

Flutter

September 17,2019
Health Assistant
Team No:2



Objectives

- Make a simple UI for easy navigation
- Support local languages (through contributions)
- Make light weight software so that even low end devices can support.
- Support across different type of devices.

Why Flutter

- Cross platform support
 - Web (Soon will be supported)
 - Android (Will be made during mini project)
 - iOS
 - Desktop
- Open source
- Easy to Develop.

Flutter

The major components of Flutter include:

- Dart platform
- Flutter engine
- Foundation library
- Design-specific widgets

Dart

- A easy to learn
- hot reload(Stateful)
- object-oriented, class defined, garbage-collected language

Flutter Engine

- Written in C++
- Skia Rendering support
- Platform specific SDKs

Widgets

- A widget in Flutter represents an immutable description of part of the user interface.
- Use Foundation library's methods directly, interfacing with "canvas" commands to draw shapes, text, and imagery directly to the screen.
- Material Design & Cupertino

Implementation

