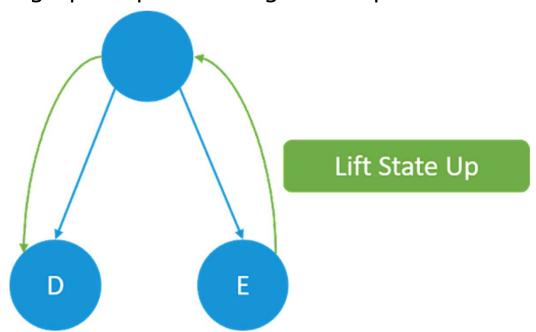


Yesterday:



- State management in various ways
 - Stateful widgets using models/custom classes
 - passing parameters, passing functions
 - Design principle: "Lifting state up"



two types of widgets



- Stateless Widgets, Stateful Widgets
 - Stateful Widgets are actually two classes:
- 1. Retain state between repaints, so widget's internal state survives hot reloads and rebuilds.
- 2. Optimize runtime performance, immutable widgets are fast to diff and rebuild;

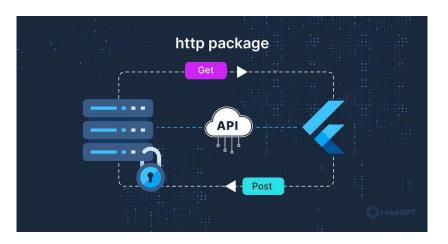
Yesterday:



Creating and using Custom Classes, Extracting

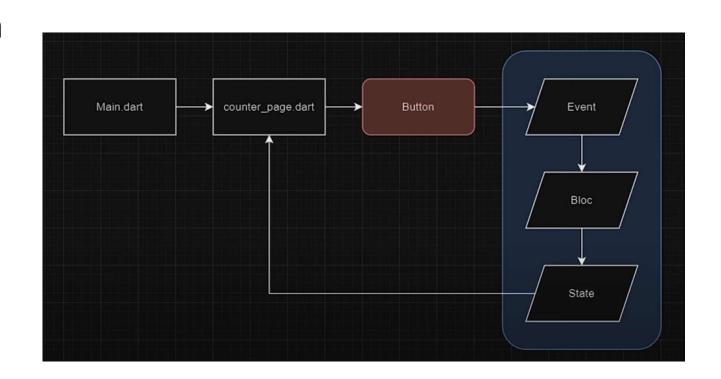
Widgets

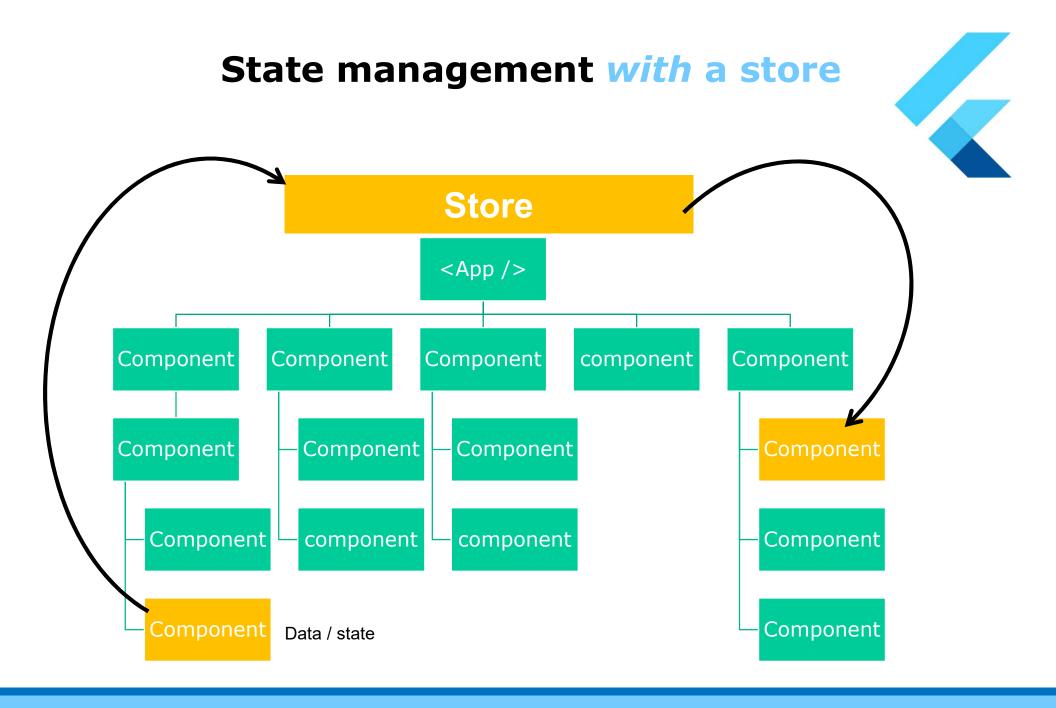
- Passing parameters
- Passing functions
- Communicating with external API's
 - http / other methods



Yesterday

- State management: share application state between unconnected Widgets/components
- Bloc pattern
 - State
 - Events
 - Bloc
 - Page





Bloc pattern



- Using context.read<T>();
 - Listen to state changens AND update the state
- Using context.watch<T>().state
 - listens to <T> state changes.
 - This way you can use (but then: not update) the state in other widgets (think: logged in/out notification, shopping cart)
- Also:
 - multiple state properties
 - Updating the state with a payload

Using Cubit:

"Cubit is a lighter-weight abstraction than bloc, that doesn't rely on events"

SO:

- XXX_cubit.dart
 - replacing both XXX_bloc.dart and XXX_event.dart
- XXX_state.dart



Questions?

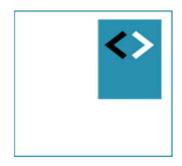


Today



- Wrapping up Bloc pattern / payload
- Using TextFields
- Routing / Navigation
- Complete applications using bloc/navigation/state
- Gestures
- gRPC
- Deployment
- Evals & goodbye





More info

More Flutter info on the internet

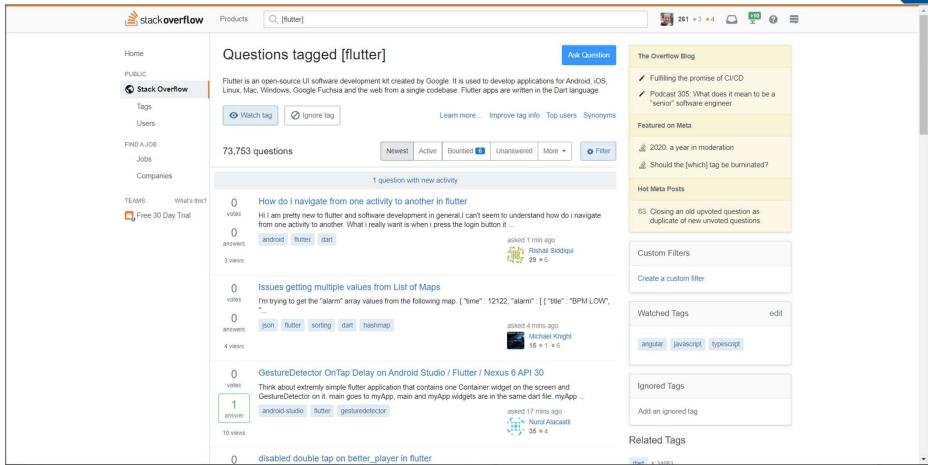
Learn the widgets



https://api.flutter.dev/

Stackoverflow tags

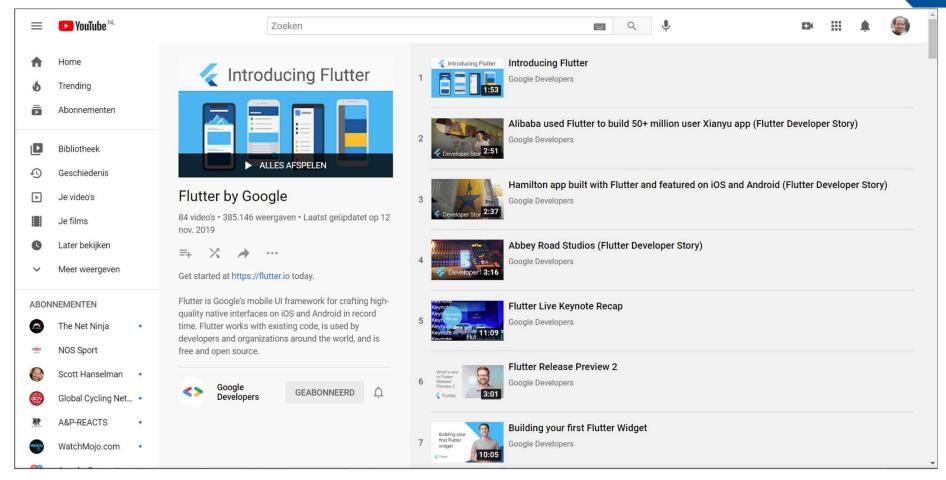




https://stackoverflow.com/questions/tagged/flutter

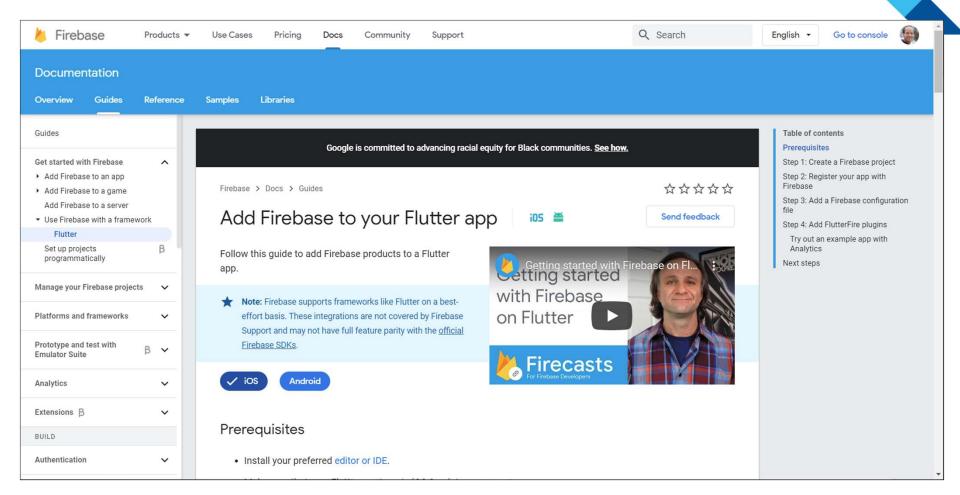
YouTube





https://www.youtube.com/playlist?list=PLOU2XLYxmsIJ7dsVN4iRuA7BT8XHzGtCr

Firebase



https://firebase.google.com/docs/flutter/setup



And more...

Recap - what have we learned?

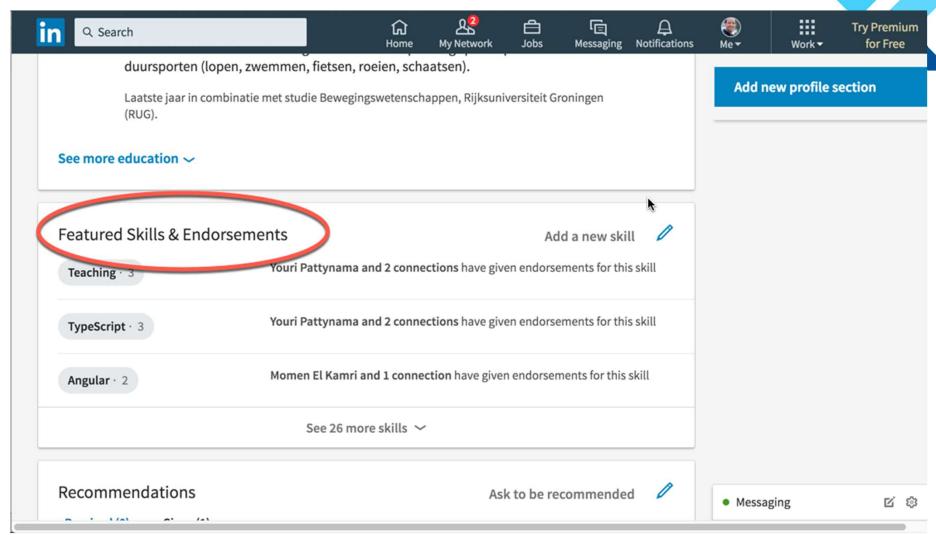
1. An overview of the structure and architecture of Flutter applications

2. A basic understanding of some of the main widgets. You can then Google or AI other widgets yourself

3. Some hands-on experience in creating Flutter Applications, Widgets and Logic



Let's connect...



https://www.linkedin.com/in/peterkassenaar/

