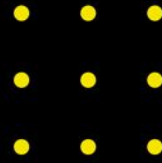


Flutter intro / Layouting 1

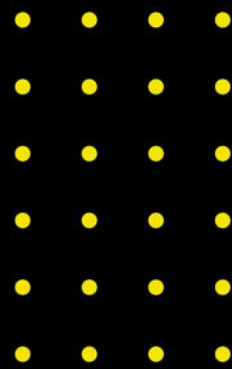
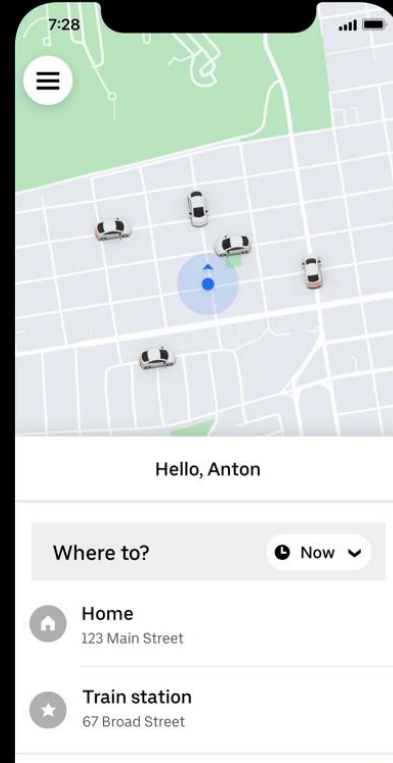
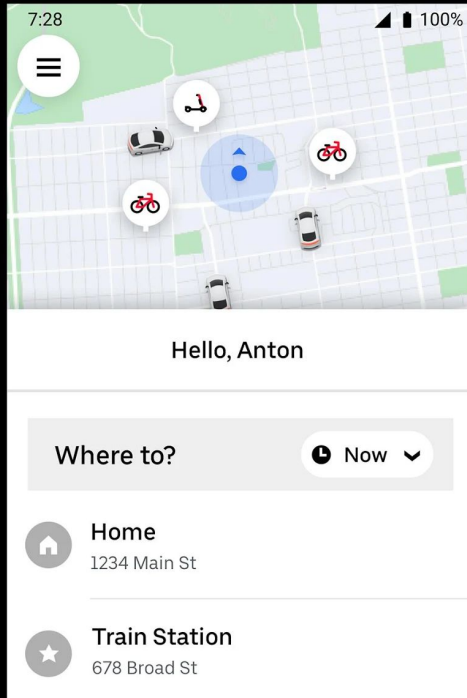
Introduction



Choose your destination

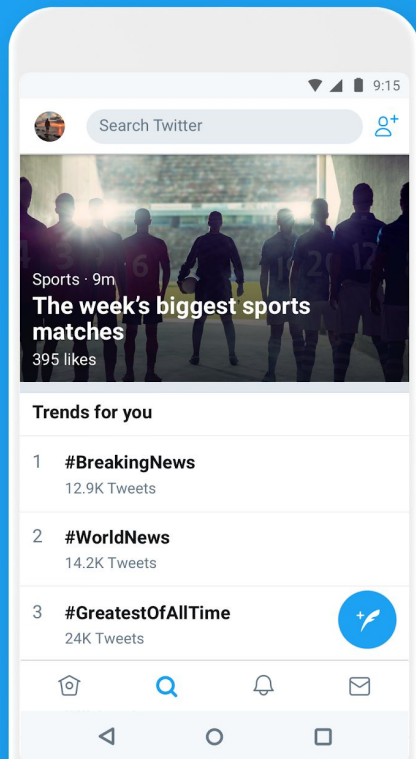


Choose your destination

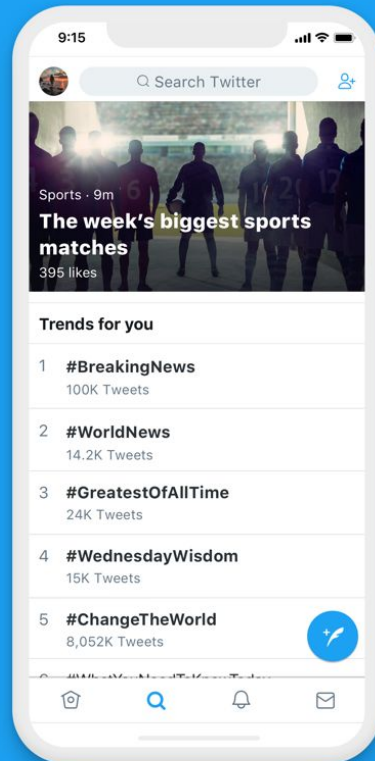




See what's happening.



See what's happening.



**Design systems are
platform-independent**

Two separate dev teams

...and separate bugs, release cycles, deployments

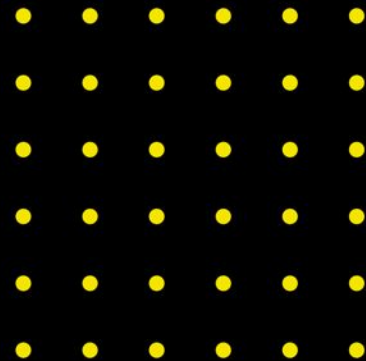
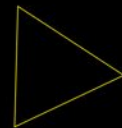
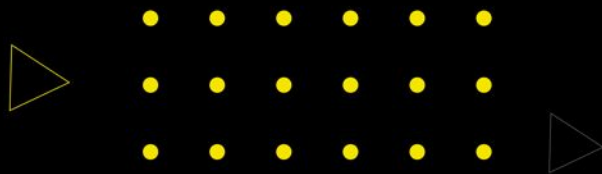
It costs a lot

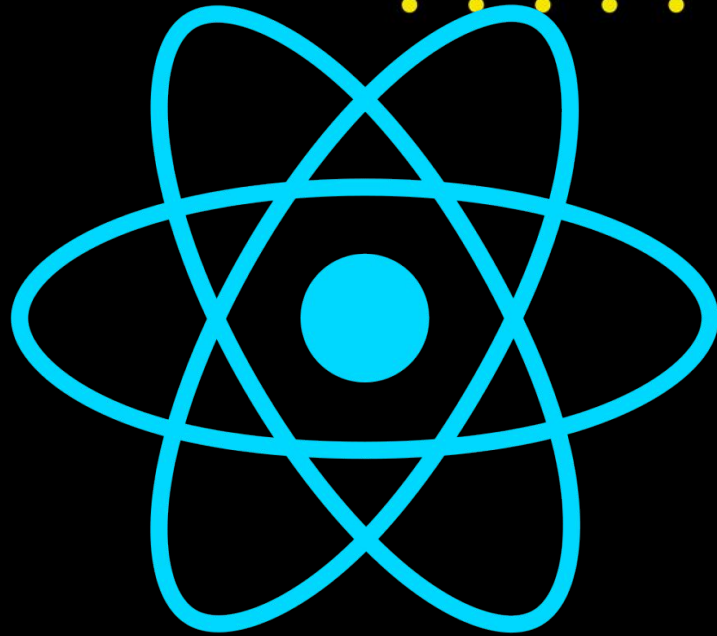


Xamarin



APACHE
CORDOVATM





React Native



Flutter

Framework
(Dart)

Material

Cupertino

Widgets

Rendering

Animation

Painting

Gestures

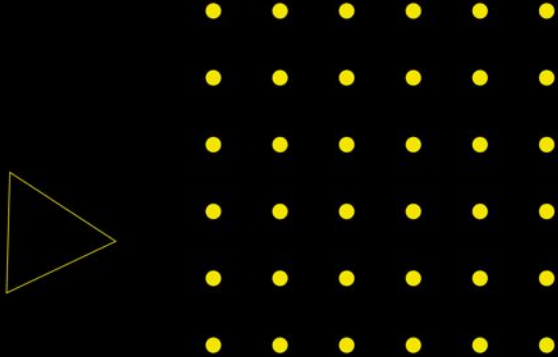
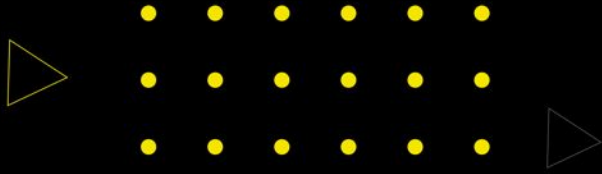
Foundation

Engine
(C++)

Skia

Dart

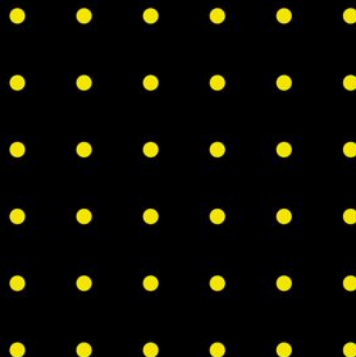
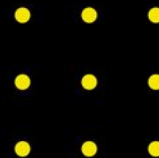
Text

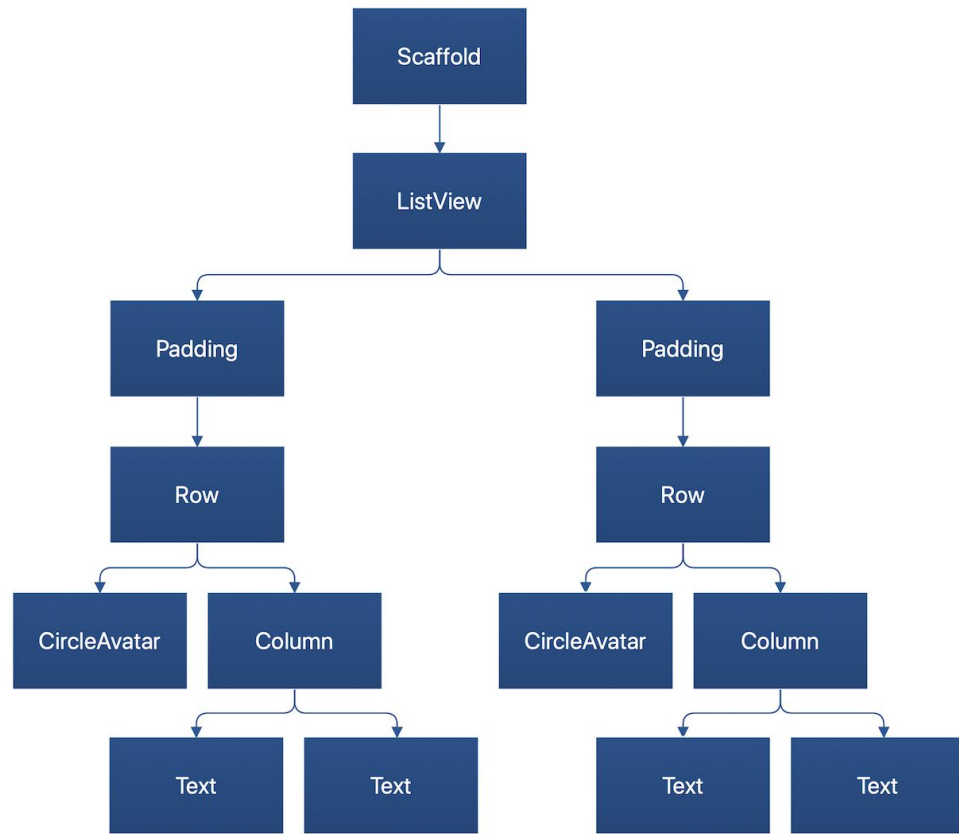


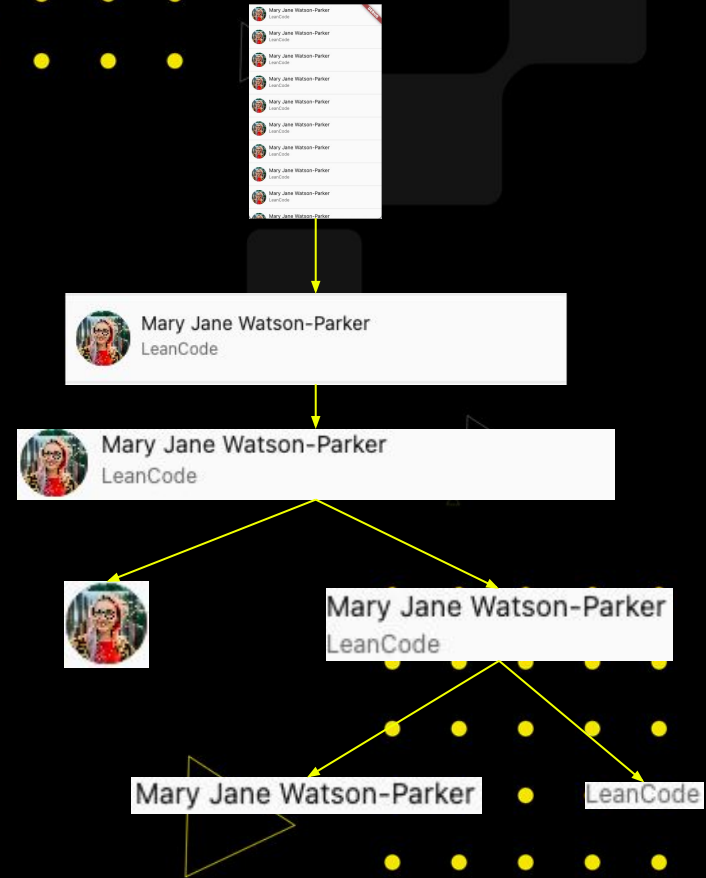
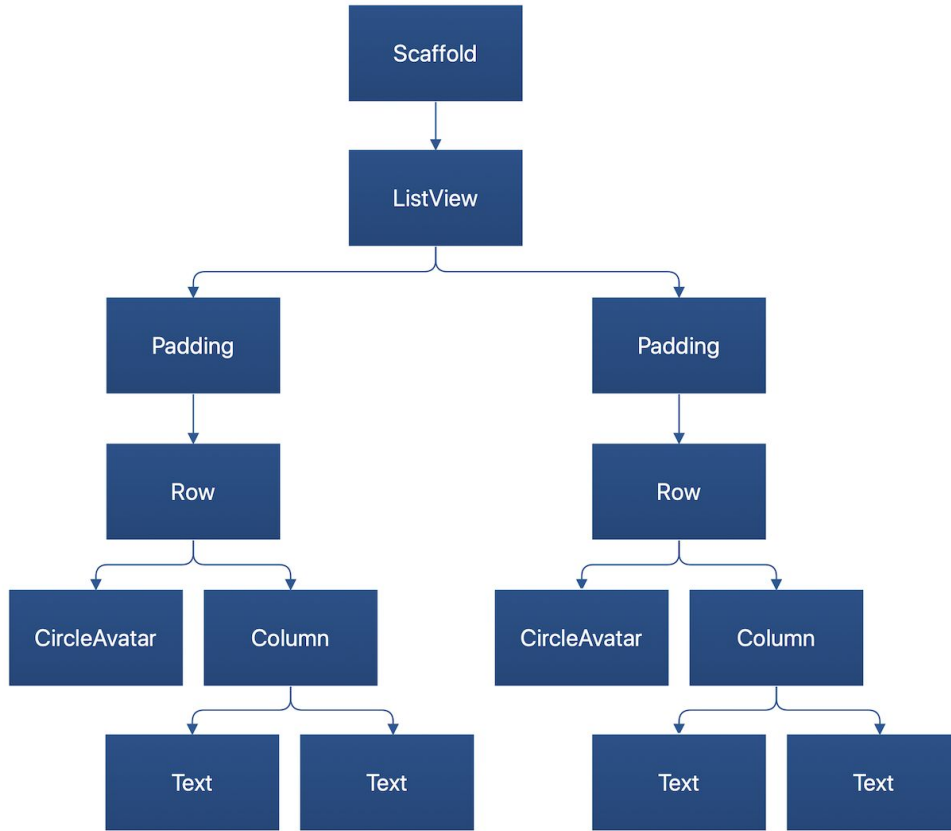
Skia is an open source 2D graphics library which provides common APIs that work across a variety of hardware and software platforms. It serves as the graphics engine for Google Chrome and Chrome OS, Android, Flutter, Mozilla Firefox and Firefox OS, and many other products.

**(Almost) everything is a
widget**

Widget in a widget







Flutter Desktop

macOS + Windows + Linux

Flutter Web

Flutter Embedded



Imperative UI

Windows Forms / Android / iOS /
GTK

Add callback which on change
does:

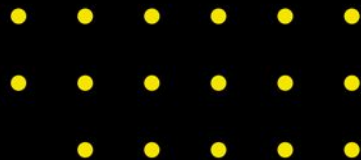
- Set color
- Remove child
- Add child
- Set position



Declarative UI

React / Flutter / Jetpack
Compose / SwiftUI

For this state return a View with red background color and children consisting of a text message and a button.



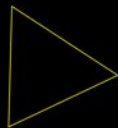
```
final title = Text();
title.data = 'Please tap the button to finish';

final button = Button();
button.text = 'Finish';
button.onPressed = () {
  print('Button pressed!');
};

view.backgroundColor = Colors.white;
view.children = [];
view.children.add(title);
view.children.add(button);
```



```
return View(
  children: [
    Text('Please tap the button to finish'),
    Button(
      text: 'Finish',
      onPressed: () {
        print('Button pressed!');
      }
    ),
  ],
);
```



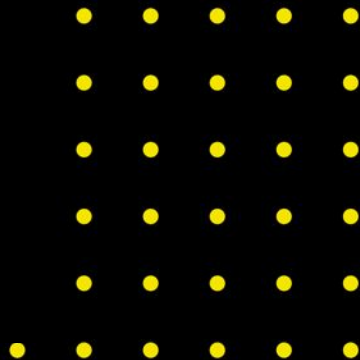


Let's make some Hello World!



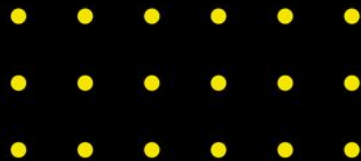
```
import 'package:flutter/material.dart';

void main() {
  runApp(
    const Center(
      child: Text(
        'Hello world!',
        textDirection: TextDirection.ltr,
      ),
    ),
  );
}
```





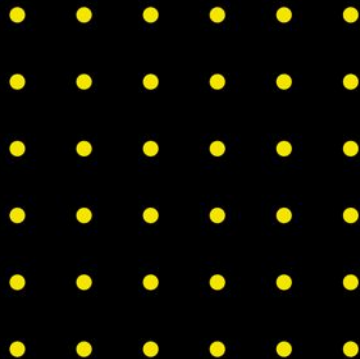
Constraints go down. Sizes go up. Parent sets position.



BoxConstraints({double minWidth, double maxWidth, double minHeight, double maxHeight})

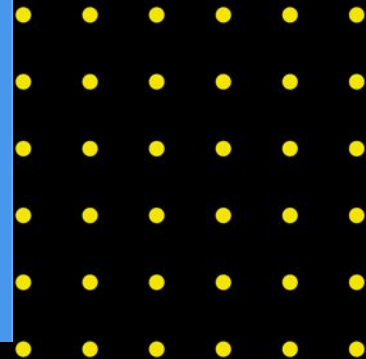
Creates box constraints with the given constraints.

const



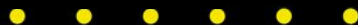
Layout algorithm

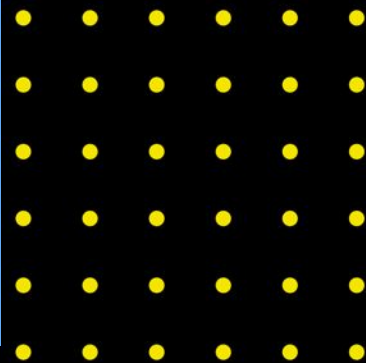
1. Widget gets constraints from its parent
2. For every child, it requests its size within given constraints (could be different from the first constraints)
3. Knowing children sizes, now the widget positions every of them
4. Knowing children sizes and positions, now the widget can pass its own size to its parent



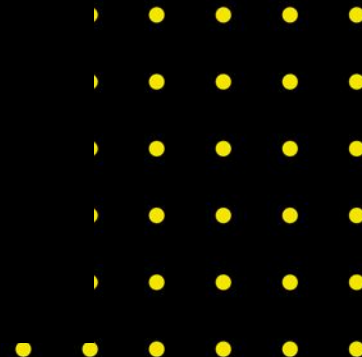


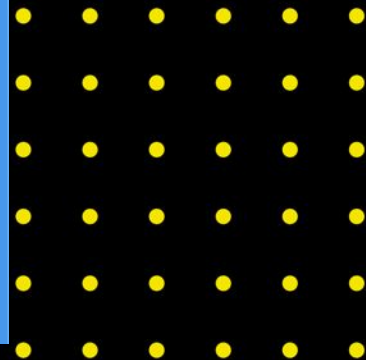
```
child: Container(  
  constraints: BoxConstraints.tight(const Size(300, 200)),  
  color: Colors.red,  
  child: Align(  
    alignment: const Alignment(1,0),  
    child: Container(  
      width: 350,  
      height: 50,  
      color: Colors.green,  
    ),  
  ),  
),  
)
```





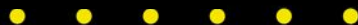

```
Widget build(BuildContext context) {  
  return Scaffold(  
    body: Container(  
      constraints: const BoxConstraints(minWidth: 400, minHeight: 400),  
      color: Colors.blue,  
      child: Center(  
        child: Container(  
          constraints: BoxConstraints.tight(const Size(300, 200)),  
          color: Colors.red,  
          child: Align(  
            alignment: const Alignment(1,0),  
            child: Container(  
              width: 100,  
              height: 50,  
              color: Colors.green,  
            ),  
          ),  
        ),  
      ),  
    ),  
  );  
}
```







```
child: Container(  
  constraints: BoxConstraints.tight(const Size(300, 200)),  
  color: Colors.red,  
  child: Align(  
    alignment: const Alignment(1,0),  
    child: Container(  
      width: 350,  
      height: double.infinity,  
      color: Colors.green,  
    ),  
  ),  
),  
)
```





Let's go to the lab

source: flutter.dev



Thanks!