



Rasmus Reimer



- MSc Computer Engineering
- 5 years at IT Minds
- Senior Software Developer
- Full stack + mobile



Rasmus Thorsen

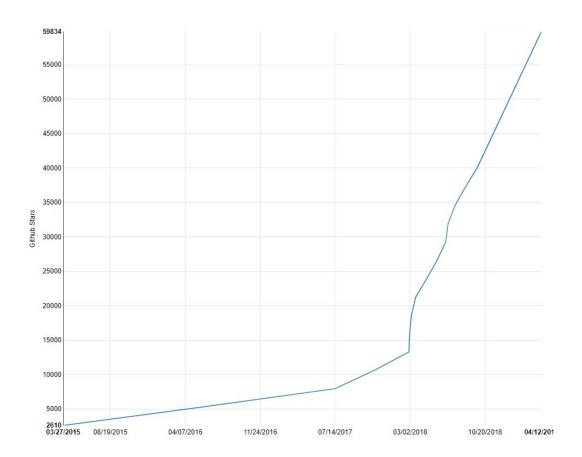


- ICT student at AU
- 1 year at IT Minds
- Software Developer
- Full stack + mobile

#### Flutter?

- Cross platform apps
- ☐ Unveiled 2015 Dart conf
- □ v1.0 released December 4, 2018
- Native performance

## Github star history



#### Who is using Flutter?



#### Who is using Flutter?





#### **Dart**



#### Pros

OOP as we know it

Familiar to JavaScript and Java developers

Also compiles to JavaScript

Supports async programming with Futures and Streams

#### Cons

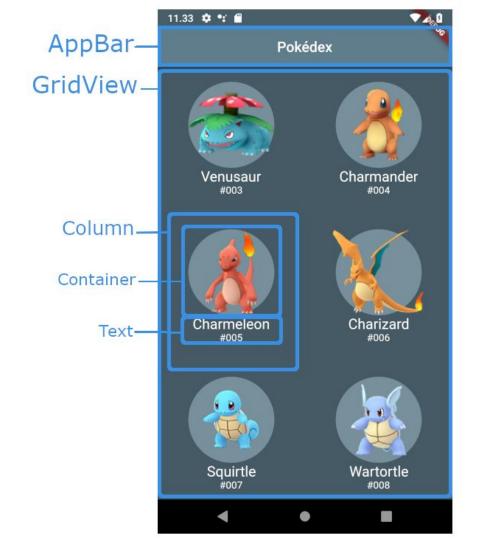
Niche

- **□** Flutter SDK
- Hot Reloading
- Editors
  - VS Code
  - Android Studio
  - IntelliJ

#### **Tooling**

#### Let's get technical!

- ☐ The central idea is that you build your UI out of widgets.
- Widgets describe what their view should look like given their state.
- When a widget's state changes, the widget rebuilds.

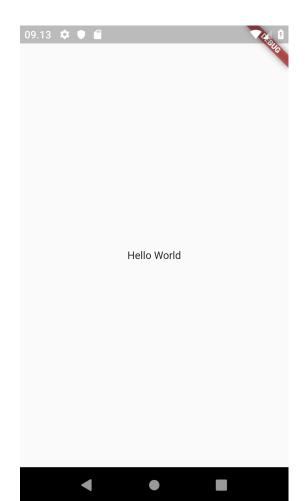


Text('Hello World');

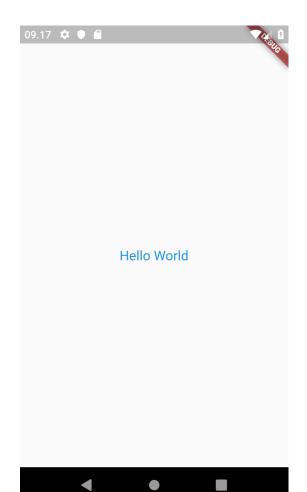
Using Flutter widgets

09.02 Hello World

```
Center(
  child: Text(
    'Hello World',
  ),
);
```



```
Center(
  child: Text(
    'Hello World',
    style: TextStyle(
      color: Colors.blue,
      fontSize: 18,
    ),
  ),
);
```



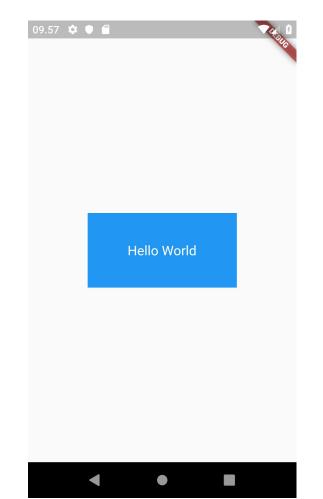
```
Center(
child: Container(
  child: Text(
     'Hello World',
     style: TextStyle(
       color: Colors.white,
       fontSize: 18,
  ),
  color: Colors.blue,
),
```

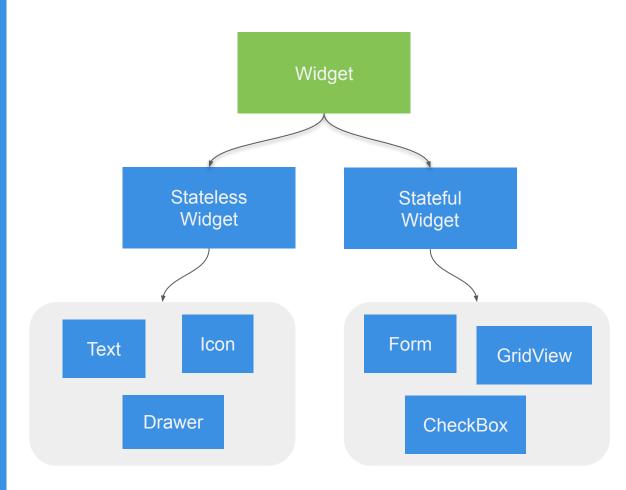


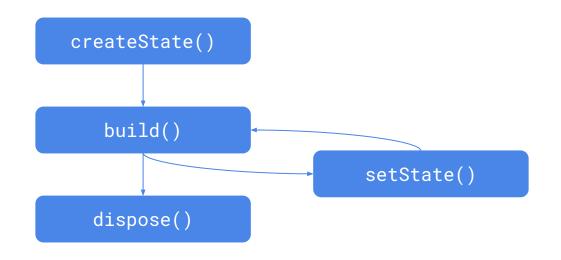
```
Center(
child: Container(
  child: Text(
     'Hello World',
     style: TextStyle(
      color: Colors.white,
      fontSize: 18,
  ),
  color: Colors.blue,
  width: 200,
  height: 100,
),
```

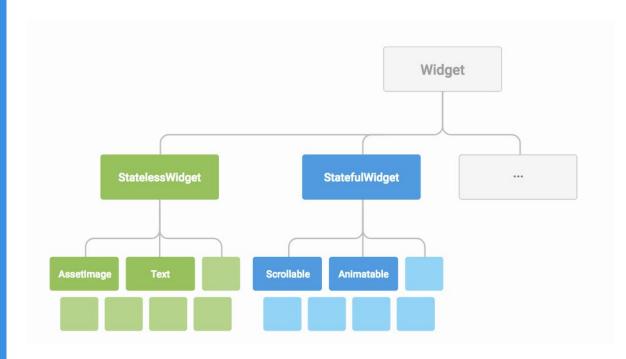


```
Center(
child: Container(
  child: Text(
     'Hello World',
     style: TextStyle(
       color: Colors.white,
       fontSize: 18,
  ),
  color: Colors.blue,
  width: 200,
   height: 100,
   alignment: Alignment.center,
),
);
```

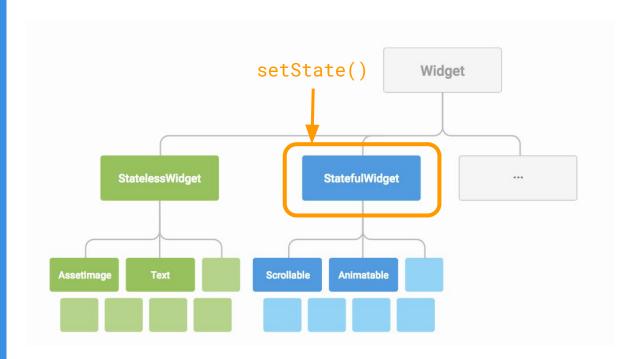




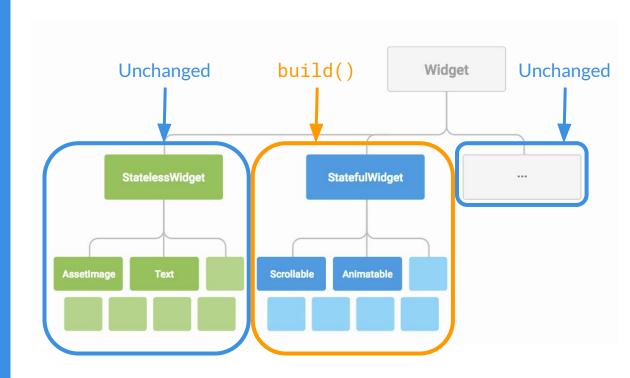




## **Smart** rendering



## **Smart** rendering



**Bootstrap** 

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

void main() {
  runApp(MyApp(title: "Flutter Workshop"));
}
```

Stateless Widget

```
import 'package:flutter/material.dart';
void main() {
  runApp(MyApp(title: "Flutter Workshop"));
class MyApp extends StatelessWidget {
 final String title;
 MyApp({this.title = ""});
 @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: title,
      home: MyHomePage(),
```

#### Stateful Widget

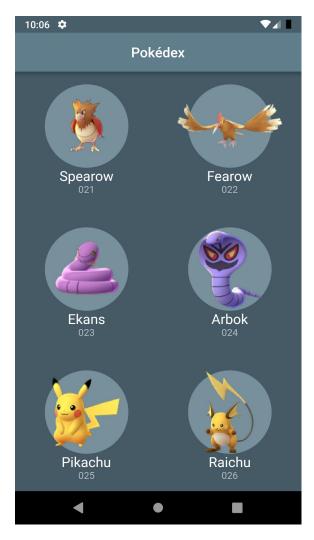
```
class MyHomePage extends StatefulWidget {
 @override
 MyHomePageState createState() => MyHomePageState();
class MyHomePageState extends State<MyHomePage> {
 int counter = 0;
 void incrementCounter() {
   setState(() => counter++);
 @override
 Widget build(BuildContext context) {
   return Column(
     children: <Widget>[
        Text('You have pushed the button $ counter times'),
        FlatButton(onPressed: incrementCounter, child: Text('Click me'))
     ],
```

- Stateful widgets
- BLoC Pattern

#### State management

#### Time to code!

Lets make a Pokédex!



#### Lets make a Pokédex!

- Working with lists
- Master / detail
- Hero animation
- ☐ Fetching data json

github.com/rsr-itminds/flutter-workshop