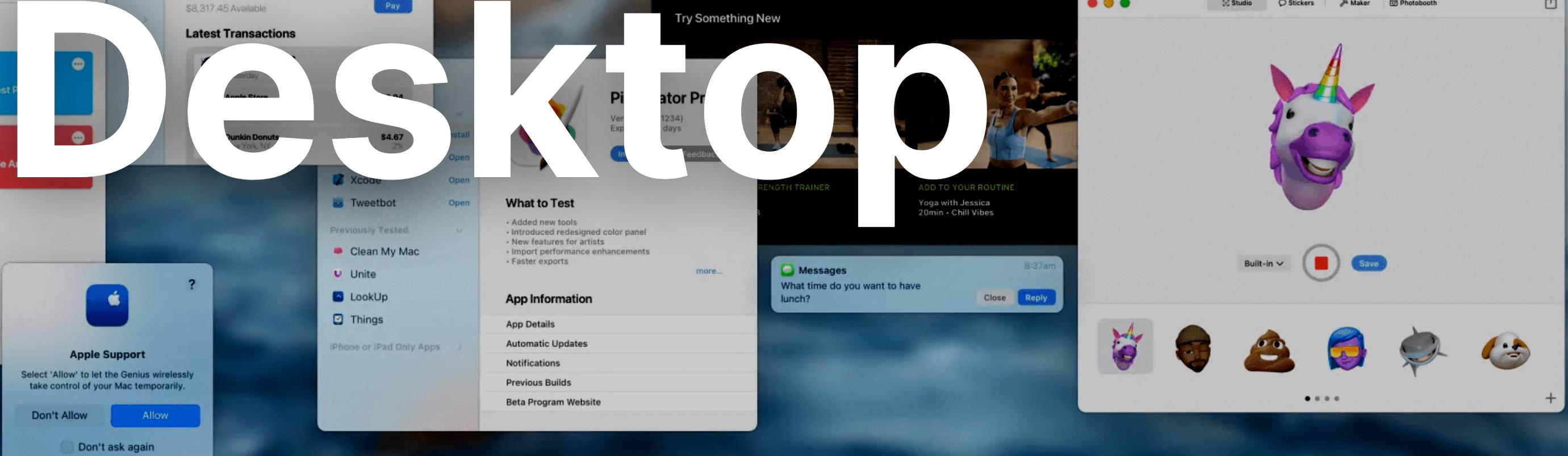
05

Web

- Compila in JavaScript e WebAssembly
- Utilizza linee guida Material You o Cupertino
 - Non esistono linee guida nel mondo Web

— Marzo 2021 (stable)





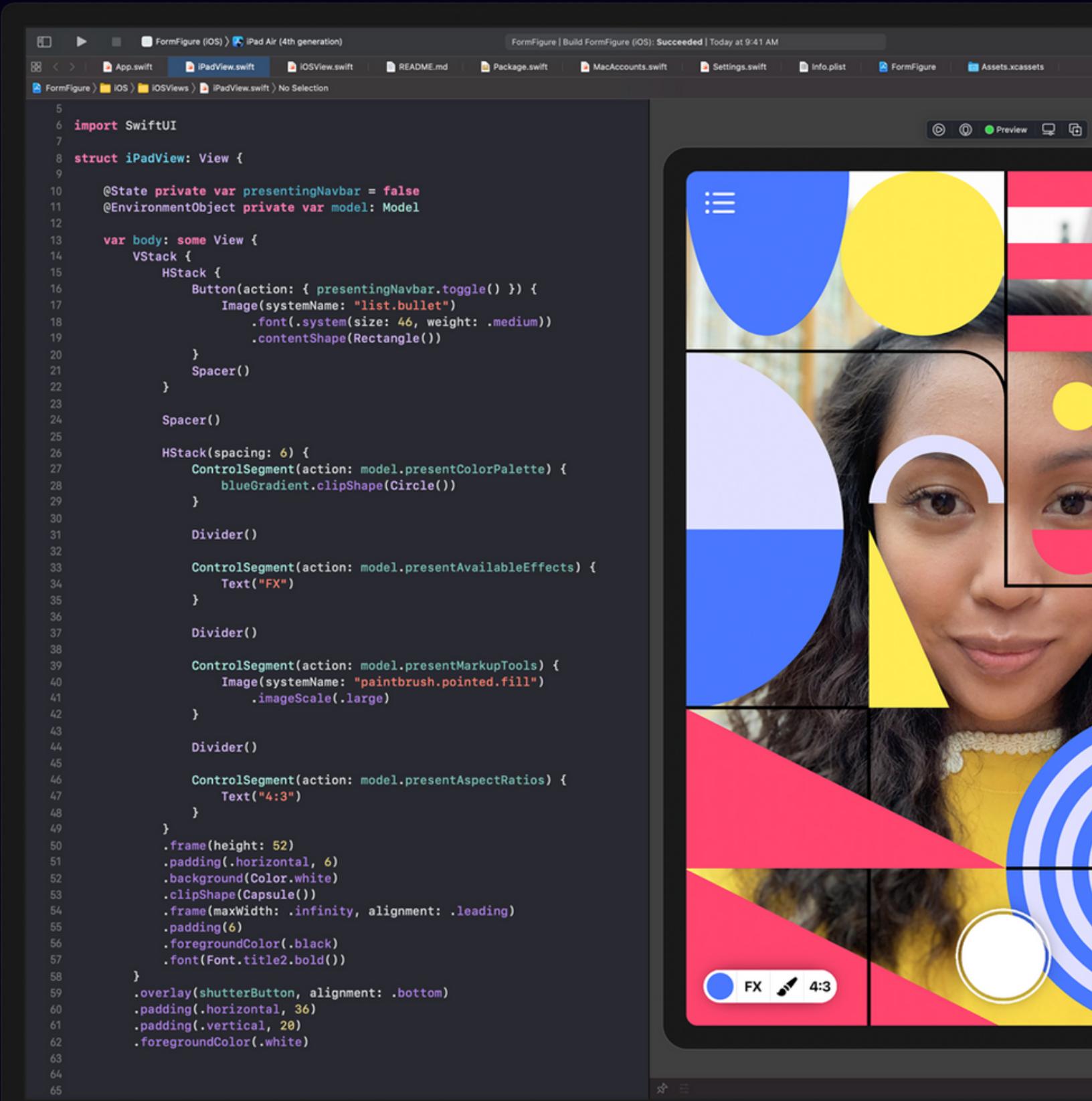
Desktop

06

Desktop

- Compila in nativo
- Utilizza linee guida
 - Material You
 - Cupertino
 - Fluent UI (Windows)
 - Yaru (Ubuntu)

— Marzo 2021 (beta)



The screenshot shows the Xcode IDE with a SwiftUI project named "FormFigure". The main window displays the "iPadView.swift" file, which contains the following Swift code:

```
5 import SwiftUI
6
7 struct iPadView: View {
8
9     @State private var presentingNavbar = false
10    @EnvironmentObject private var model: Model
11
12    var body: some View {
13        VStack {
14            HStack {
15                Button(action: { presentingNavbar.toggle() }) {
16                    Image(systemName: "list.bullet")
17                        .font(.system(size: 46, weight: .medium))
18                        .contentShape(Rectangle())
19                }
20                Spacer()
21            }
22            Spacer()
23
24            HStack(spacing: 6) {
25                ControlSegment(action: model.presentColorPalette) {
26                    blueGradient.clipShape(Circle())
27                }
28
29                Divider()
30
31                ControlSegment(action: model.presentAvailableEffects) {
32                    Text("FX")
33                }
34
35                Divider()
36
37                ControlSegment(action: model.presentMarkupTools) {
38                    Image(systemName: "paintbrush.pointed.fill")
39                        .imageScale(.large)
40                }
41
42                Divider()
43
44                ControlSegment(action: model.presentAspectRatios) {
45                    Text("4:3")
46                }
47
48            }
49            .frame(height: 52)
50            .padding(.horizontal, 6)
51            .background(Color.white)
52            .clipShape(Capsule())
53            .frame(maxWidth: .infinity, alignment: .leading)
54            .padding(6)
55            .foregroundColor(.black)
56            .font(Font.title2.bold())
57        }
58        .overlay(shutterButton, alignment: .bottom)
59        .padding(.horizontal, 36)
60        .padding(.vertical, 20)
61        .foregroundColor(.white)
62    }
63
64
65}
```

To the right of the code editor, a preview window shows a woman's face with various geometric shapes (blue, yellow, red, white) overlaid, representing the user interface design.

07

Nato nel 2017

08

Versione 2 nel 2021

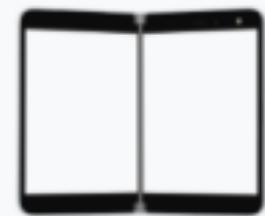
Stable web support



Sound null safety in Dart

>150,000

Flutter Apps



Microsoft contributing
foldable device support



iRobot Root robots
using Flutter



Google Mobile Ads SDK
for Flutter



Toyota infotainment systems
powered by Flutter



New installer built with Flutter



Desktop early release



Firebase plugins for Flutter

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Fudeo

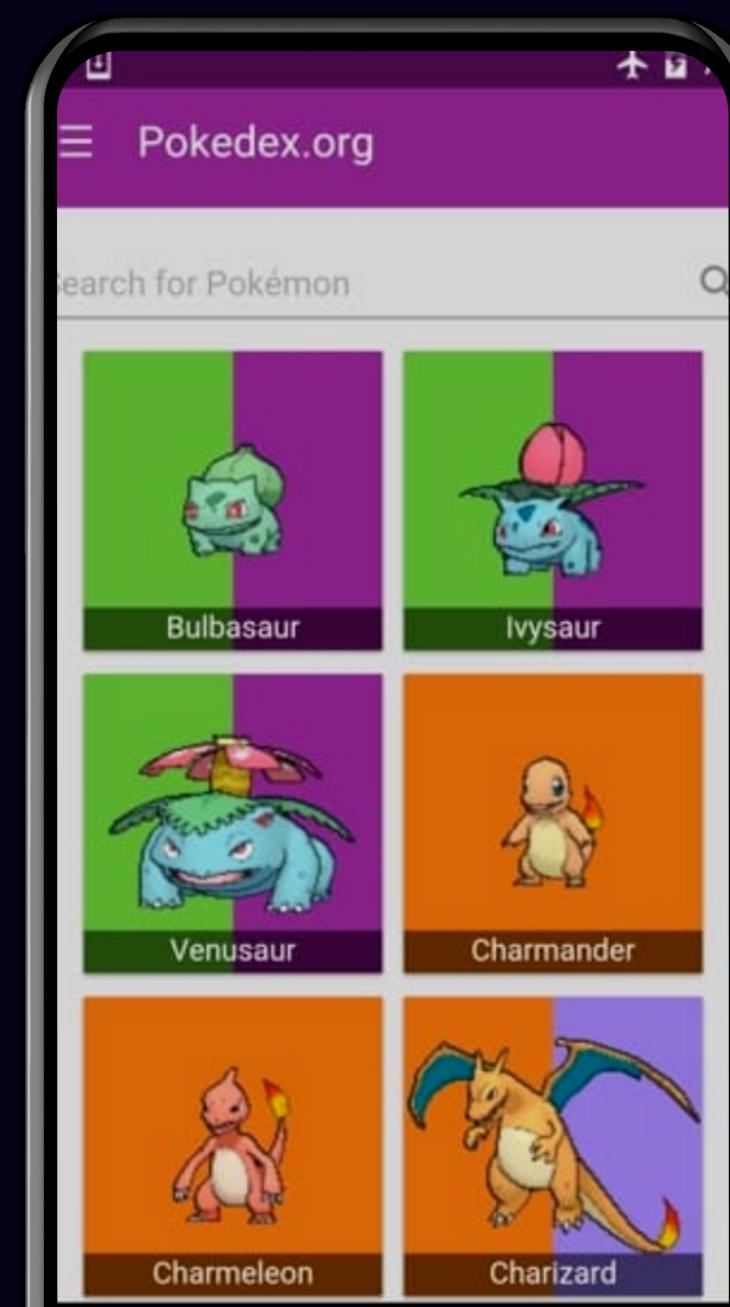
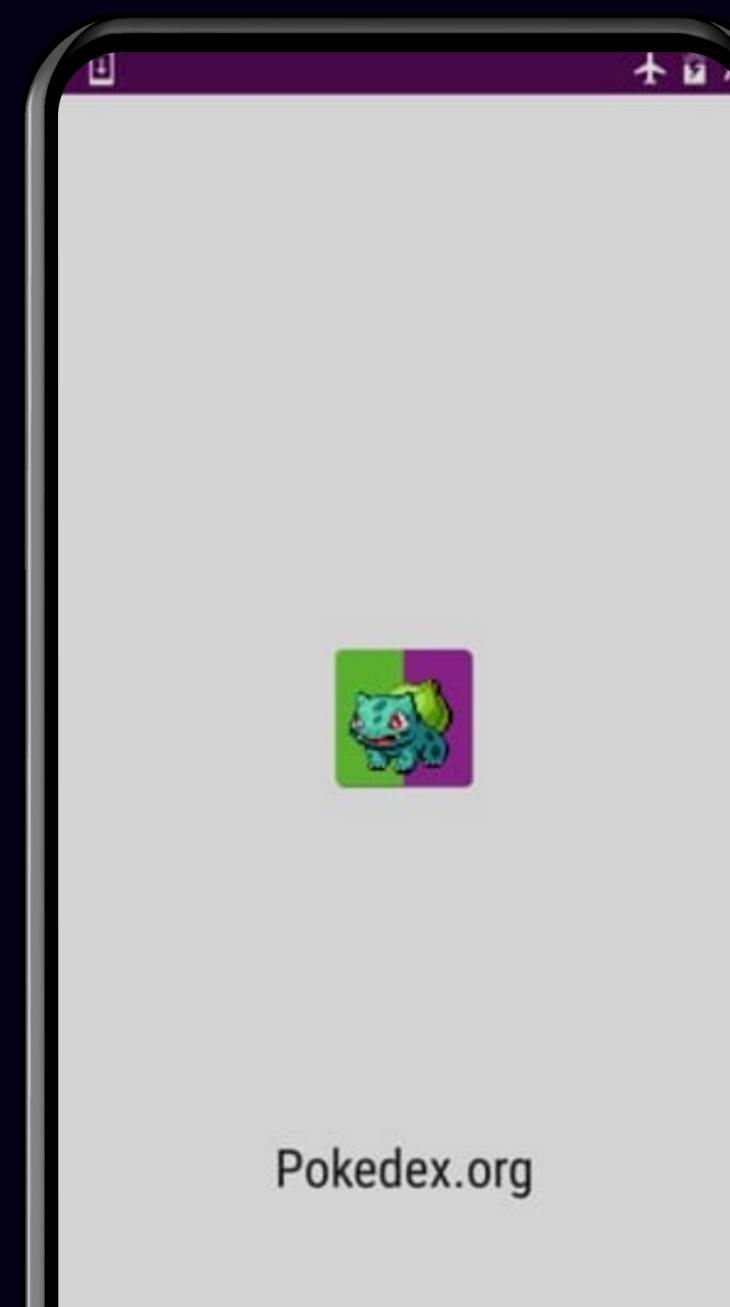
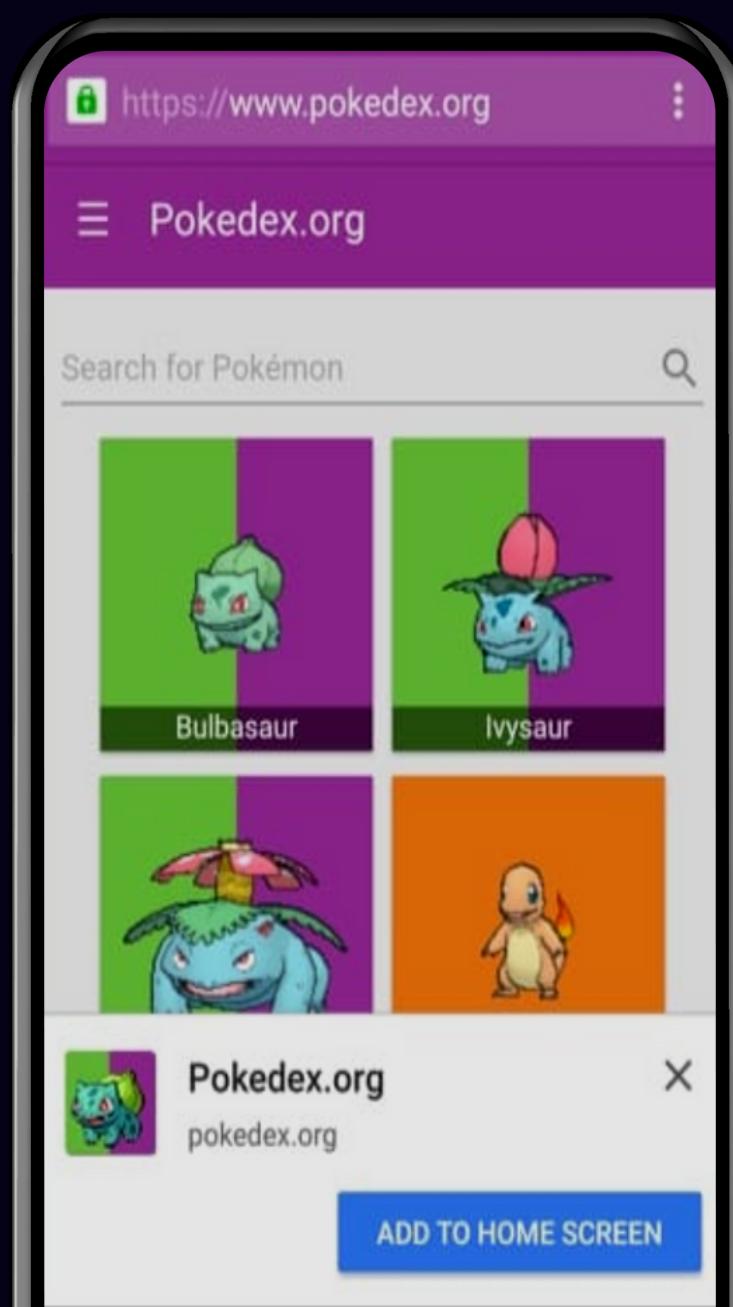
Competitor

Fudeo

02

Progressive Web App

03



04

Progressive Web App

- Unico progetto, unico codice
- Utilizzo di JavaScript
 - Dinamico (TypeScript)
 - NPM
 - Interpretato e non compilato
- Molto difficile ottenere un look&feel e performance da app nativa
- Non hanno accesso a tutte le API native (es: NFC, Contatti)
- Ammesse su Play Store / non ammesse su Apple Store

05

Ionic

06

Ionic

- Unico progetto, unico codice
- Utilizzo di JavaScript
 - Dinamico (TypeScript)
 - NPM
 - Interpretato e non compilato
- Più facile ottenere look&feel da app nativa, performance basse
- Ammesse sugli Store



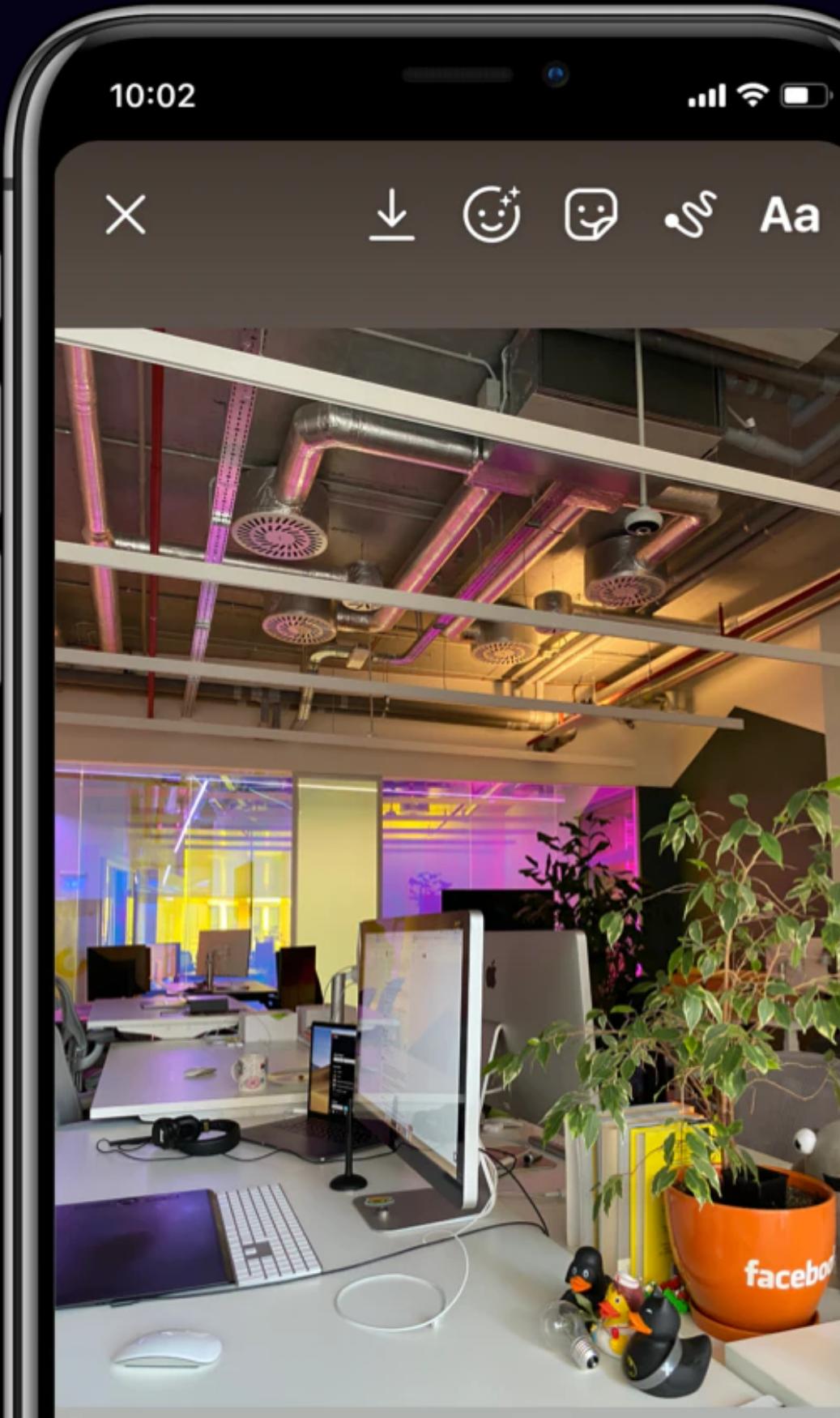
07

React Native (e Xamarin)

08

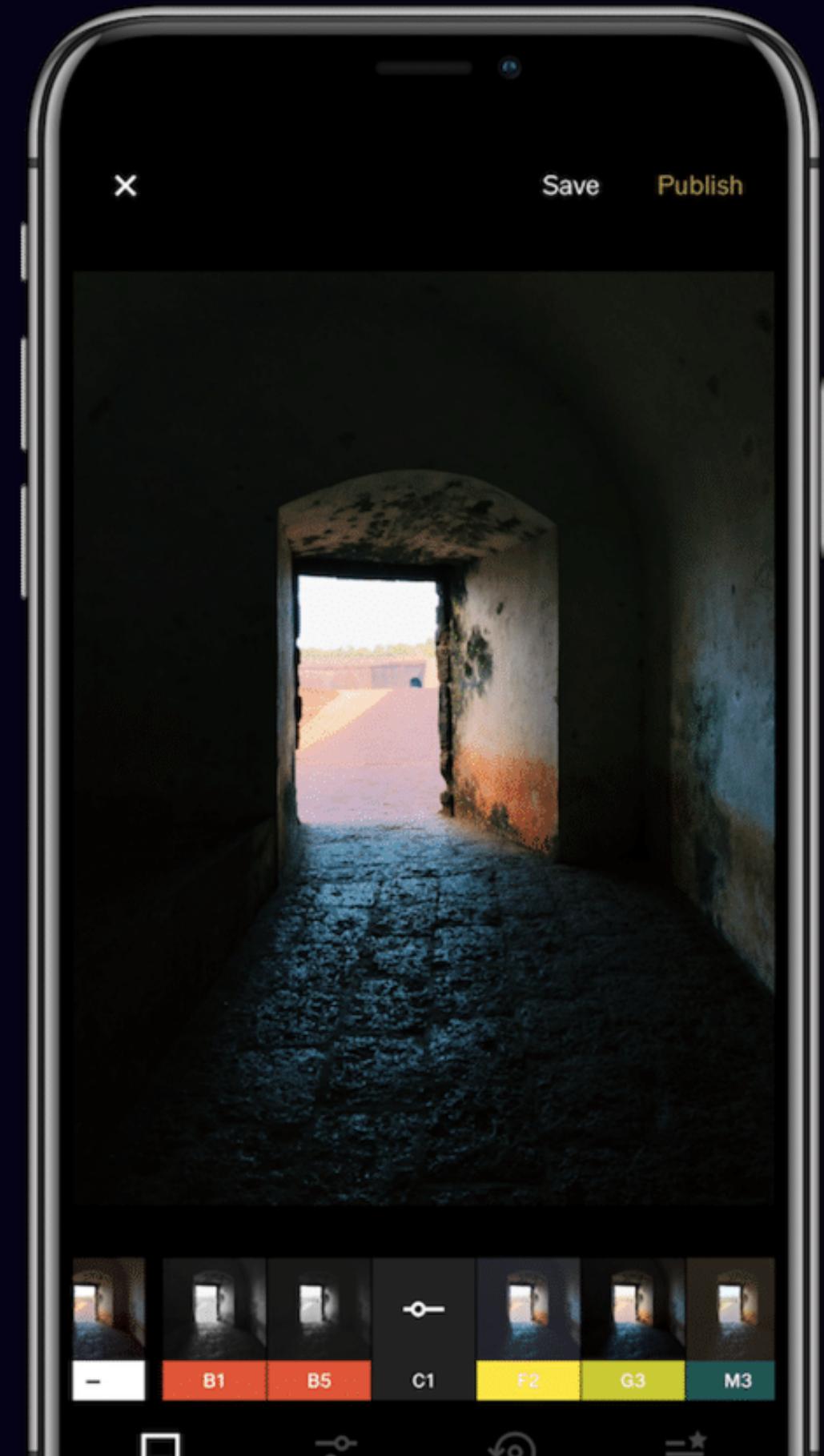
React Native

- Unico progetto, unico codice
- Utilizzo di JavaScript
 - Dinamico (TypeScript)
 - NPM
 - Compilato
- Più facile ottenere look&feel da app nativa, performance alte
- Ammesse sugli Store



Nativo

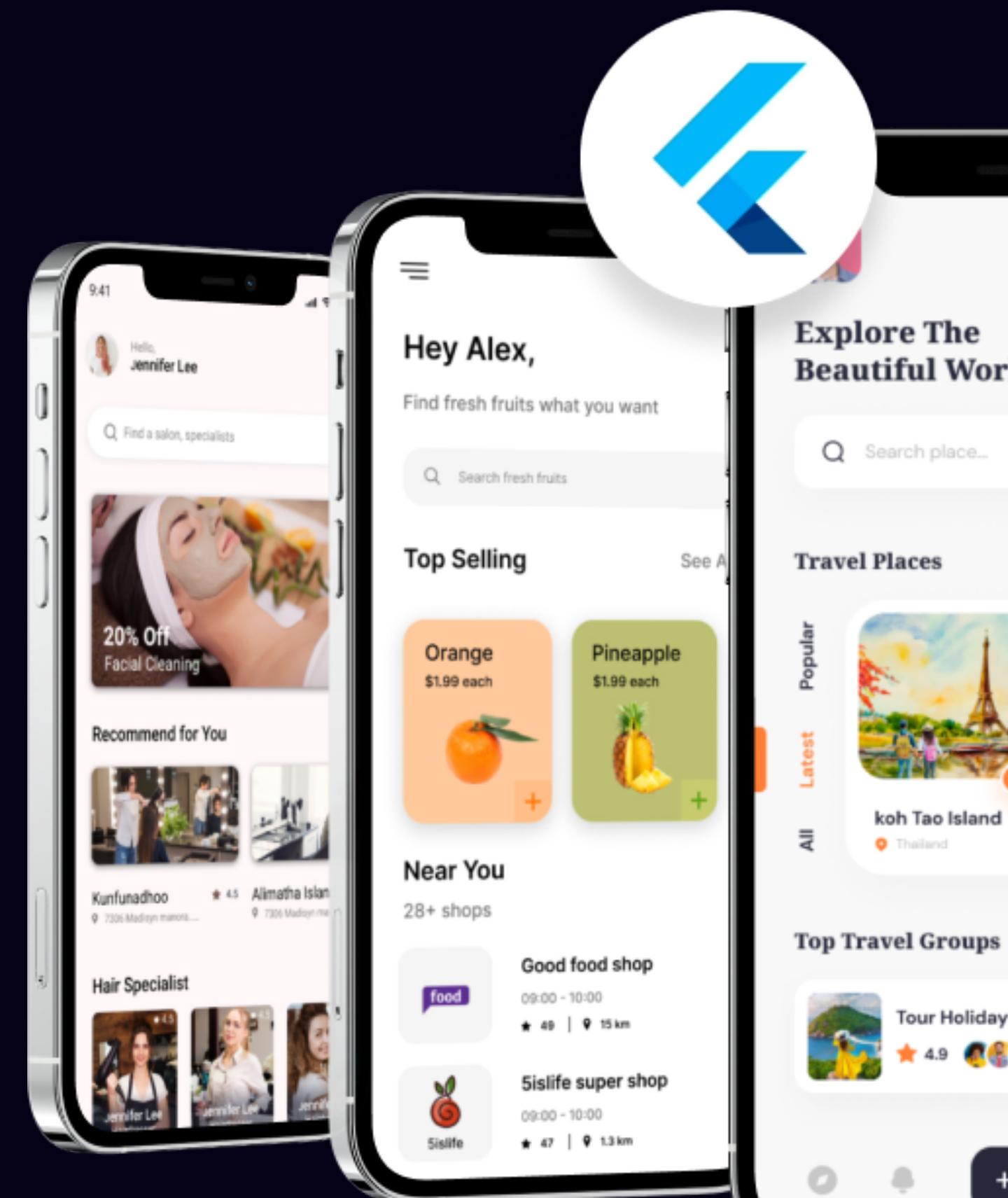
- Due progetti, due codici
- Utilizzo di Java (Kotlin) e Swift (Objective-C)
 - Statico
 - Compilato
- Look di default app nativa, performance alte
- Ammesse sugli Store



10

Flutter

- Unico progetto, unico codice
- Utilizzo di Dart
 - Statico
 - Compilato
 - pub.dev
- Più facile ottenere look&feel da app nativa, performance alte
- Ammesse sugli Store



Flutter 2 Start

il più completo videocorso in italiano su Flutter

Fudeo

Come funziona

02

SKIA

- Motore grafico Chrome e Firefox
- Open Source
- Ottimizzato nel corso di anni
- Scritto in C/C++
- Leggero e veloce

03

JIT e AOT

04

Just In Time

- Tipico dei linguaggi interpretati (Python, JavaScript, PHP)
- Ottimo per Hot Reload
- Pessimo per performance
- Presente dalla 1° versione di Dart: 2011
- Usato durante lo sviluppo

Just In Time

- Tipico dei linguaggi interpretati (Python, JavaScript, PHP)
- Ottimo per Hot Reload
- Pessimo per performance
- Presente dalla 1° versione di Dart: 2011
- Usato durante lo sviluppo

Ahead Of Time

- Tipico dei linguaggi compilati (C, C++, C#)
- Pessimo per Hot Reload
- Ottimo per performance
- Presente dalla 2° versione di Dart: 2018
- Usato durante la compilazione per pubblicare sugli Store

05

Ahead Of Time

- Tipico dei linguaggi compilati (C, C++, C#)
- Pessimo per Hot Reload
- Ottimo per performance
- Presente dalla 2° versione di Dart: 2018
- Usato durante la compilazione per pubblicare sugli Store

06

Framework

Framework vs Libreria

Una **libreria** esegue operazioni specifiche e ben definite all'interno di un'applicazione.

Un **framework** è uno scheletro per creare applicazioni.

08

Framework vs Libreria

Framework

Libreria

HTTP

Libreria

SQLLite

Libreria

Hash

Flutter

09

Framework: 3 livelli

10

Livello 1: App & Dart

- Librerie Material & Cupertino
- Componenti
- Animazioni
- Gestures

Livello 2: Engine

- Engine di rendering
- Dart runtime
- Scheduler dei frame
- Canali di comunicazione con codice nativo

Livello 3: Nativo

- Plugin nativi
- Gestione thread
- App packaging

13

Dart

Ad oggetti + funzionale

15

Inventato da Google

16

Versione 1: 2011

- Dinamico (senza tipi)
- Rimpiazzo di JavaScript
- Compilatore JIT

Versione 2: 2018

- Statico (con tipi)
- Usato principalmente nel framework Flutter
- Compilatore AOT (ed hanno mantenuto JIT)

Flutter 2 Start

il più completo videocorso in italiano su Flutter

Fudeo

Argomenti

02

Come creare un progetto

03

Com'è strutturata un'app

04

Cambiamenti di stato

Differenza tra StatelessWidget e StatefulWidget per gestire cambiamenti di stato nell'app a seguito di interazioni con l'utente

05

Componenti principali

06

Componenti custom

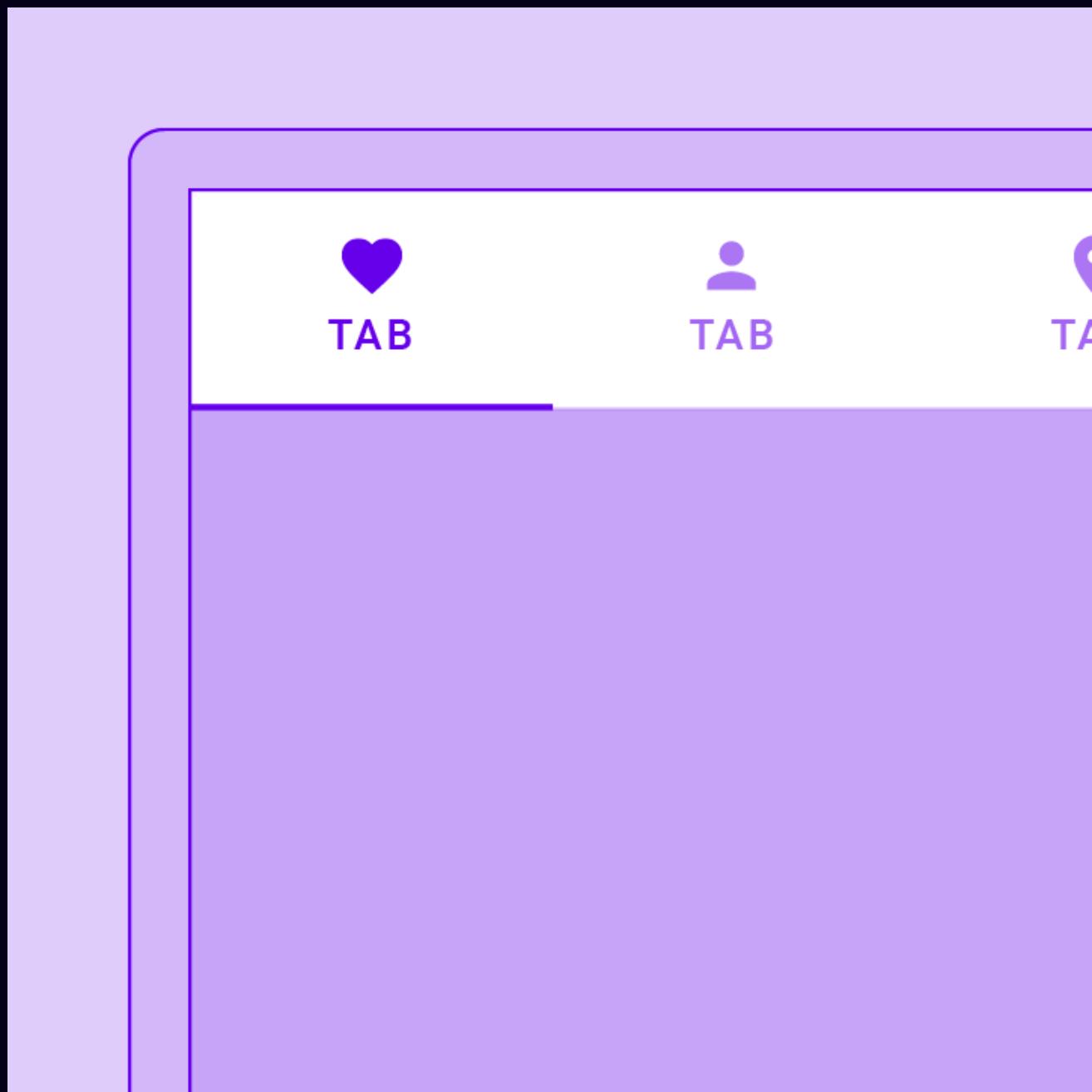
07

Liste e griglie

-  Attractions
-  Dining
-  Education
-  Health
-  Family
-  Office

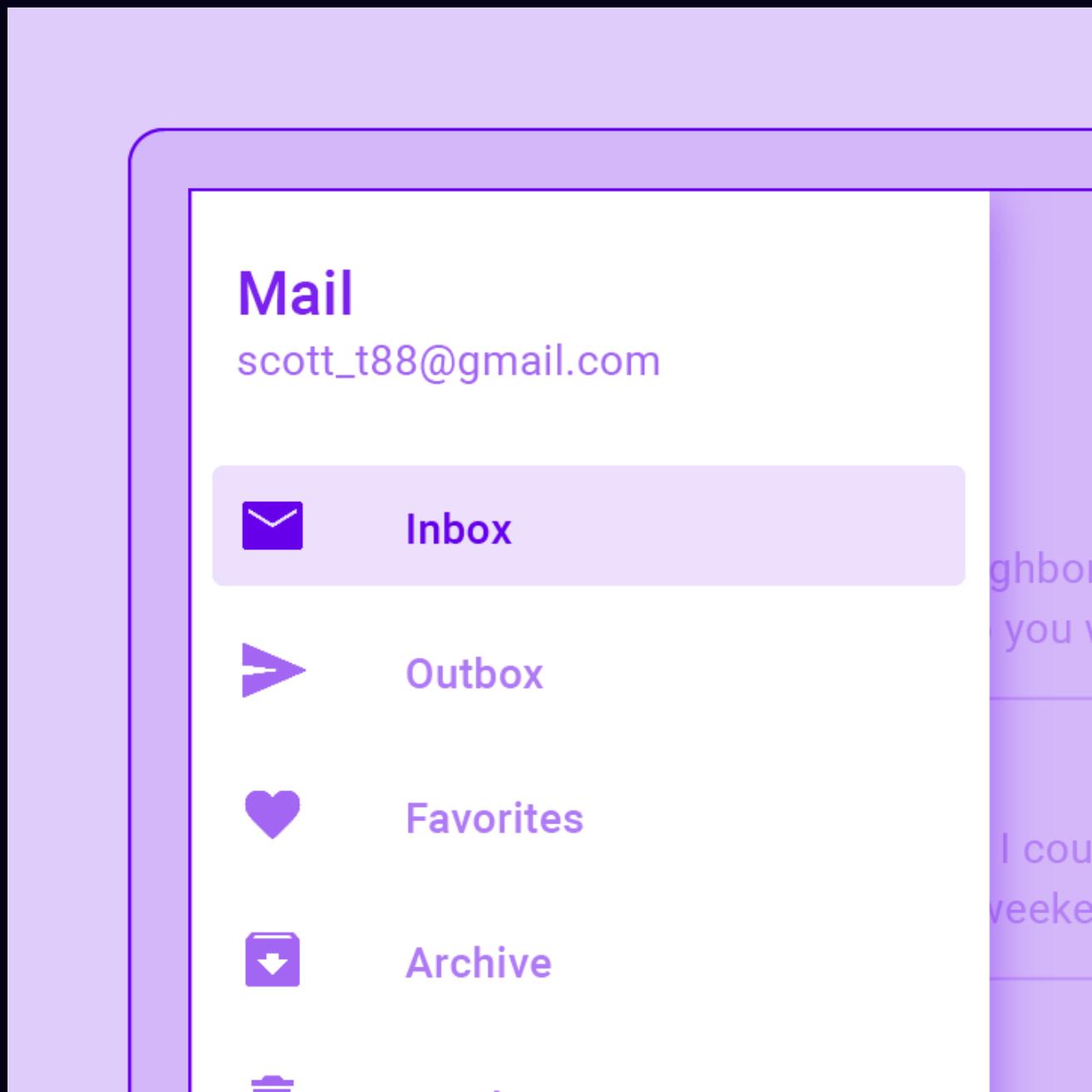
08

Tabs



09

Drawer



10

Form

- TextField
- CheckBox
- RadioBox
- Switch
- Slider

The image shows a user interface for a form. It consists of five horizontal input fields, each preceded by a small icon. From top to bottom:

- A purple rectangular field containing the placeholder text "Name". To its left is a purple person icon.
- A purple rectangular field containing the placeholder text "Phone". To its left is a purple telephone icon.
- A purple rectangular field containing the placeholder text "Area". To its left is a purple location pin icon. To its right is a small downward-pointing arrow.
- A purple rectangular field containing the placeholder text "Address". To its left is a purple location pin icon.
- A purple rectangular field containing the placeholder text "City".

The entire form is set against a dark background.

Librerie esterne

12

HTTP & JSON

Progetti

14

7 Progetti

15

Da zero ad app completa

16

38 codici sorgente

Supporto

18

Insegnanti

19

Community