FLUTTER LEANRING NOTES

## I.Introduction

- Dart language + Flutter framework

- with Flutter, we get real native apps compiled for the target platforms. --> good performance.

- Flutter don’t compile to iOs or Android UI components. It gives you app that controls the entire screen and every pixel on it. --> ability to customize.

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## II.Flutter Basics

This sections content:

- How Flutter app starts and works

- Working with Widgets and building custom widgets.

- Reacting to user events

- Stateless & Statefull widgets

- Dart fundamentals

Flutter app structure:

- android: the Android project which later will be built into a real Android app.

- build

- ios

- lib\_dart: it is the folder where we will add all our Dart files, Dart is the programming language Flutter uses to write the code for our Flutter application.

- test

- metadata: be managed automatically by Flutter. Flutter save some information that need for a build correctly.

- packages: auto generated by Flutter, mention some dependencies, packages needed.

- pubspec.yaml: the file manage these dependencies of the project.

Widget:

* Home: is basically the core widget which Flutter will bring onto the screen

When the entire app is mounted to the screen and here we could use text widget which is yet another widget built into Flutter and you will work a lot with these built-in widge,

**StatelessWidget and StatefulWidget**

With StatefullWidget, when the app state is changed (by setState), then the Widget will be re-render again.