

Workshop Flutter

Learn the basics of Flutter - Part 1

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“Flutter is Google’s UI toolkit for building beautiful, natively compiled applications for mobile, web, and desktop from a single codebase.”



Dart

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DartPad <> New Pad ↺ Reset ≡ Format ⬇ Install SDK

```
1 import 'dart:core';
2
3 void main() {
4   List liste = [1, 2, 3, 4, 5];
5   print(liste);
6   liste.removeRange(0, liste.length);
7   print(liste);
8 }
9
```

▶ Run

Multi Platform



android



Swift



Objective-C

Project Structure

`pubspec.yaml`

**Dependencies,
Assets, ...**



Project Structure

pubspec.yaml

**Dependencies,
Assets, ...**

lib/

**Code source in
Dart files**



Flutter

Project Structure

pubspec.yaml

**Dependencies,
Assets, ...**

lib/

**Code source in
Dart files**

android/

**Android
Directory**



Flutter

Project Structure

pubspec.yaml

**Dependencies,
Assets, ...**

lib/

**Code source in
Dart files**

android/

**Android
Directory**

ios/

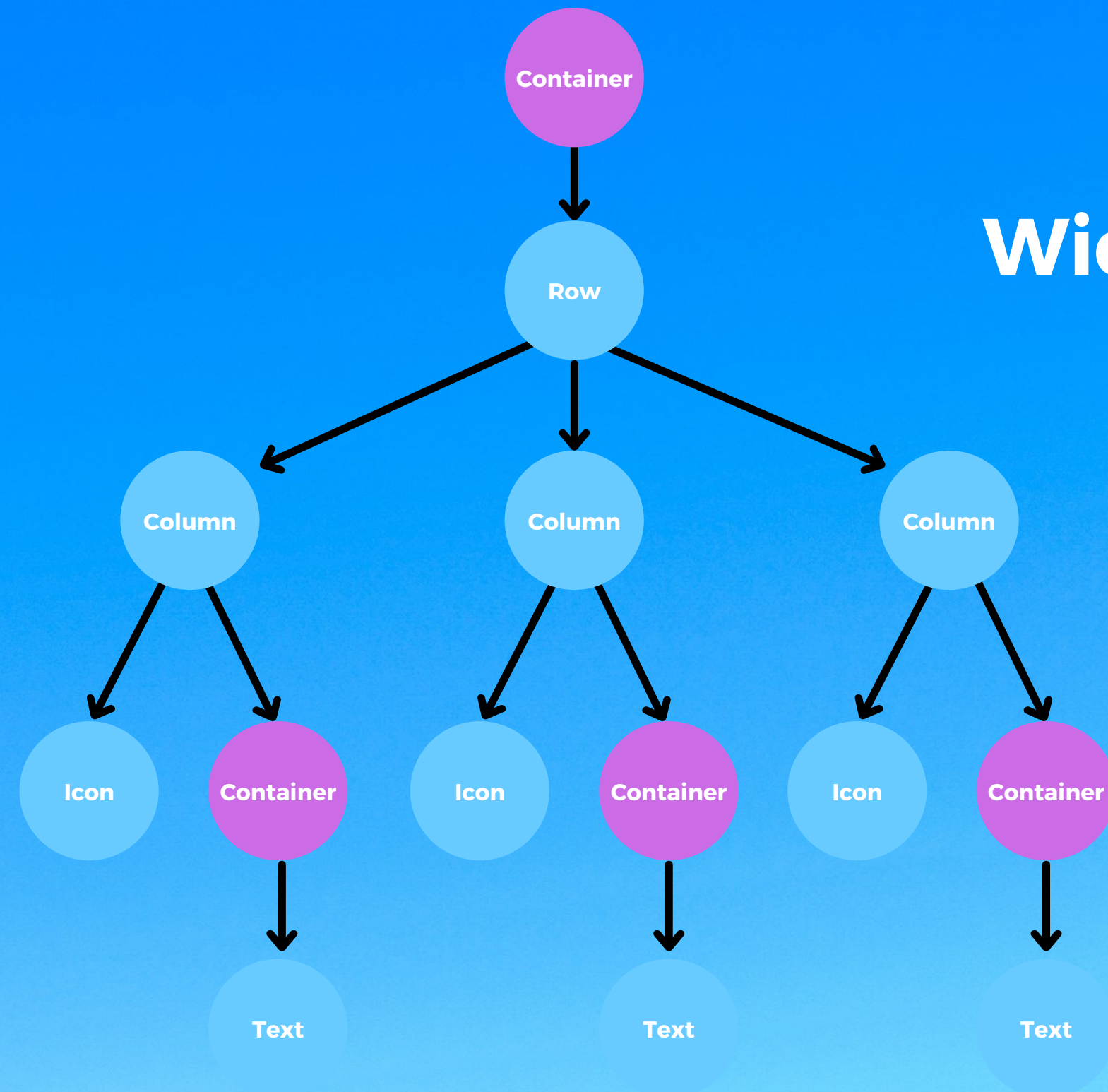
**IOS
Directory**



Flutter

Code Architecture

Widgets Nesting



Widgets

Stateless

Fixed state

ex: TextField

Statefull

its state can change

**ex: Color changing
button when you
press it**

First App Review

QUESTIONS ?

Thank You !

<https://github.com/Ilano30/workshop-flutter-part-1>

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