Flutter: .of(context)

What are you afraid .of?

by Scott Stoll

.of(context)

Get the code!

https://bit.ly/dot_of_context

.of(context)

"I see it everywhere,
what is it?"

Provider

.of(context)

```dart
static Person currentPersonOf(BuildContext context) {
  final AppState state = context.findAncestorStateOfType<AppState>()!;
  return state._currentPerson;
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/// A person, with a name and the ability to change names.
late final Person _currentPerson;

@override
void initState() {
  super.initState();
  _themeManager = ThemeManager();
  _currentPerson = Person(name: 'Dash');
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/// tree). Only call this method if the distance from this widget to the
/// desired ancestor is known to be small and bounded.
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/// Returns the [State] object of the nearest ancestor [StatefulWidget] widget
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.of(context)

"Okay,
what do I do with it?"

.of(context)

You get stuff!

.of(context)

You get stuff!
Even if it's not your birthday!

.of(context)

What's the person's name?

```
'The name of the current person '
    'is ${MyApp.currentPersonOf(context).name}.'
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.of(context)

This is used everywhere!

.of(context)

```
final theme = Theme.of(context);
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final mediaQuery = MediaQuery.of(context);

final navigator = Navigator.of(context);

final textTheme = Theme.of(context).textTheme;
```

.of(context)

```
final theme = Theme.of(context);

final mediaQuery = MediaQuery.of(context);

final navigator = Navigator.of(context);

final textTheme = Theme.of(context).textTheme;

final iconTheme = Theme.of(context).iconTheme;
```

.of(context)

Material Design 3 Compliant text size?

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Material Design 3 Compliant text size?

```
Theme.of(context).textTheme.titleLarge,
```

.of(context)

Material Design 3 Compliant text size?
To show an error?

```
Theme.of(context).textTheme.titleLarge!.
    copyWith(color: Theme.of(context).errorColor),
```

.of(context)

Wanna see something cool?

.of(context)

Wanna see something cool?
Do you like "clean code" naming?

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static Car of(BuildContext context) {
  final AppState state = context.findAncestorStateOfType<AppState>()!;
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```
final usingOf = MyApp.of(context).typeOfCar;
```

.of(context)

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static Car inThe(BuildContext context) {
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static Car inThe(BuildContext context) {
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final usingInThe = MyApp.inThe(context).typeOfCar;
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"Find the MyApp instance in the context and return its typeOfCar"

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Important!

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We get a name
from a Person

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That's not
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This returns a Person

We get a name from a Person

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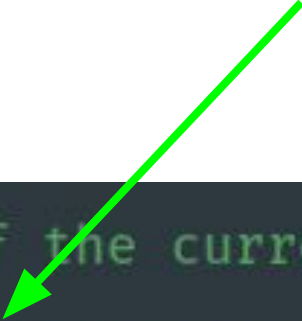
.of(context)

And where is that method?

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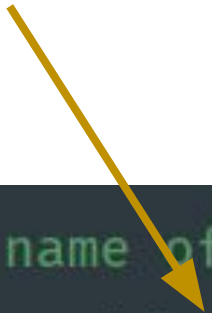
It's in here.

```
'The name of the current person '
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And where is that method?

Here is where you find this method, which takes a BuildContext, and returns this.

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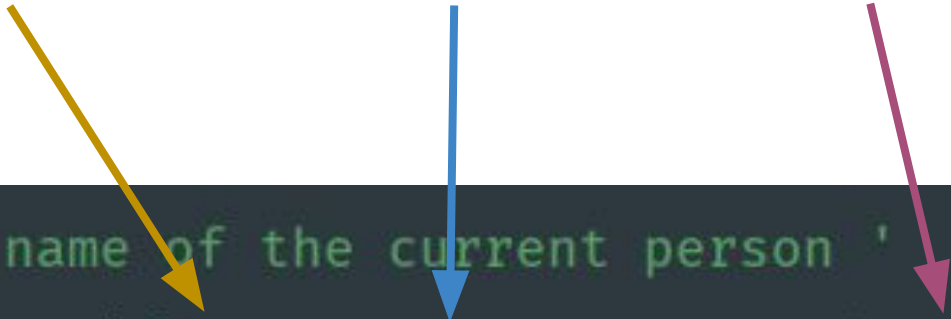Here is where you find this method, which takes a BuildContext, and returns this.

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Memorize This

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Summary

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- Declare your instance in AppState and initialize in initState

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late final Person _currentPerson;


@override
void initState() {
  super.initState();
  _themeManager = ThemeManager();
  _currentPerson = Person(name: 'Dash');
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Summary

- Create a static method to access it, often called of( )
  - It needs to take a BuildContext

```
static Person currentPersonOf(BuildContext context) {
  final AppState state = context.findAncestorStateOfType<AppState>()!;
  return state._currentPerson;
}
```

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Summary

- When you need to use it, this is how you access it.

Here is where you find this method, which takes a BuildContext, and returns this.

```
'The name of the current person '
    'is ${MyApp.currentPersonOf(context).name}.'
```

.of(context) Recommended State Management

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Recommended State Management

- Have your class extend ChangeNotifier and wrap your affected Widgets in an AnimatedBuilder. Your instance is the Listenable. (E.G.: _themeManger is the listenable)

```dart
late final ThemeManager _themeManager;

@override
void initState() {
  super.initState();
  _themeManager = ThemeManager();
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}
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.of(context) Recommended State Management

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```dart
@override
Widget build(BuildContext context) {
  return AnimatedBuilder(
    animation: _themeManager,
    builder: (BuildContext context, Widget? child) {
      return MaterialApp(
        title: '.of(context)',
        theme: _themeManager.themeData,
        home: const Home(title: '.of(context)'),
      ); // MaterialApp
```

.of(context)

Recommended State Management

Use provider / riverpod / flutter_riverpod

OR

Use bloc / flutter_bloc

.of(context)

Recommended State Management

AVOID BIG COMPLICATED PACKAGES

THAT TRY TO DO EVERYTHING AND BE

EVERYTHING TO EVERYBODY!!!

- Gitter: The official chat channel of Flutter. Accessible via flutter.dev

- The Flutter Dev Google Group: https://groups.google.com/forum/#!forum/flutter-dev

- Reddit:
    https://www.reddit.com/r/FlutterDev/

- Flutter Community on Medium:
    https://medium.com/flutter-community

- Flutter Community Page on Facebook
    https://www.facebook.com/FlutterCommunity/

- Twitter: #Flutter
    Official: @flutterdev
    Follow who I follow: @scottstoll2017

Live open Q&A every Wednesday
on Flutter Community YouTube!