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.

IV: Widget

**Flexible**:

- Fit

- FlexFit.tight: lấy hết phần trống còn lại trên màn hình (chiều ngang hoặc dọc tùy vào olum/Row).

- FlextFit.loose:

- Flex: tương tự như weight bên Android-LinearLayout, chỉ trọng số của đối tượng so với tổng thể của layout chính.

**ListTile**: đẹp :D. Mỗi item có dạng giống như default notification item

* Leading: …Avatar
* Title
* Subtitle

**V. Responsive and Adaptive User interface**

**Responsive & Adaptive**:

+ Responsive: your user interface display as expected in different screen size.

+ Adaptive: adapting your user interface to different operating systems your app runs on.

Using the one code base for multiple platform.

**Calculate sizes Dynamically**:

- Screen size = status bar (padding) + App bar + App contents views

- MediaQuery.of(context).size

**Responsive for internal Widget** (a parent contents more than 1 widgets; the parent already set width/height, then we want to make the children responsive)

- using the LayoutBuilder, then set the children width/height by using constraints.maxHeight/constraints.maxWidth with percent.

**Only allow the specific Orientation type for the app**

**-** Before the main() function, setup the allowed orientation list

SystemChrome.setPreferredOrientations(

  //     [DeviceOrientation.portraitUp, DeviceOrientation.portraitDown]);

**Showing the different content based on the Orientation**

**-** create a variable to know which screen orientation

final isLandscape =

        MediaQuery.of(context).orientation == Orientation.landscape;

- using this variable to check into a build Widget function.

Working with the "textScaleFactor"

In this course, I mostly focus on the device sizes (height and width) when it comes to working with the MediaQuery class.

As mentioned, it offers way more than that of course. On particularly interesting property is the textScaleFactor property:

1. final curScaleFactor = MediaQuery.of(context).textScaleFactor;

textScaleFactor tells you by how much text output in the app should be scaled. Users can change this in their mobile phone / device settings.

Depending on your app, you might want to consider using this piece of information when setting font sizes.

Consider this example:

1. Text('Always the same size!', style: TextStyle(fontSize: 20));

This text ALWAYS has a size of 20 device pixels, no matter what the user changed in his / her device settings.

1. Text('This changes!', style: TextStyle(fontSize: 20 \* curScaleFactor));

This text on the other hand also has a size of 20 if the user didn't change anything in the settings (because textScaleFactor by default is 1). But if changes were made, the font size of this text respects the user settings.