

Workshop

Introduction to App Development

A shallow dive into the world of App Development and Flutter

<https://github.com/NEEECFEUP/WS-App-Development/>

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- Mobile framework for creating native(ish)¹ apps for Mobile (Android, iOS), Desktop (Win, Mac, Linux), Web, and Embedded
- Write once (dart), run everywhere(ish)¹

¹Flutter can access native API calls via native platform code (i.e. Android SDK). This can be somewhat abstracted by using cross-platform dart packages.

Prerequisites

- Programming basics (OOP familiarity recommended)
- Having followed Flutter's installation steps sent by e-mail
 - [Install Flutter](#) (Get the Flutter SDK and Android Setup)
 - [Set up an editor](#) (Recommended: VS Code)

Basics

Widgets

Task 1 - Basic layout

Basics

Everything is a widget

The core of Flutter's layout mechanism is widgets.

They describe what their view should look like given their current configuration and state.

When a widget's state changes, the widget rebuilds its description, which the framework diffs against the previous description in order to determine the minimal changes needed in the underlying render tree to transition from one state to the next.

Everything is a widget

How many widgets here?



Everything is a widget

How many widgets here?



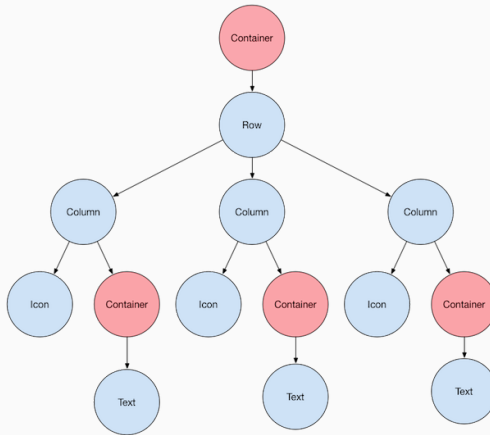
Everything is a widget

How many widgets here?



14 widgets!

Everything is a widget



What is State?

State

Information that can be read synchronously when the widget is built and might change during the lifetime of the widget.

Types of widgets

There are 2 types of widgets:

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Stateless Widgets

They do not own a mutable state.

Useful when the part of the user interface you are describing does not depend on anything other than the configuration information in the object itself and the context in which the widget is inflated.

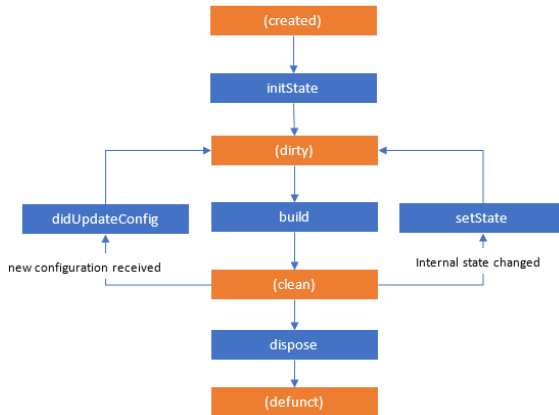
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Stateful Widgets

They are themselves immutable. However, they own a State.

Useful when the part of the user interface you are describing can change dynamically, e.g. due to having an internal clock-driven state or depending on some system state

Widget Lifecycle



Widgets

Container



```
Container(  
  margin: const EdgeInsets.all(10.0),  
  color: Colors.amber[600],  
  width: 48.0,  
  height: 48.0,  
);
```

<https://api.flutter.dev/flutter/widgets/Container-class.html>

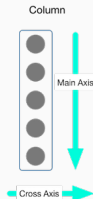
Row



```
Row(  
  mainAxisAlignment: MainAxisAlignment.spaceEvenly,  
  children: [  
    Image.asset('images/pic1.jpg'),  
    Image.asset('images/pic2.jpg'),  
    Image.asset('images/pic3.jpg'),  
  ],  
);
```

<https://api.flutter.dev/flutter/widgets/Row-class.html>

Column



```
Column(  
  mainAxisAlignment: MainAxisAlignment.spaceEvenly,  
  children: [  
    Image.asset('images/pic1.jpg'),  
    Image.asset('images/pic2.jpg'),  
    Image.asset('images/pic3.jpg'),  
  ],  
);
```

<https://api.flutter.dev/flutter/widgets/Column-class.html>

```
Text(  
  'Hello, $_name! How are you?',  
  textAlign: TextAlign.center,  
  overflow: TextOverflow.ellipsis,  
  style: const TextStyle(fontWeight: FontWeight.bold),  
);
```

<https://api.flutter.dev/flutter/widgets/Text-class.html>

Elevated Button

```
ElevatedButton(  
  style: style,  
  onPressed: () {print("Hello")},  
  child: const Text('Click me'),  
),
```

<https://api.flutter.dev/flutter/material/ElevatedButton-class.html>



Now that we got that covered...

What are we going to build today?

Task 1 - Basic layout

Task 1 - Basic Layout

If you haven't, get the source code from the [Github Repository](#).

Hint!

To print to the terminal, use:

```
import 'dart:developer' as developer;
```

and

```
developer.log('Hello!', name: 'app.log');
```

[1] Google, “Flutter documentation.” <https://docs.flutter.dev/>
(last accessed Nov. 04, 2022).

Questions?