

1주차 App Front 강의 정리

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Variables

변수

01

01 Variables

변수의 선언

```
var name = 'GDSC';  
String name2 = 'App Front';  
  
name = 2; //불가능  
name2 = 'Server'; //가능
```

01 Variables

변수의 선언

```
var name = 'GDSC';  
String name2 = 'App Front';  
  
name = 2; //불가능  
name2 = 'Server'; //가능
```

```
dynamic name;  
  
name = 1;  
name = 'GDSC';
```

01 Variables

Nullable Variables

```
String? name;  
print(name?.length);  
name = 'nico';  
print(name?.length);
```

01 Variables

Nullable Variable

```
String? name;  
print(name?.length);    Null  
name = 'nico';  
print(name?.length);    4
```

01 Variables

Final 과 Const

```
final name = 'GDSC';  
// 불가능!  
name = 'GDG'; //불가능
```

```
const API_KEY = 'eyzdfst2';
```


01 Variables

Late Variable

```
late final String name; //이러면 한 번만 값을 넣을 수 있는 변수를 생성  
name = 'GDSC';
```

Data Types

데이터 타입

02

02 Data Types

Basic Data Types

```
String name = "GDSC"; //문자열  
bool alive = true; //true or false  
int age = 12; //정수  
double money = 69.99; //실수형  
num x = 1.1; //모든 숫자형 변수를 표현 가능!!
```

02 Data Types

List

```
var numbers = [1,2,3,4];  
List<int> numbers = [1,2,3,4];  
  
numbers.add(1);  
numbers.first; //List의 첫번째 값  
numbers.last; //List의 마지막 값
```

Set

```
List<Int> numbers1 = [1,2,2,3,4];  
Set<Int> numbers2 = {1,2,3,4};
```

Map

```
var player = {  
    'name': 'NaZe',  
    'xp': 19.99,  
    'superpower': false  
};  
  
Map<int, bool> player2 = {  
    1: true,  
    2: false,  
    3, true  
};  
  
Map<List<int>, bool> player3 = {  
    [1,2]: true,  
    [3,4,5]: false,  
};
```

02 Data Types

List

```
var numbers = [1,2,3,4];  
List<int> numbers = [1,2,3,4];  
  
numbers.add(1);  
numbers.first; //List의 첫번째 값  
numbers.last; //List의 마지막 값
```

Numbers = [1,2,3,4,1]

첫번째 값 = 1

마지막 값 = 1

Set

```
List<Int> numbers1 = [1,2,2,3,4];  
Set<Int> numbers2 = {1,2,3,4};
```

Map

```
var player = {  
    'name': 'NaZe',  
    'xp': 19.99,  
    'superpower': false  
};  
  
Map<int, bool> player2 = {  
    1: true,  
    2: false,  
    3, true  
};  
  
Map<List<int>, bool> player3 = {  
    [1,2]: true,  
    [3,4,5]: false,  
};
```

02 Data Types

String Interpolation

```
var name = "NaZe";  
var age = 22;  
var greeting = 'Hello everyone, my name is $name, nice to meet you! and I'm ${age+2}'
```

02 Data Types

Collection if 와 collection for

```
var giveMeFive = true
var numbers = [
    1,
    2,
    3,
    4,
    if(giveMeFive) 5 //giveMeFive 가 true 이면 5가 List 에 추가됨!
]
```

```
var oldFriends = ['nico', 'lynn']
var newFriends = [
    'lewis',
    'ralph',
    'darren',
    for(var friend in oldFriends) "♥ $friend" //for문이 돌아가면서 collection에 값을 추가!
]
```



02 Data Types

Collection if 와 collection for

```
var oldFriends = ['nico', 'lynn']  
var newFriends = [  
    'lewis',  
    'ralph',  
    'darren',  
    for(var friend in oldFriends) if (friend == 'nico') "♥ $friend"  
]
```

```
[lewis, ralph, darren, ♥ nico]
```



Function

함수

03

03 Function

Defining a function

```
void sayHello(String name) {  
    print("Hello $name nice to meet you");  
}  
  
String sayHello(String name) {  
    return ("Hello $name nice to meet you");  
}  
  
num plus(num a, num b) => a+b;
```

03 Function

Defining a function

```
void sayHello(String name) {  
    print("Hello $name nice to meet you");  
}  
  
String sayHello(String name) {  
    return ("Hello $name nice to meet you");  
}  
  
num plus(num a, num b) => a+b;
```

03 Function

Named Parameters

```
String sayHello({String name = 'anon', int age = 99, String country = 'wakanda'}) {  
    return "Hello $name, you are $age, you're from $country"  
}  
  
String sayHello2({  
    required String name,  
    required int age,  
    required String country}  
) {  
    return "Hello $name, you are $age, you're from $country"  
}  
  
void main() {  
    print(sayHello(  
        age: 12,  
        country: 'cuba',  
        name: 'nico'  
    ));  
}
```

끝!!