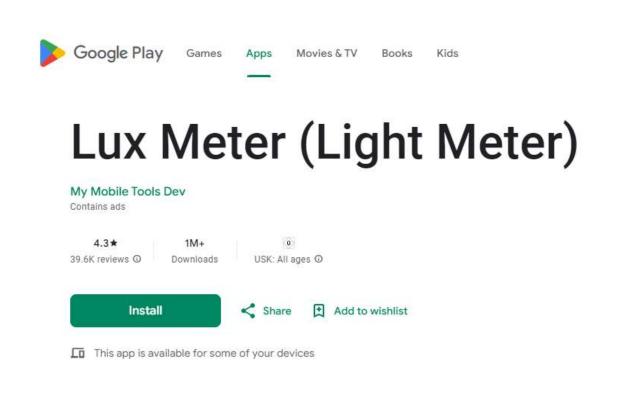


Using external packages in your app

- Know how to integrate external packages into your project
- Understand the description of external packages on <u>pub.dev</u>
- Be aware that external packages might have licenses
- Use a radial gauge from SyncFusion to visualize lux values
- Learn how to upgrade the Flutter version installed on your PC



Sample light meter on Google Play

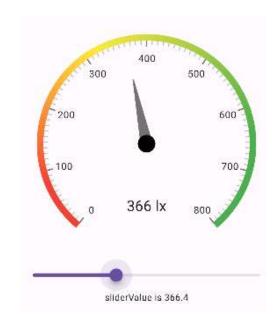






Our first goal: create the upper part







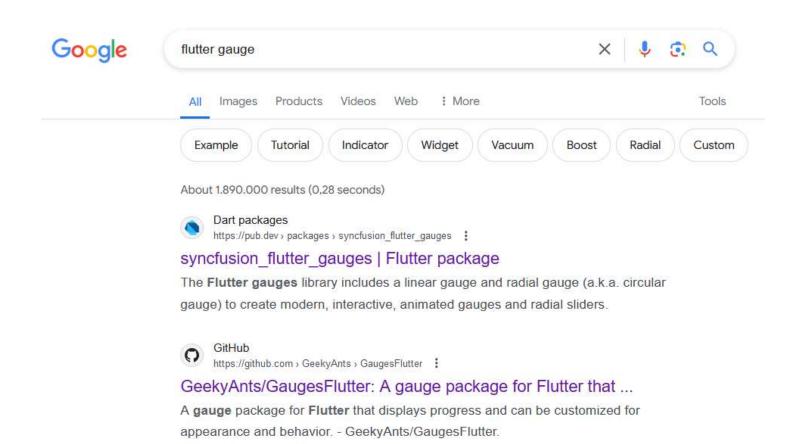


What to search for in Google?

Ergebnisse für gauge deutsch Stattdessen suchen nach: gauge detsch



First result in Google





syncfusion_flutter_gauges 26.1.35



Flutter Gauges library

The Flutter Gauges library includes the data visualization widgets Linear Gauge and Radial Gauge (a.k.a. circular gauge) to create modern, interactive, animated gauges.

Overview

The Linear Gauge is used to display data on a linear scale, while the Radial Gauge is used to display data on a circular scale. Both gauges have a rich set of features, such as axes, ranges, pointers, smooth interactions, and animations that are fully customizable and extendable.

Disclaimer: This is a commercial package. To use this package, you need to have either Syncfusion Commercial License or Free Syncfusion Community license. For more details, please check the LICENSE file.

990 150 99% LIKES PUB POINTS POPULARITY

Publisher

Metadata

The Flutter gauges library includes a linear gauge and radial gauge (a.k.a. circular gauge) to create modern, interactive, animated gauges and radial sliders.

Repository (GitHub) View/report issues

Documentation

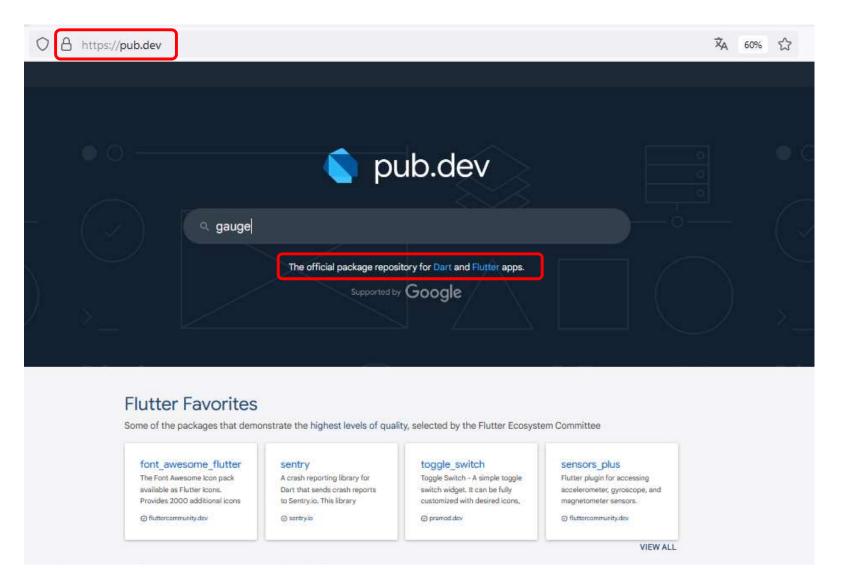
API reference

License

™ unknown (LICENSE)

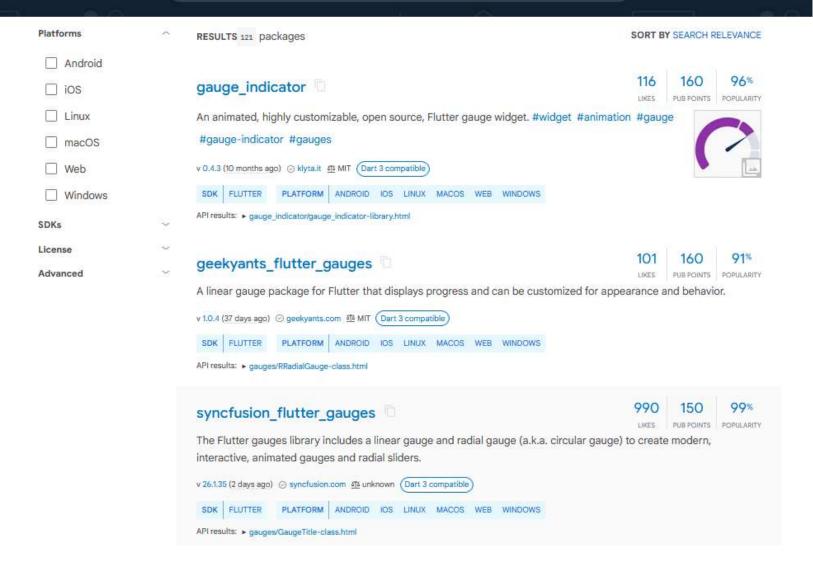
Dependencies

fluttor Intl



Link: https://pub.dev/











Package scores & pub points

NOTE: The Pub scoring model evolves over time, and is likely to be extended with additional checks in the future.

For each package, this site displays three scoring dimensions. These are displayed in search results, in the sidebar on individual package pages, and in full detail in the scoring report on the 'Scores' tag of an individual package. The three dimensions are:

- Likes: A measure of how many developers have liked a package. This provides a raw measure of the overall sentiment of a package from peer developers.
- Pub Points: A new measure of quality. This includes several dimensions of quality such as code style, platform support, and maintainability. More about this below.
- Popularity: A measure of how many developers use a package, providing insight into what other developers are using.

Popularity

Popularity measures the number of apps that depend on a package over the past 60 days. We show this as a percentile from 100% (among the top 1% most used packages) to 0% (the least used package). We are investigating if we can provide absolute usage counts in a future version

What means:

990	150	99%	
LIKES	PUB POINTS	POPULARITY.	

Readme Changelog Example Installing Versions Scores



990

150/160 PUB POINTS 99%

We analyzed this package 1 hour ago, and awarded it 150 pub points (of a possible 160):

20/20 ~
20/20 ~
50/50 ~
40/40 ~

- × Follow Dart file conventions
 - 10/10 points: Provide a valid pubspec.yam1
 - 5/5 points: Provide a valid README.md
 - 5/5 points: Provide a valid CHANGELOG.md
- × 0/10 points: Use an OSI-approved license
 - ► No license was recognized.

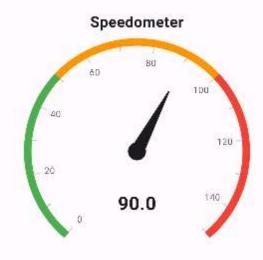
20/30 ~

Example in pub.dev

Readme Changelog Example Installing Versions Scores

```
import 'package:flutter/material.dart';
import 'package:syncfusion_flutter gauges/gauges.dart';
void main() {
  return runApp(GaugeApp());
/// Represents the GaugeApp class
class GaugeApp extends StatelessWidget {
 @override
 Widget build(BuildContext context) (
    return MaterialApp(
      title: 'Radial Gauge Demo',
      theme: ThemeData(primarySwatch: Colors.blue),
     home: MyHomePage(),
/// Represents MyHomePage class
class MyHomePage extends StatefulWidget {
  /// Creates the instance of MyHomePage
 MyHomePage({Key? key}) : super(key: key);
  @override
  MvHomePageState createState() => MvHomePageState();
class _MyHomePageState extends State<MyHomePage> {
 Widget getGauge({bool isRadialGauge = true}) {
    if (isRadialGauge) {
      return _getRadialGauge();
    } else {
      return getLinearGauge();
```

```
Widget getRadialGauge() {
 return SfRadialGauge(
      title: GaugeTitle(
          text: 'Speedometer',
          textStyle:
              const TextStyle(fontSize: 20.0, fontWeight: FontWeight.bold)),
      axes: <RadialAxis>[
        RadialAxis(minimum: 0, maximum: 150, ranges: <GaugeRange>[
         GaugeRange (
              startValue: 0.
              endValue: 50,
              color: Colors.green,
              startWidth: 10,
              endWidth: 10),
          GaugeRange (
              startValue: 50,
              endValue: 100,
              color: Colors.orange,
              startWidth: 10,
              endWidth: 10),
          GaugeRange (
              startValue: 100.
              endValue: 150,
              color: Colors.red.
              startWidth: 10.
              endWidth: 10)
       ], pointers: <GaugePointer>[
          NeedlePointer(value: 90)
       ], annotations: <GaugeAnnotation>[
         GaugeAnnotation(
              widget: Container(
                  child: const Text('90.0',
                      style: TextStyle(
                          fontSize: 25, fontWeight: FontWeight.bold))),
              angle: 90,
              positionFactor: 0.5)
     1);
```





Errors after pasting the code to our main.dart

```
import 'package:flutter/material.dart';
import 'package:syncfusion flutter gauges/gauges.dart';

Run|Deb
void ma
   retur
}

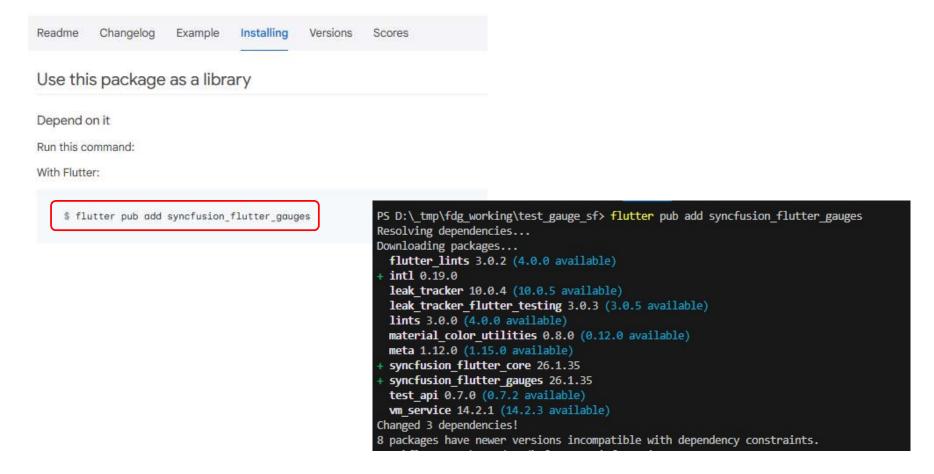
Try creating the file referenced by the URI, or try using a URI for a file that does
exist. dart(uri_does_not_exist)

The imported package 'syncfusion_flutter_gauges' isn't a dependency of the importing package.
Try adding a dependency for 'syncfusion_flutter_gauges' in the 'pubspec.yaml'

/// Rep
/// Rep
```

External packages have to be installed on your PC

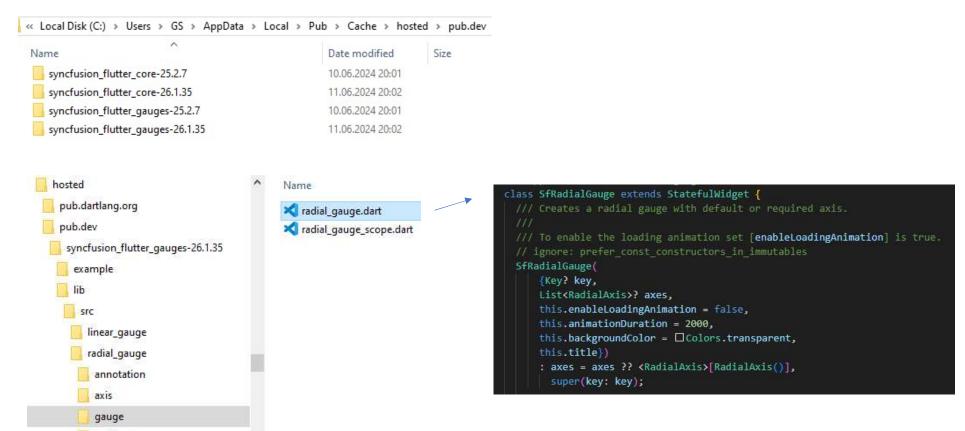






Where downloaded packages are stored on your PC

pointers







In addition to downloading the package files to your PC, the command

```
$ flutter pub add syncfusion_flutter_gauges
```

adds the following line in the file "pubspec.yaml" of your project:

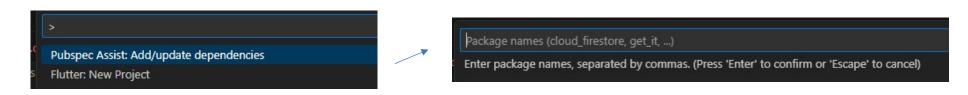
"yaml" stands for "yet another markup language".

Be careful when editing yaml files, because tabs and indentions are important when the file is interpreted by the flutter framework.

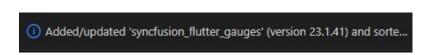


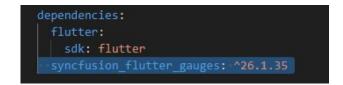
Alternative way to add an external package

1) Open your pubspec.yaml file in VS Code, press F1 and select



2) Enter the package name, in our case "syncfusion_flutter_gauges" and press enter:





3) Save the pubspec.yaml file in VS Code or enter "flutter pub get" in the VS Code Terminal:





This is often forgotten!



Take care: external packages may have licenses

Syncfusion License

Syncfusion Flutter Gauge package is available under the Syncfusion Essential Studio program, and can be licensed either under the Syncfusion Community License Program or the Syncfusion commercial license.

To be qualified for the Syncfusion Community License Program you must have a **gross revenue of less than** one (1) million U.S. dollars (\$1,000,000.00 USD) per year and have less than five (5) developers in your organization, and agree to be bound by Syncfusion's terms and conditions.

Customers who do not qualify for the community license can contact sales@syncfusion.com for commercial licensing options.

Under no circumstances can you use this product without (1) either a Community License or a commercial license and (2) without agreeing and abiding by Syncfusion's license containing all terms and conditions.

The Syncfusion license that contains the terms and conditions can be found at https://www.syncfusion.com/content/downloads/syncfusion_license.pdf



Appendix: Upgrading Flutter on your PC (Part I)

In case the Flutter version on your PC is old, you might have issues when using external packages. To find out the Flutter version currently installed on your PC, enter "flutter --version" either in a Command Prompt or in a Visual Studio Code Terminal:

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

PS D:\_tmp\fdg_working\canasta\canasta_v04_from_angel> flutter --version
Flutter 3.16.8 • channel stable • https://github.com/flutter/flutter.git
Framework • revision 67457e669f (4 months ago) • 2024-01-16 16:22:29 -0800
Engine • revision 6e2ea58a5c
Tools • Dart 3.2.5 • DevTools 2.28.5

PS D:\_tmp\fdg_working\canasta\canasta_v04_from_angel>
```

To see the latest available Flutter version from Google, open https://docs.flutter.dev/release/whats-new . Beginning of 2024 this was

15 February 2024: Valentine's-Day-adjacent 3.19 release

Flutter 3.19 is live! For more information, check out the Flutter 3.19 umbrella blog post and the Flutter 3.19 technical blog post.



Appendix: Upgrading Flutter on your PC (Part II)

To upgrade to the latest available stable Flutter version, use command "flutter upgrade"

```
PS D:\ tmp\fdg working\canasta\canasta v04 from angel> flutter upgrade
 Upgrading Flutter to 3.19.6 from 3.16.8 in C:\FlutterSDK\flutter windows 3.3.10-stable\flutter...
 Checking Dart SDK version...
 Downloading Dart SDK from Flutter engine c4cd48e186460b32d44585ce3c103271ab676355...
 Expanding downloaded archive with PowerShell...
 Building flutter tool...
 Running pub upgrade...
 Resolving dependencies...
 Got dependencies.
 Upgrading engine...
Downloading android-arm-profile/windows-x64 tools...
                                                                    439ms
Downloading android-arm-release/windows-x64 tools...
                                                                    292ms
 Downloading android-arm64-profile/windows-x64 tools...
                                                                    346ms
Downloading android-arm64-release/windows-x64 tools...
                                                                    312ms
Downloading android-x64-profile/windows-x64 tools...
                                                                    341ms
Downloading android-x64-release/windows-x64 tools...
                                                                    305ms
Downloading android-x86 tools...
                                                                  2.635ms
Downloading android-x64 tools...
                                                                  2.581ms
Downloading android-arm tools...
                                                                  2.151ms
Downloading android-arm-profile tools...
                                                                  1.104ms
Downloading android-arm-release tools...
                                                                    682ms
Downloading android-arm64 tools...
                                                                    11,35
Downloading android-arm64-profile tools...
                                                                  1.087ms
Downloading android-arm64-release tools...
                                                                    796ms
Downloading android-x64-profile tools...
                                                                  1.151ms
Downloading android-x64-release tools...
                                                                    799ms
```



Appendix: Upgrading Flutter on your PC (Part III)

```
Downloading windows-x64-release/windows-x64-flutter tools...
                                                                      9,65
Downloading windows-x64/font-subset tools...
                                                                    250ms
Flutter 3.19.6 • channel stable • https://github.com/flutter/flutter.git
Framework • revision 54e66469a9 (3 weeks ago) • 2024-04-17 13:08:03 -0700
Engine • revision c4cd48e186
Tools • Dart 3.3.4 • DevTools 2.31.1
Running flutter doctor...
Doctor summary (to see all details, run flutter doctor -v):
[V] Flutter (Channel stable, 3.19.6, on Microsoft Windows [Version 10.0.19045.4291], locale de-DE)
[V] Windows Version (Installed version of Windows is version 10 or higher)
[V] Android toolchain - develop for Android devices (Android SDK version 33.0.1)
[V] Chrome - develop for the web
[V] Visual Studio - develop Windows apps (Visual Studio Community 2019 16.11.2)
[√] Android Studio (version 2021.3)
[√] VS Code (version 1.89.1)
[√] Connected device (4 available)
    ! Device RZCW200FZAW is not authorized.
      You might need to check your device for an authorization dialog.
[V] Network resources

    No issues found!
```

Afterwards restart your VS Code and eventually confirm the upcoming:

