



Bem Vindo ao 3º módulo

# Flutter na Prática



Bora lá

Aula 01



# CheckList

1 Instalação Android Studio.

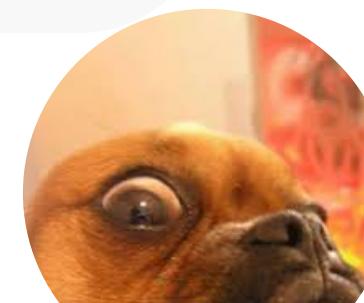
2 Configurando Ambiente.

3 Tipos de Telas.

4 Agentes principais.

5 Primeiro App.

6 Desafio.





**Pesquise por  
Android  
Studio.  
e Faça  
Download.**

# Android Studio

O ambiente de desenvolvimento integrado oficial para desenvolvimento de apps Android agora acelera sua produtividade com o Gemini no Android Studio, seu assistente de programação com tecnologia de IA.

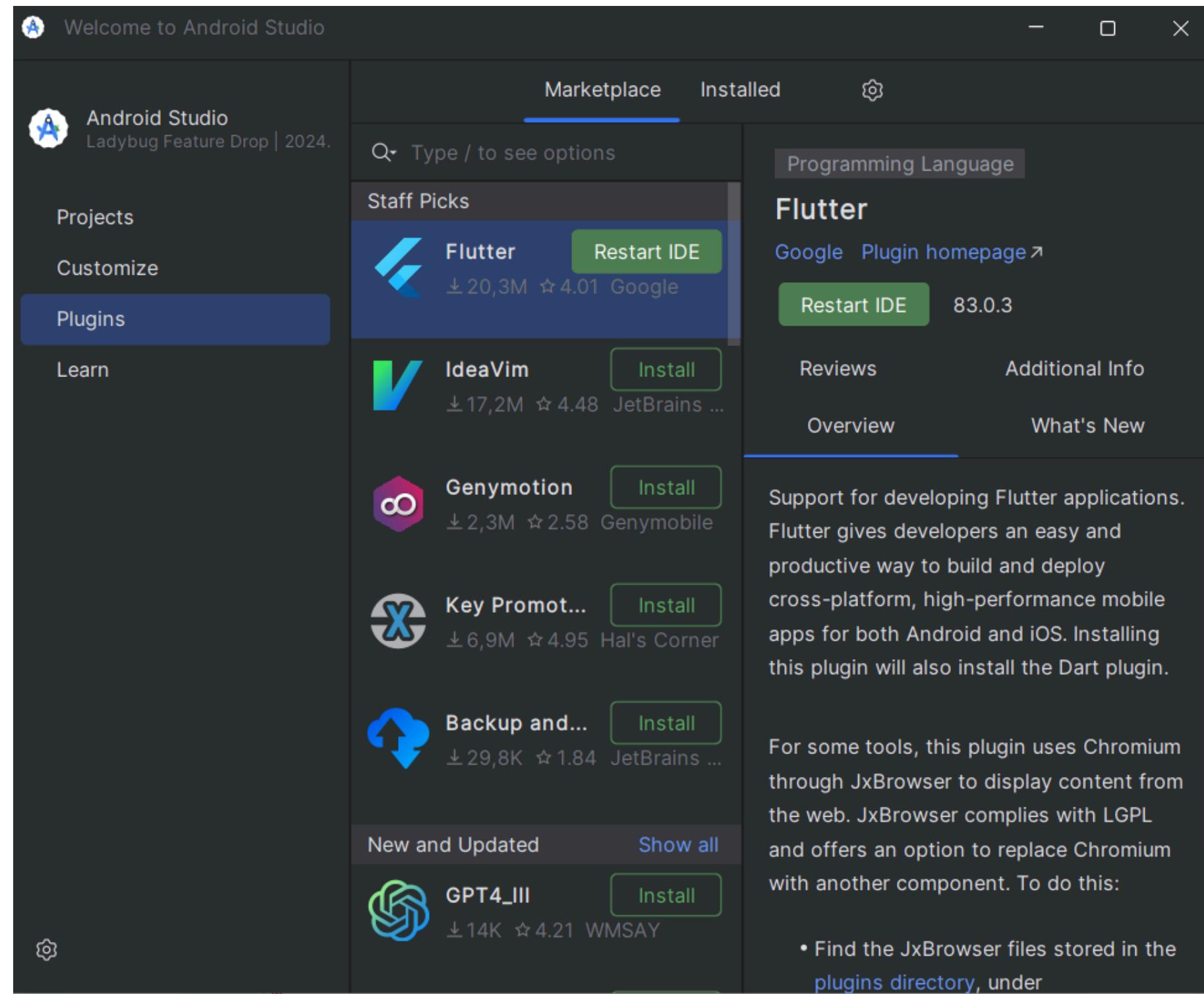
Baixar a atualização de recursos 3 do Android Studio Narwhal 

Leia as notas de lançamento 





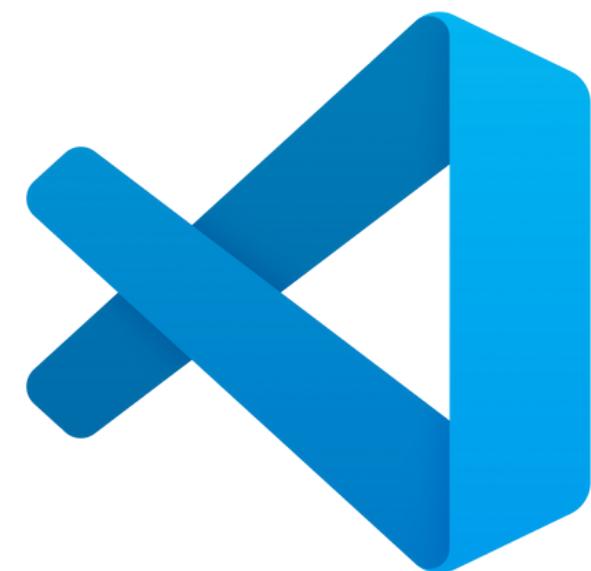
# Após isso, instale os Plugins Flutter & Dart.



# Configurando Ambiente.



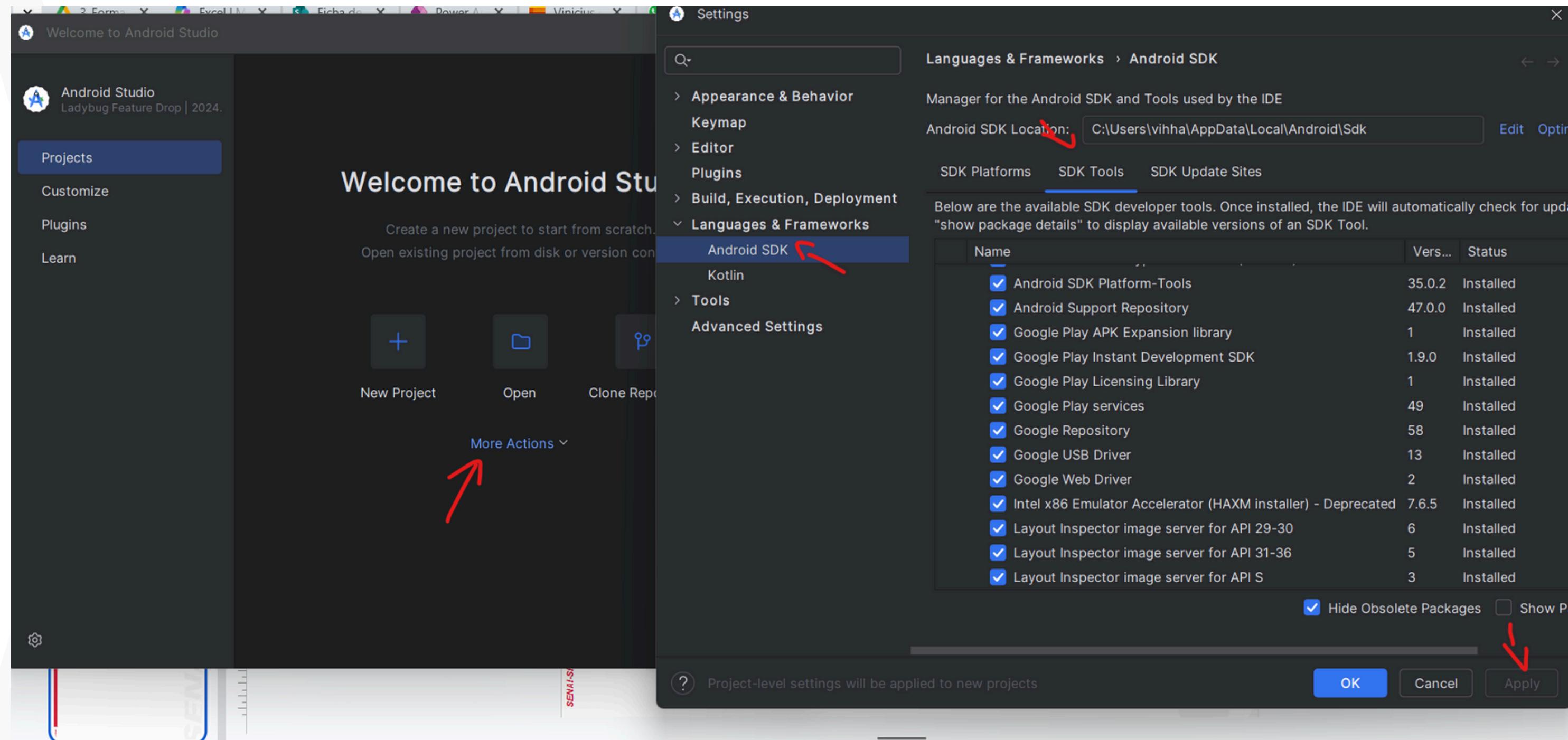
android  
studio





## More Actions/ SDK MANAGER/Android SDK/ SDK TOOLS

Instale os pacotes adicionais do Emulador.

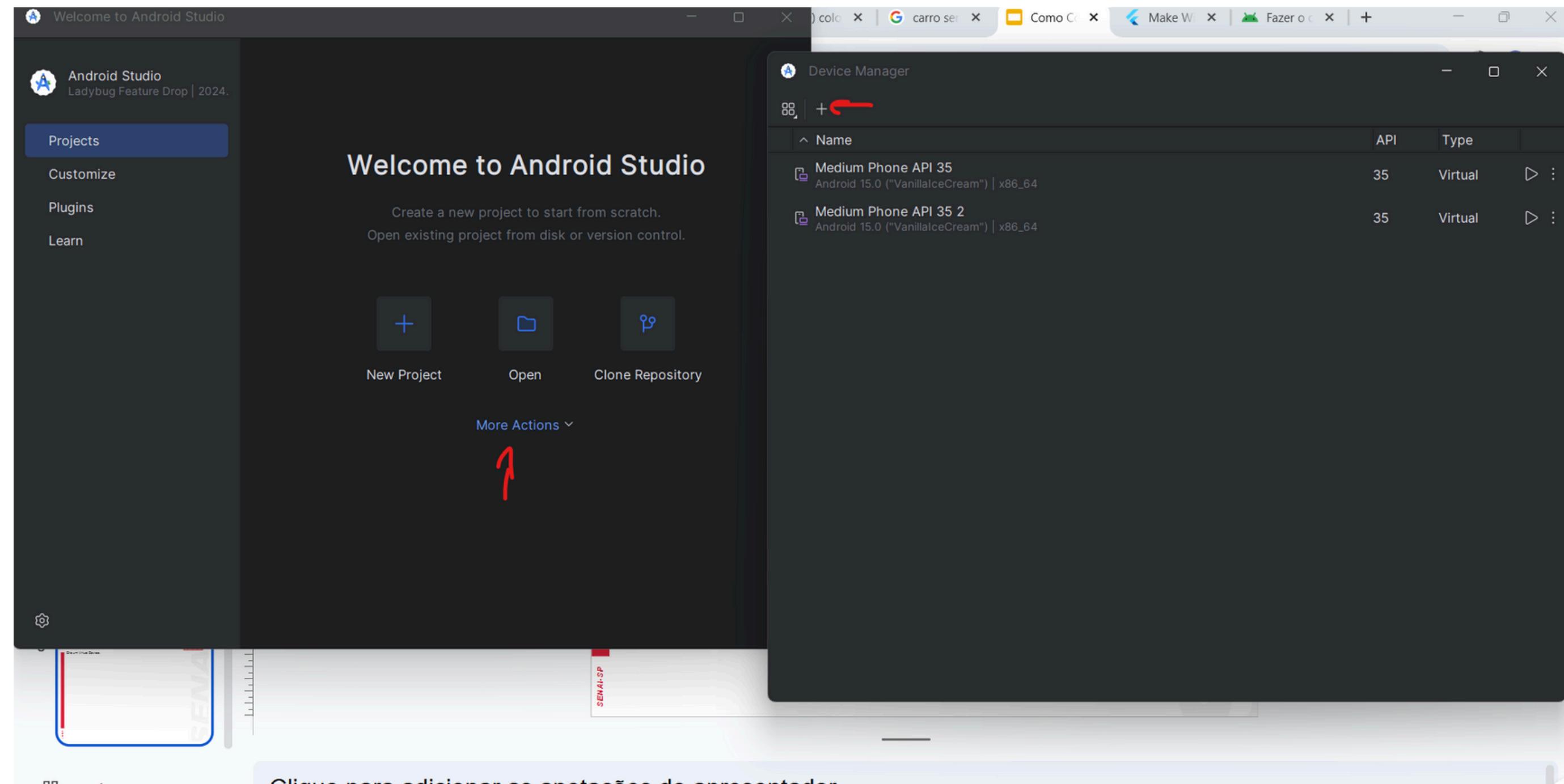


SELECIONE TODAS AS OPÇÕES E INSTALE.



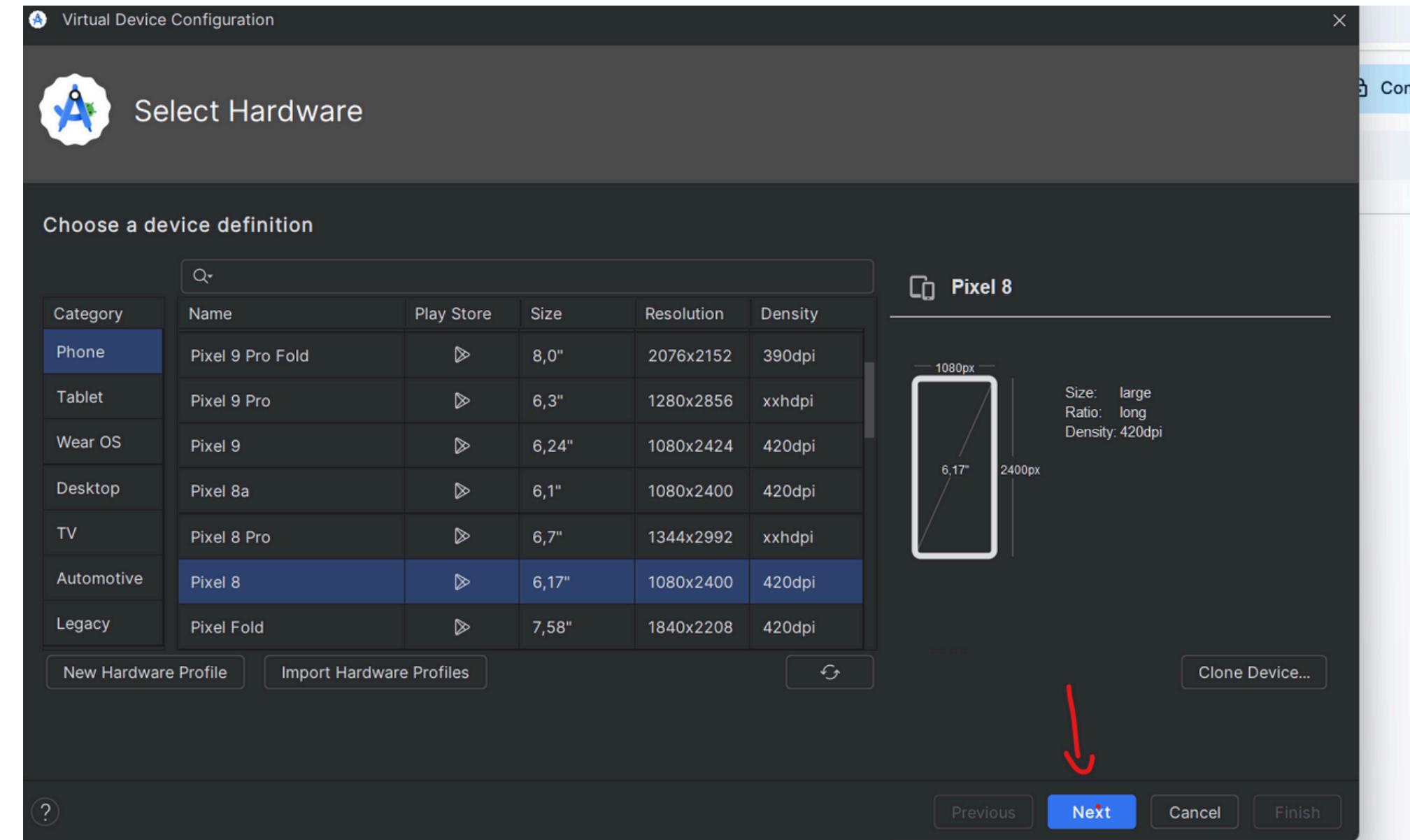
## More Actions/ Virtual Device Manager/ '+'.

# Agora crie um novo device.

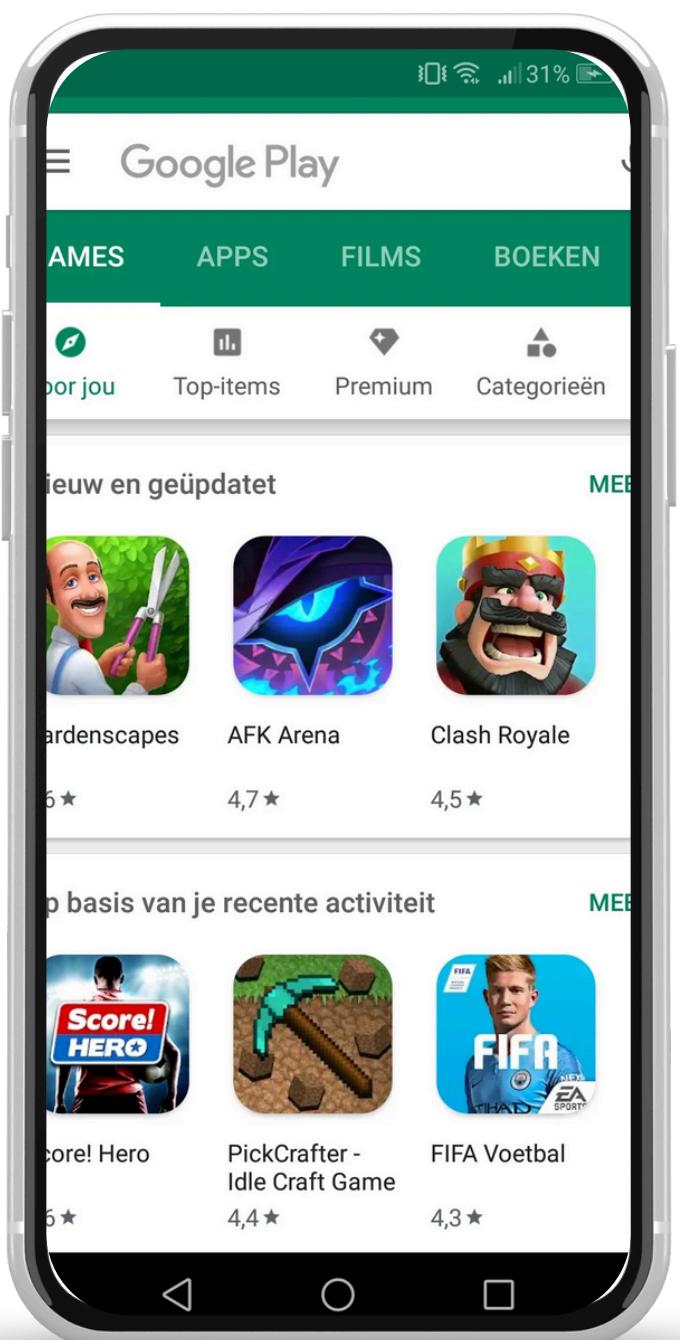




# Escolha um Device para emular.



# Escolha um Android para seu dispositivo.



 Virtual Device Configuration

## System Image

Select a system image

Release Name	API	ABI	xABI	Target
Baklava ↓	Baklava	x86_64		Android API Baklava (Google Play)
Baklava ↓	Baklava	x86_64		Android API Baklava (16 KB Page)
<b>VanillalceCream</b>	<b>35</b>	<b>x86_64</b>	<b>arm64-v8a</b>	<b>Android 15.0 (Google Play)</b>
VanillalceCream ↓	35	x86_64		Android 15.0 (16 KB Page)
UpsideDownCake	34	x86_64	arm64-v8a	Android 14.0 (Google Play)
Tiramisu ↓	33	x86_64		Android 13.0 (Google Play)
Sv2 ↓	32	x86_64		Android 12L (Google Play)
S ↓	31	x86_64		Android 12.0 (Google Play)
R ↓	30	x86		Android 11.0 (Google Play)

**VanillalceCream**

API Level: **35**

Type: **Google Play**

Android: **15.0**

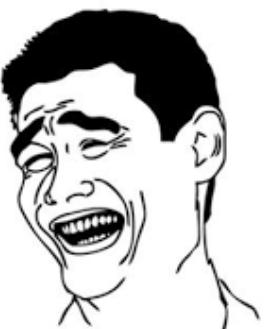
Google Inc.

System Image: **x86\_64 (translated: arm64-v8a)**

We recommend these Google Play images because this device is compatible with Google Play.

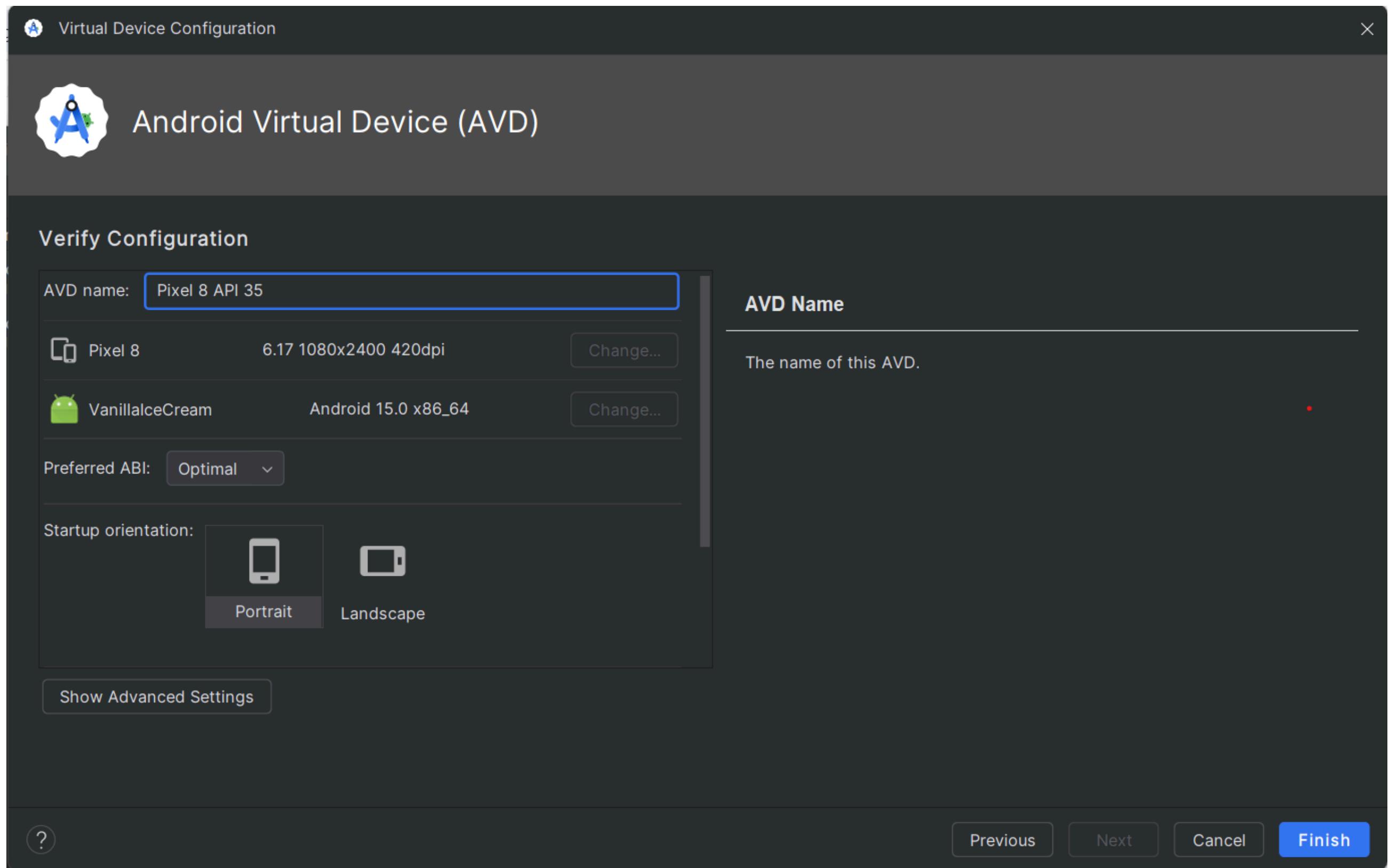
Previous Next Cancel Finish

Androids antigos podem afetar na  
compatibilidade de Widgets.  
Escolha acima de 34



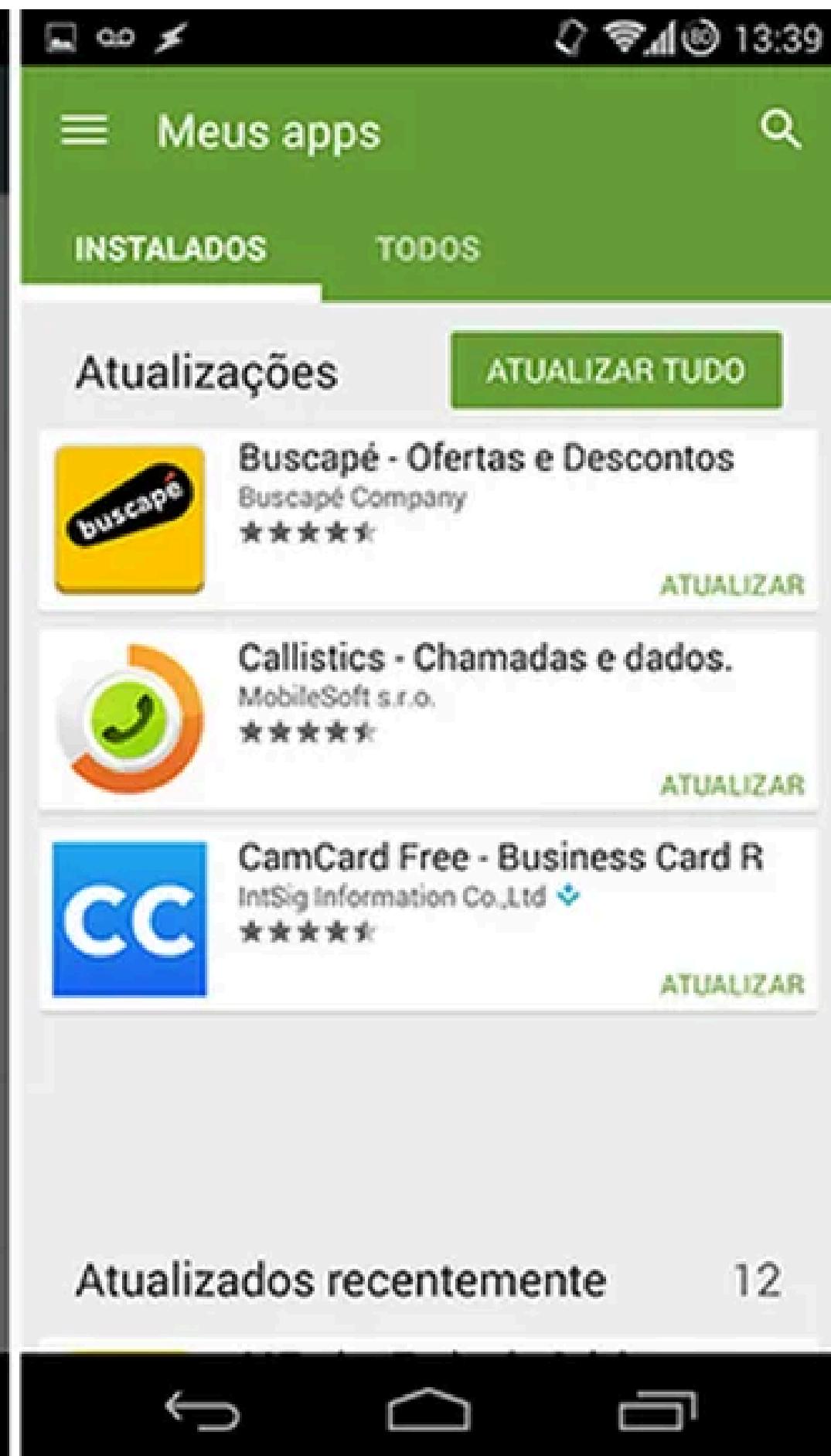
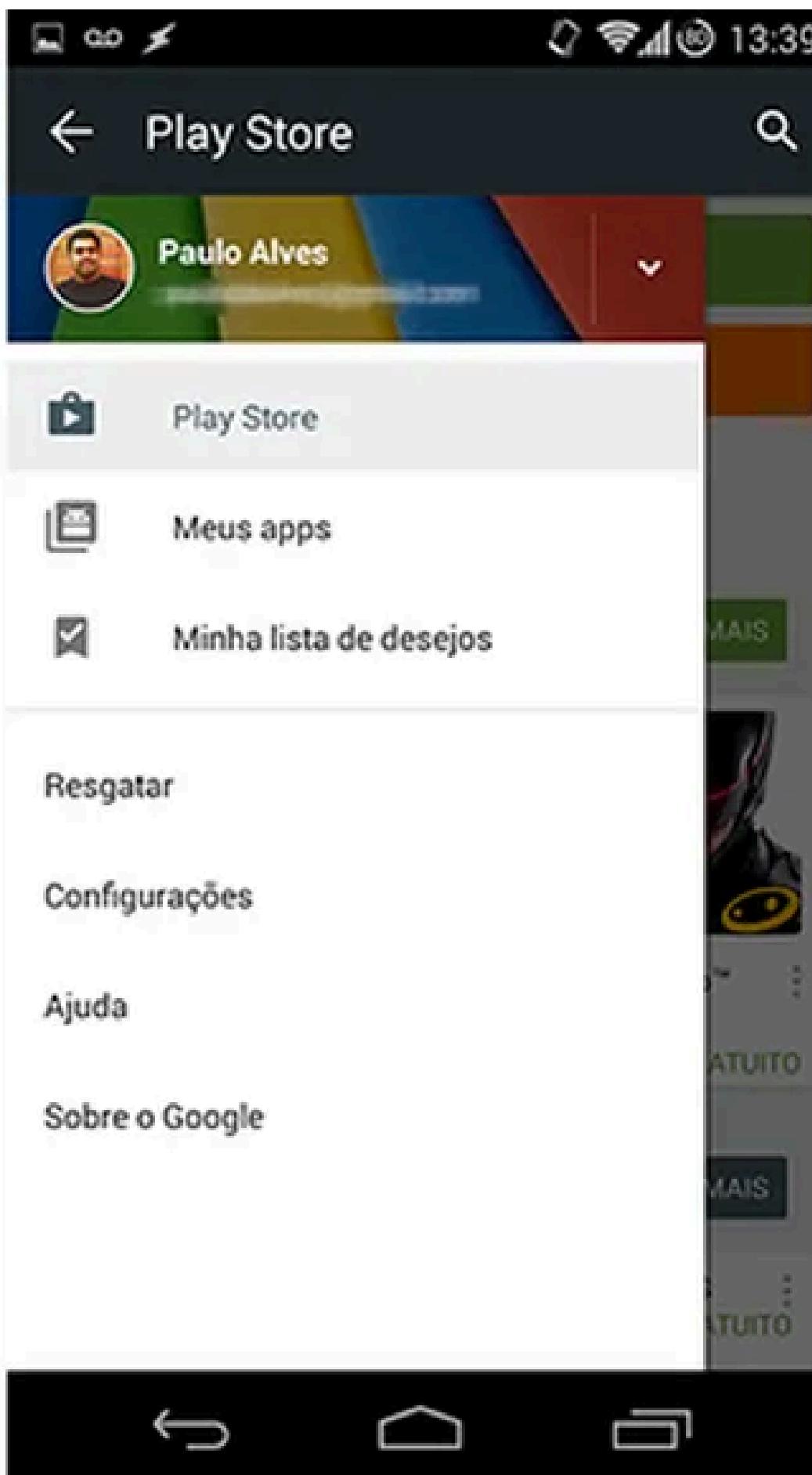
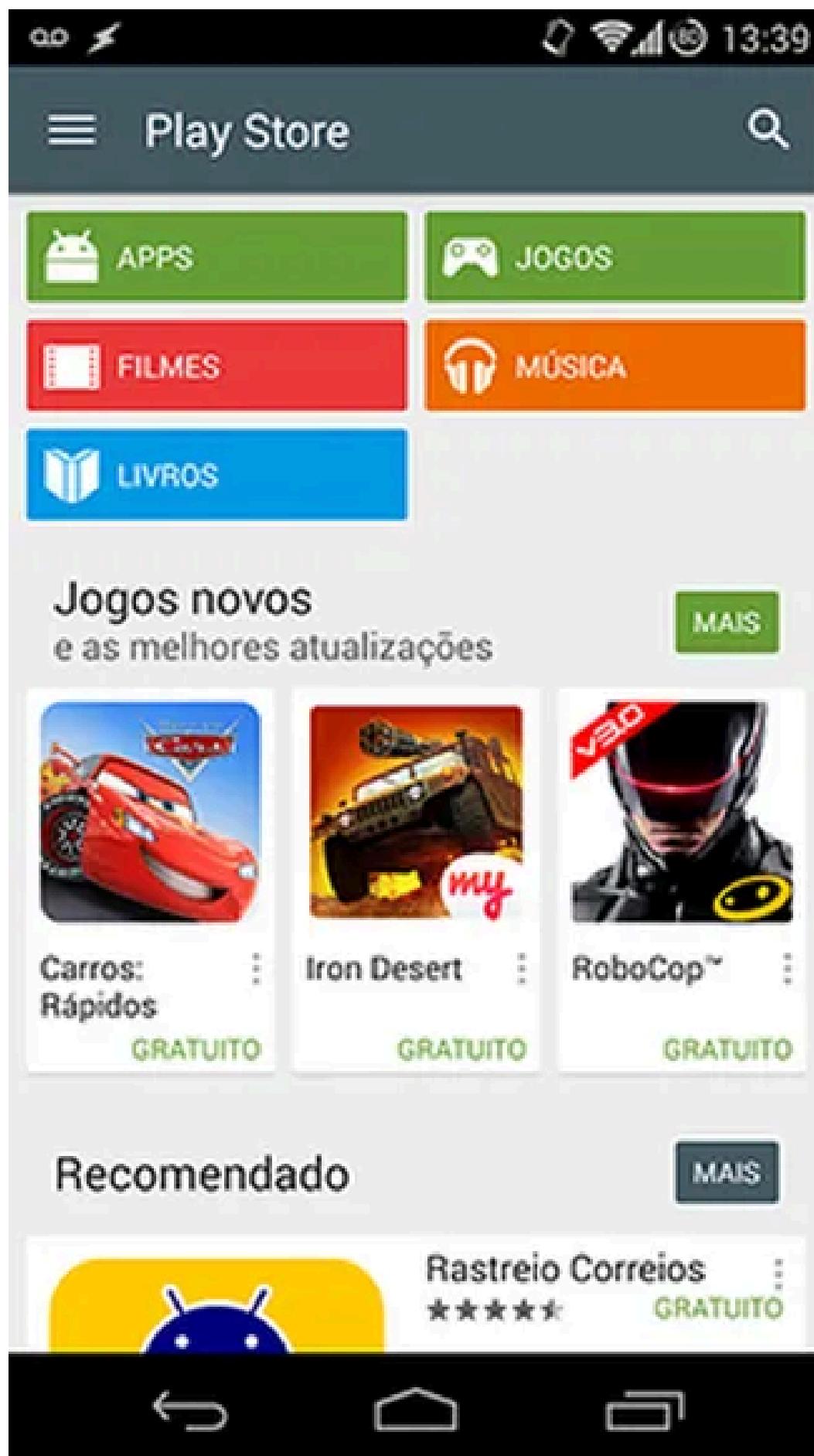


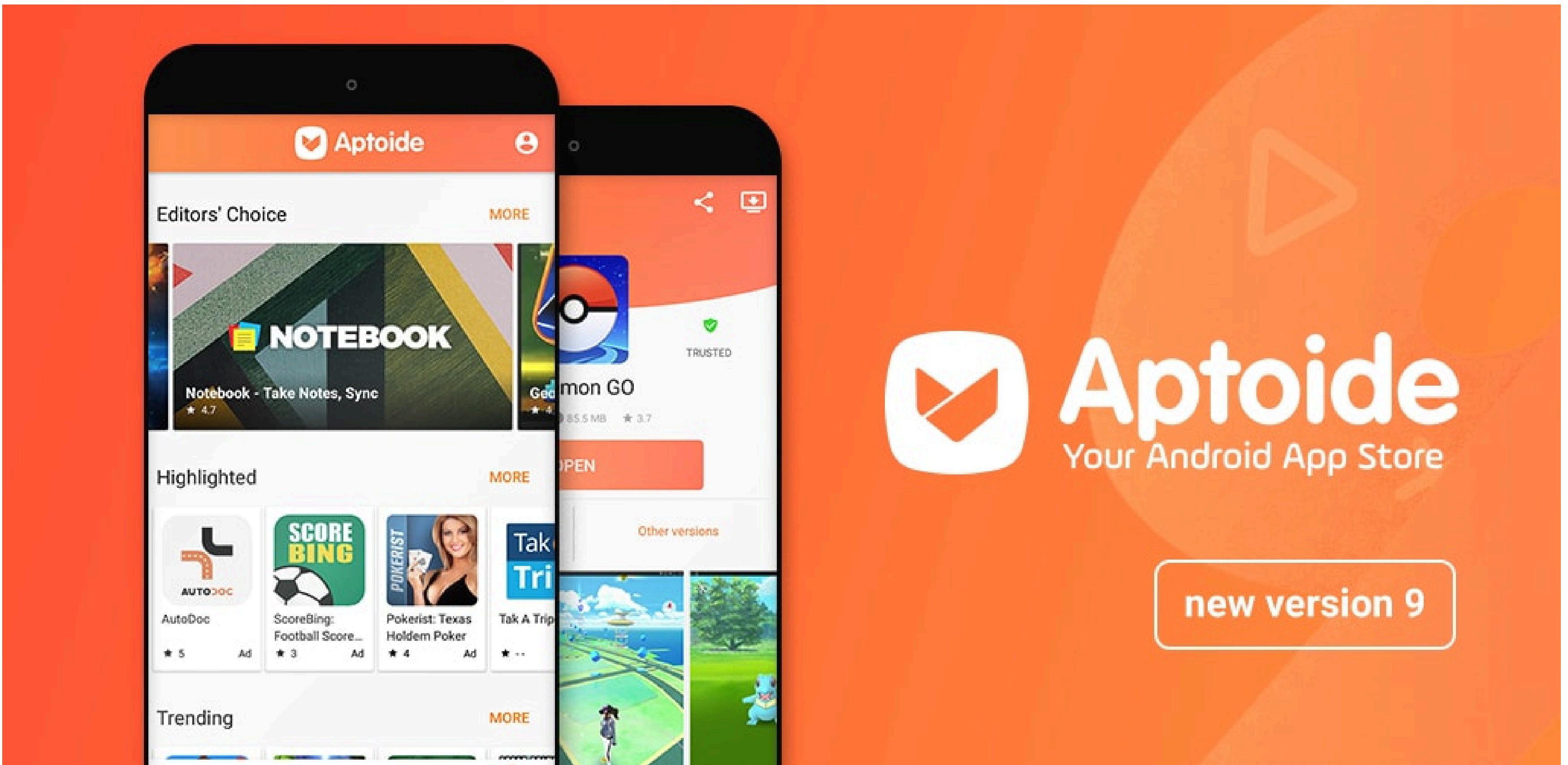
# De um nome ao dispositivo.



**Atenção Alerta  
de Nostalgia!!**







The image displays the Aptoide mobile application interface on the left and a promotional banner for Aptoide on the right.

**Aptoide App Interface:**

- Editors' Choice:** Shows the "NOTEBOOK" app with a rating of 4.7.
- Highlighted:** Shows the "ScoreBing" app with a rating of 3.
- Trending:** Shows the "Pokerist: Texas Holdem Poker" app with a rating of 4.

**Aptoide Promotional Banner:**

- Logo:** The Aptoide logo, featuring a white stylized 'M' shape on an orange background.
- Title:** **Aptoide** Your Android App Store
- Text:** new version 9









# UNOFFICIAL GAME GUIDE

(ANDROID, IOS, SECRETS, TIPS, TRICKS, HINTS)

HSE GAMES

**MULTILASER** Tablets

**M7** 

Tablet de 7 polegadas  
com conexão Wi-Fi

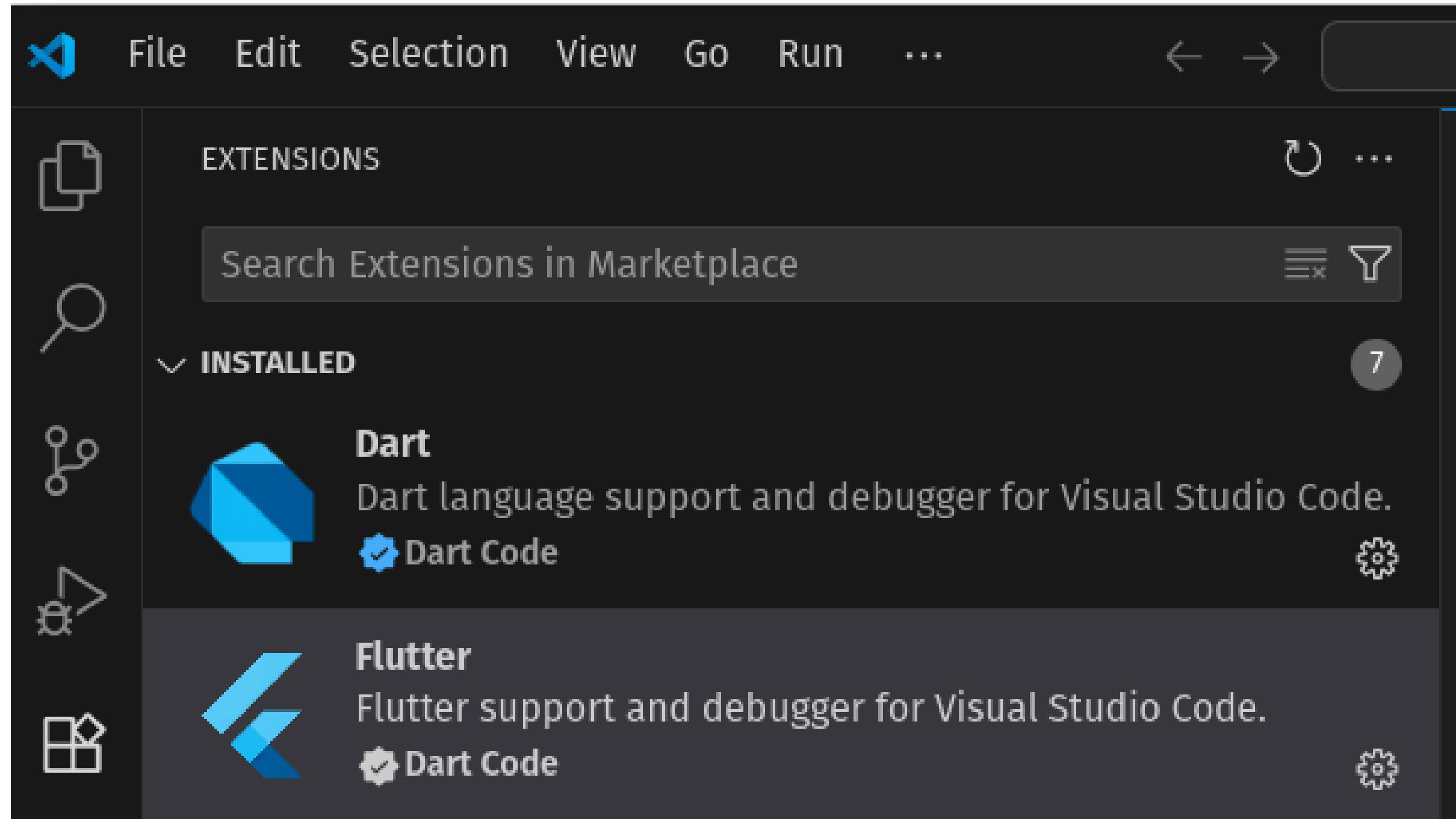






# Agora vá no VSCode.

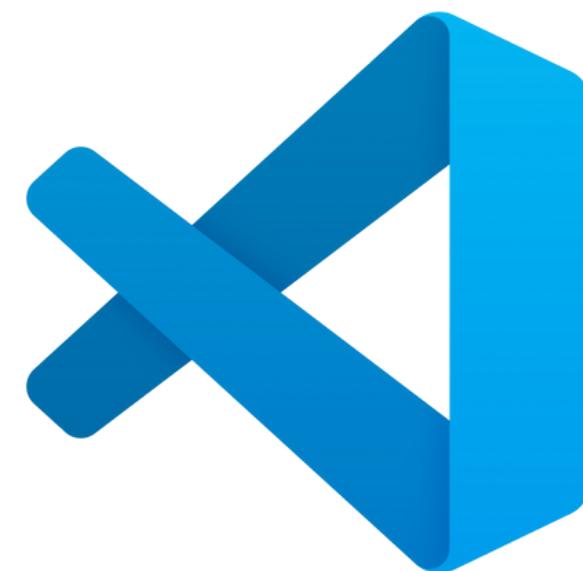
## Instale a biblioteca Flutter.



# Criando seu Primeiro App.



android  
studio





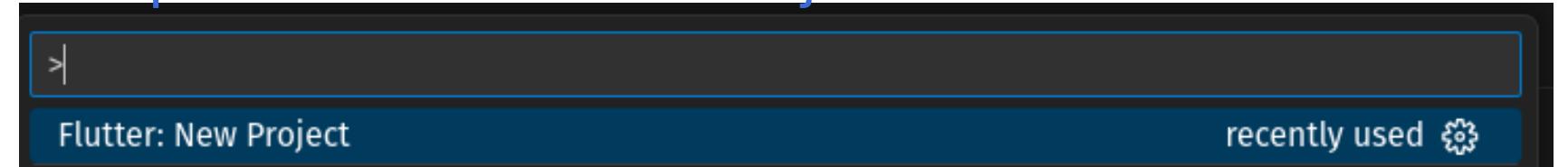
# Passos para Criar um App.



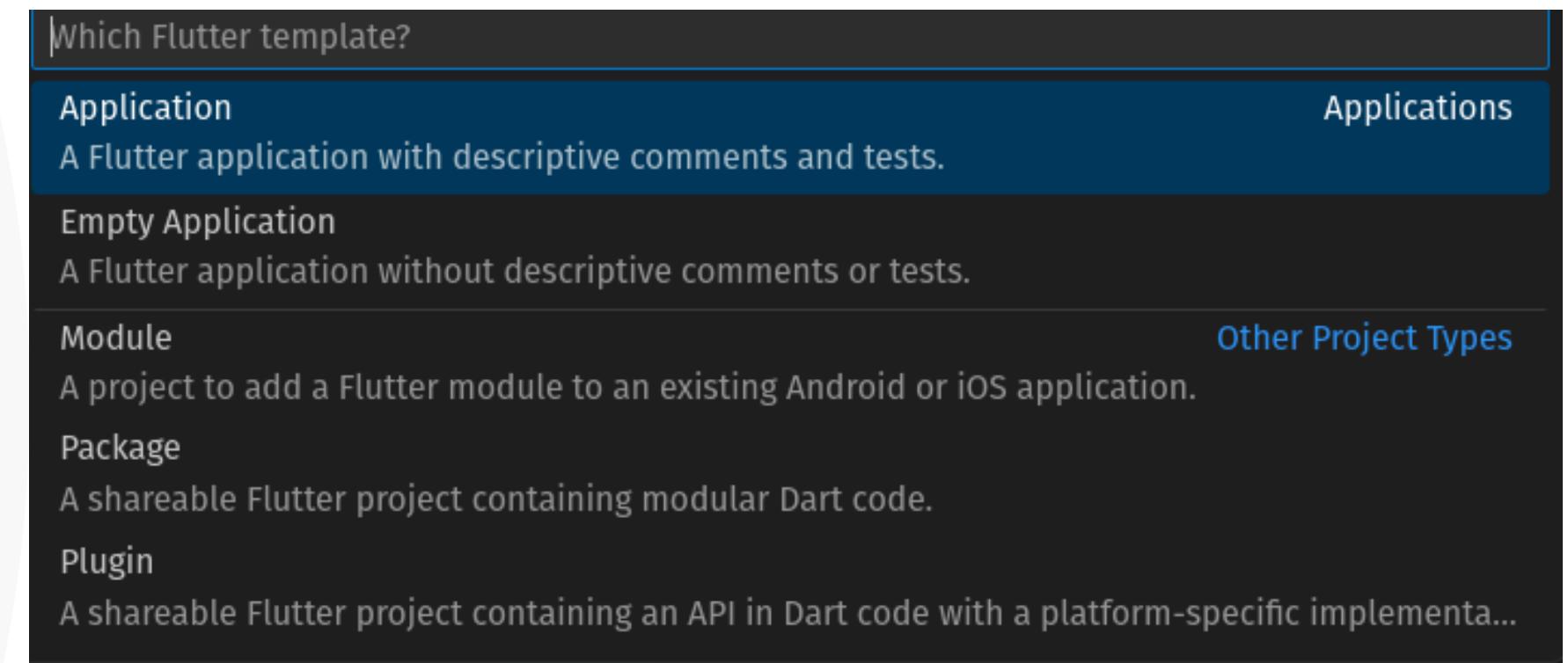
**Aperte a  
tecla F1.**



Clique em Flutter New Project.

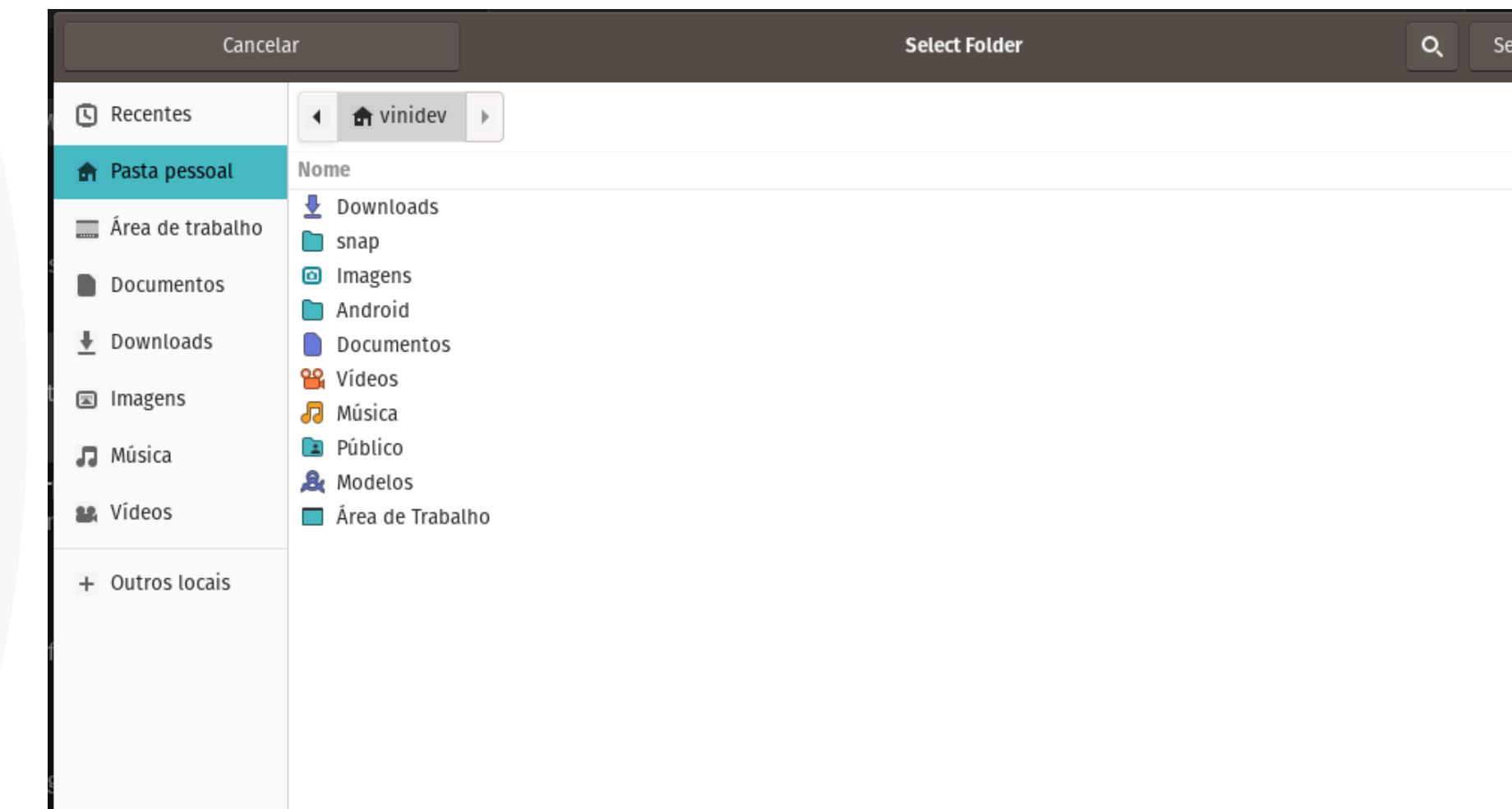


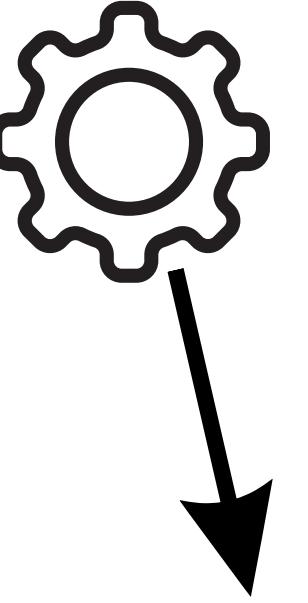
Clique em Application.



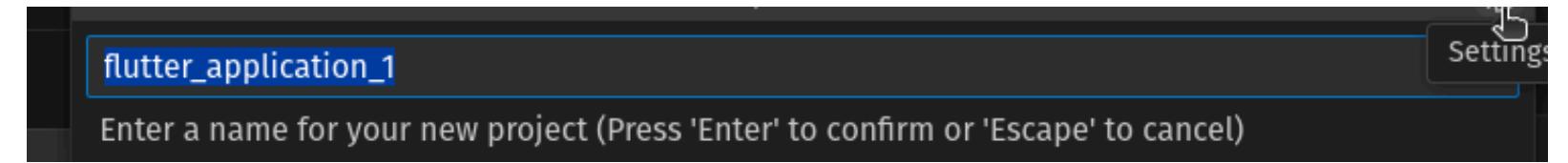


**Escolha  
qualquer  
pasta para  
deixar seu  
projeto.**





**Antes de  
colocar o  
nome do seu  
app aperte  
em Settings.**





**Organization é uma URL para seu app comunicar com outras tecnologias.**

**Sempre anote em algum lugar sua org.**

**Em platforms você consegue selecionar quais plataformas deseja fazer em seu projeto.**

**No nosso caso selecione apenas Android.**

Settings for new Flutter projects

Select a setting to change (or 'Escape' to cancel)

**Organization com.example**  
The organization responsible for your new Flutter project, in reverse domain name notation. This string is used in Java package names and as prefix in the iOS bundle identifier. (Press 'Enter' to confirm or 'Escape' to cancel)

Android Language kotlin  
The language to use for Android-specific code, either Java (legacy) or Kotlin (recommended).

iOS Language swift  
The language to use for iOS-specific code (Flutter <= 3.22 only), either ObjectiveC (legacy) or Swift.

Offline Mode not enabled  
When commands like "flutter pub get" or "flutter create" are run, this indicates whether to run them online or offline.

Platforms all  
The platforms that should be enabled for new Flutter applications.

Organization

com.meuapp

The organization responsible for your new Flutter project, in reverse domain name notation. This string is used in Java package names and as prefix in the iOS bundle identifier. (Press 'Enter' to confirm or 'Escape' to cancel)

Platforms

Select options for Platforms (or 'Escape' to cancel) 1 Selected OK

android

ios

linux

macos

windows

web

Code. DETAILS FEATURES CHANGELOG DEPENDENCIES

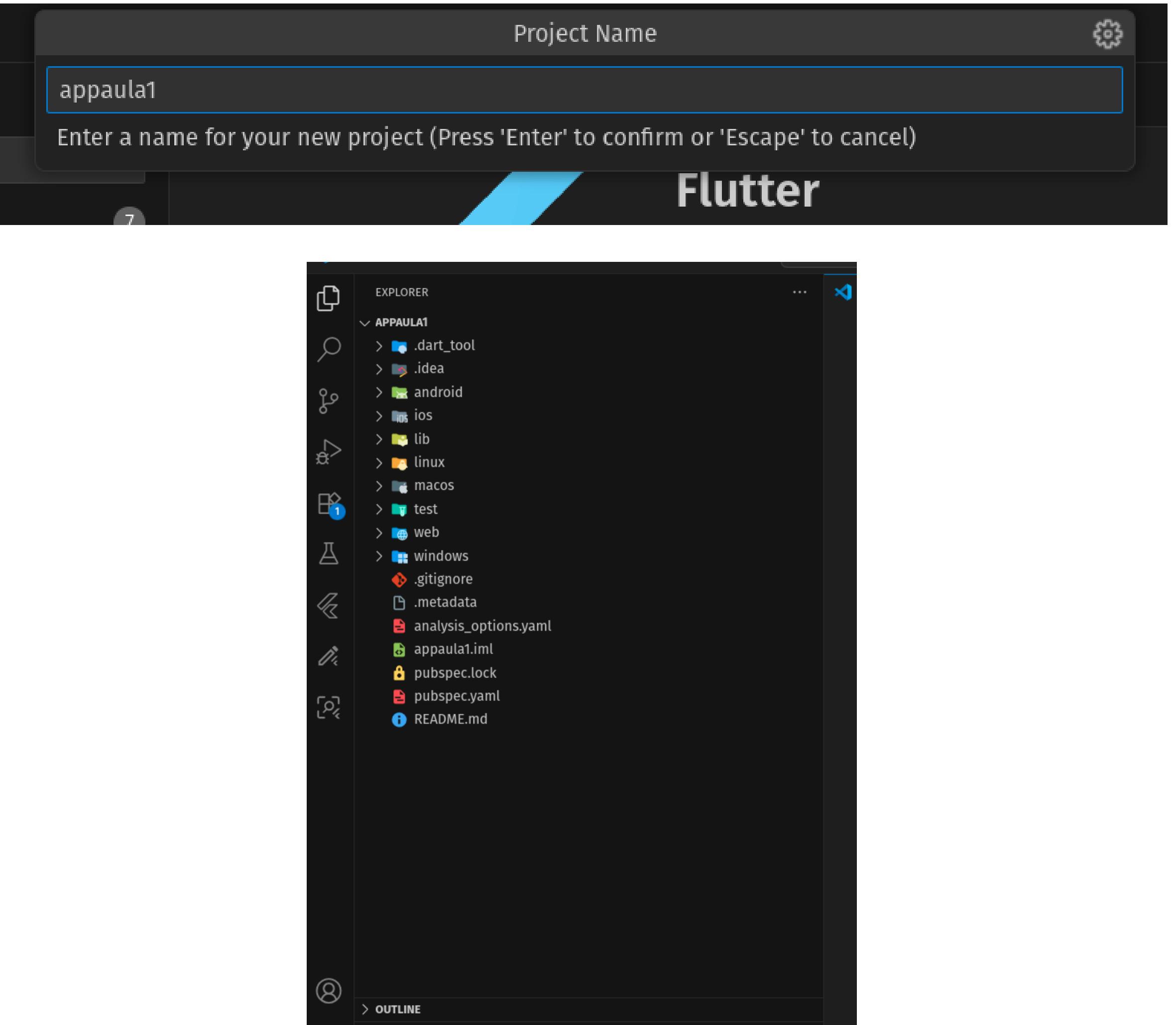
12ms



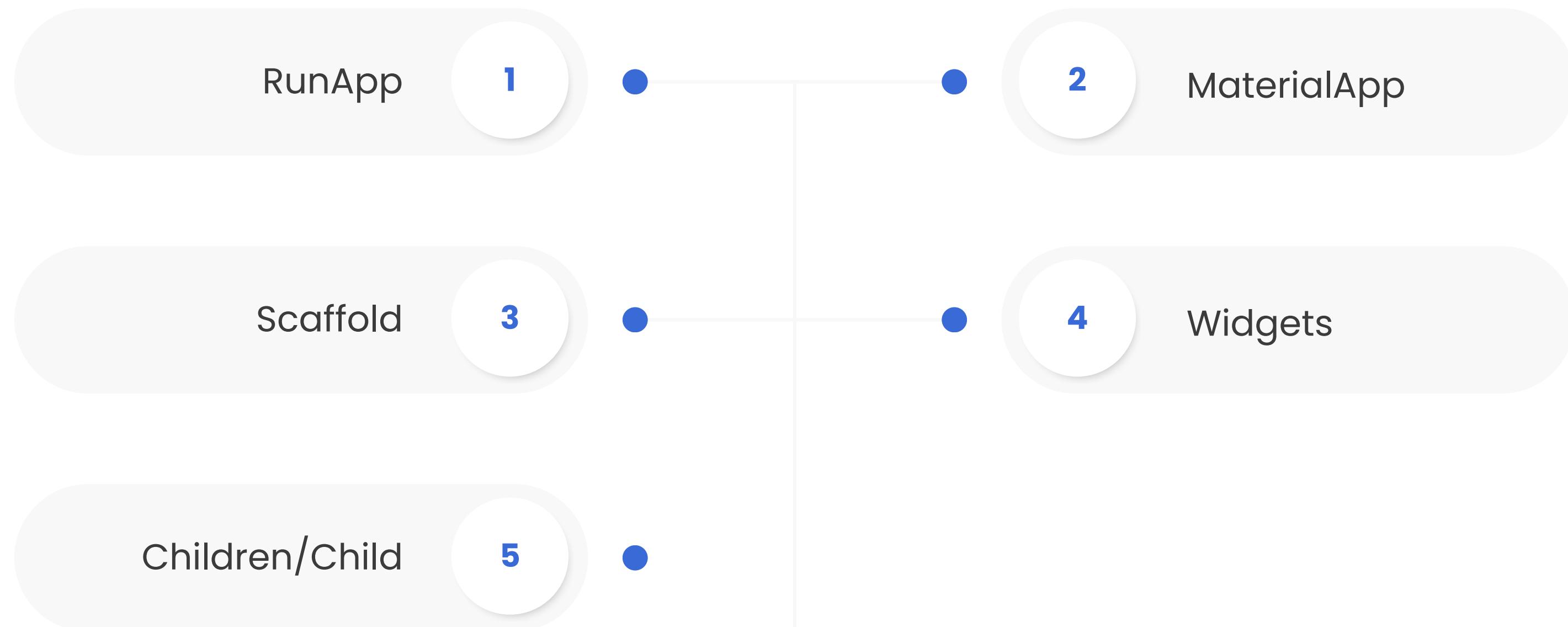
**Aperte Esc 1 vez.**

**Coloque o nome do  
Projeto.**

**E aperte Enter.**



# Principais Agentes.



# Run App

1

## Função

Serve para iniciar a aplicação.

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

Run | Debug | Profile
void main() {
    runApp(MyApp());
}
```



# MaterialApp

1

## Função

Serve para proporcionar os Widgets Nativos do Flutter.

2

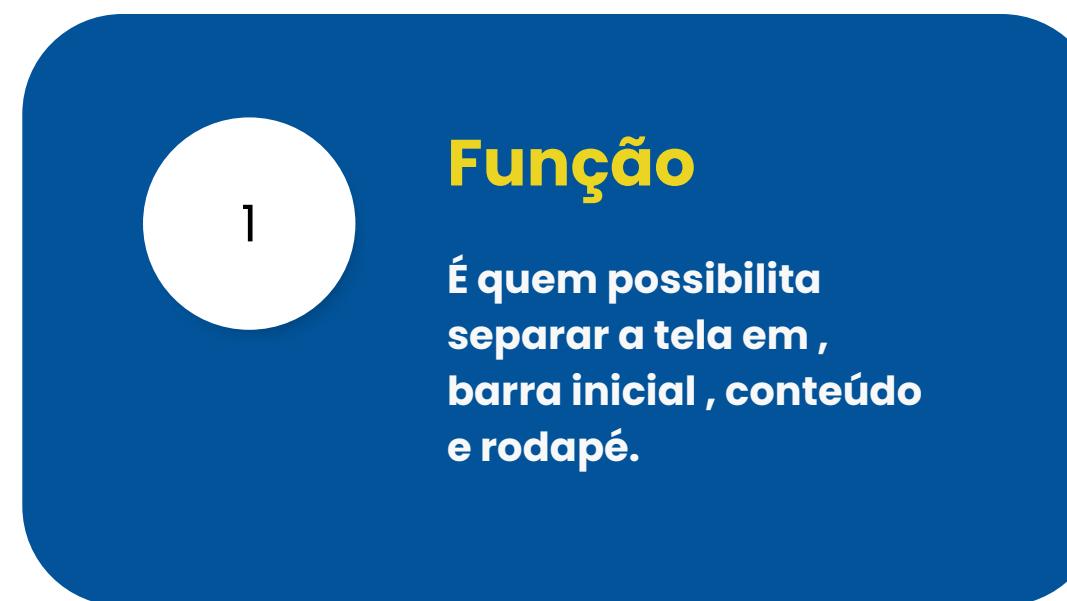
## Exemplo

Imagine como se fosse uma loja de Material de Construção. É ela que fornece os elementos para se criar uma casa.



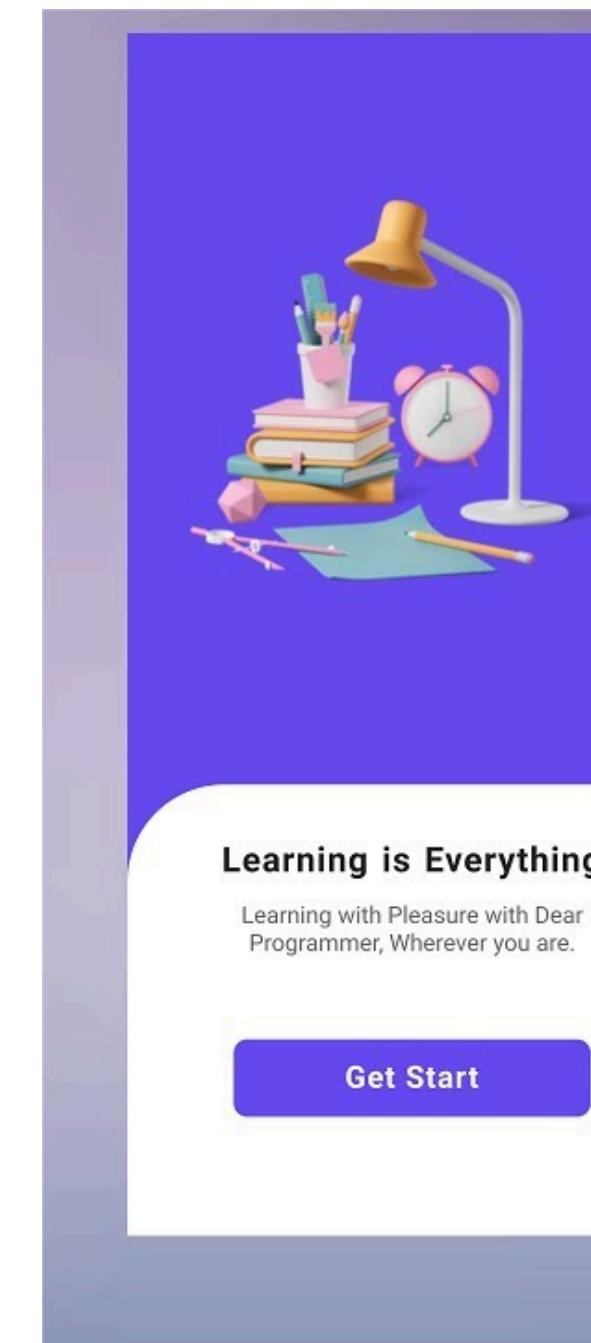


# Scaffold



## Função

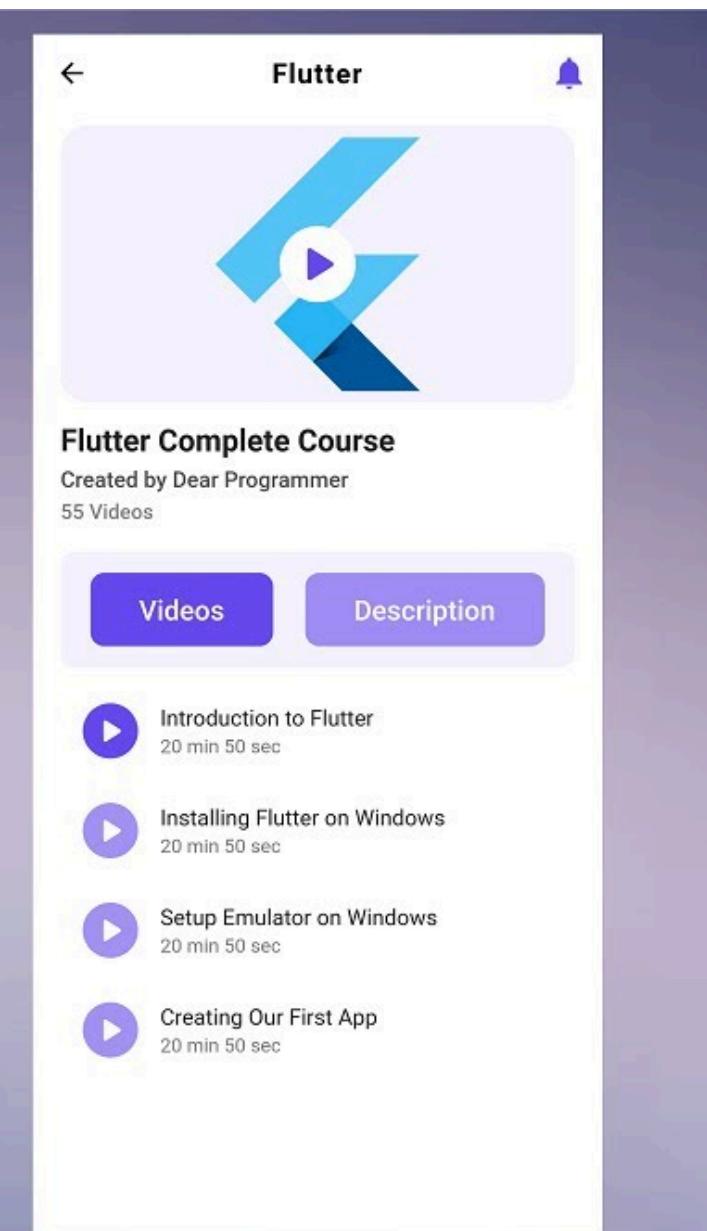
É quem possibilita separar a tela em , barra inicial , conteúdo e rodapé.



### Learning is Everything

Learning with Pleasure with Dear Programmer, Wherever you are.

Get Start



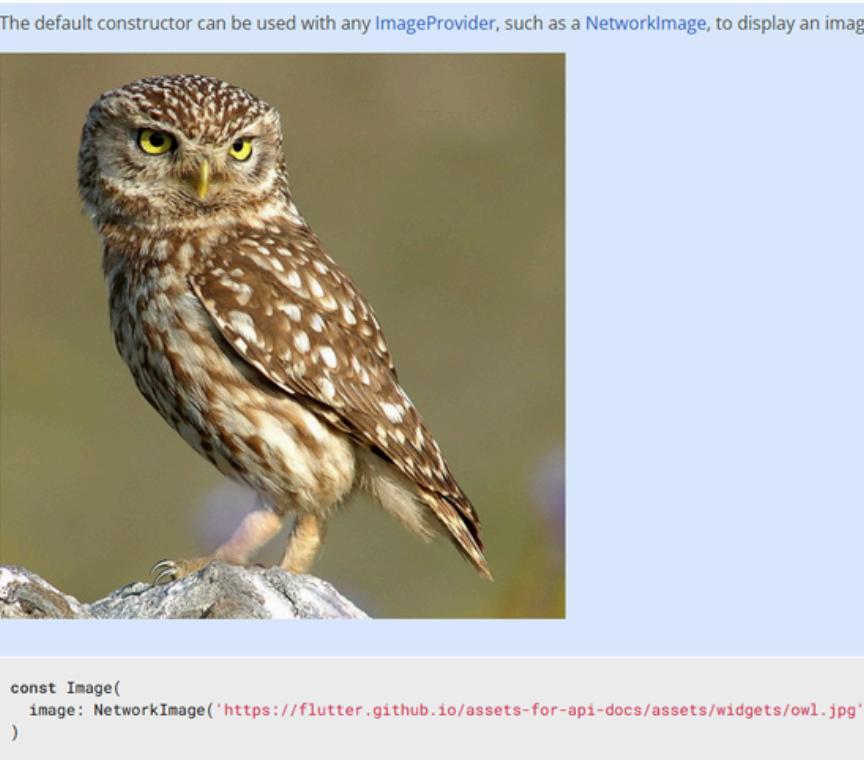


# Exemplos de Widgets Nativos.

1 **Text**

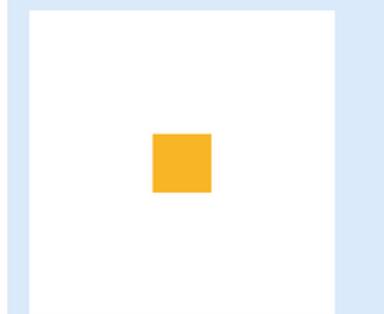
Hello Ruth, how

2 **Image**



3 **Container**

This example shows a 48x48 amber square (placed in margin so that it stays away from neighboring widget)



```
Center(
  child: Container(
    margin: const EdgeInsets.all(10.0),
    color: Colors.amber[600],
    width: 48.0,
    height: 48.0,
  ),
)
```



# Tipos de Telas

1

**Stateless**

Telas que  
são  
estáticas.

2

**Statefull**

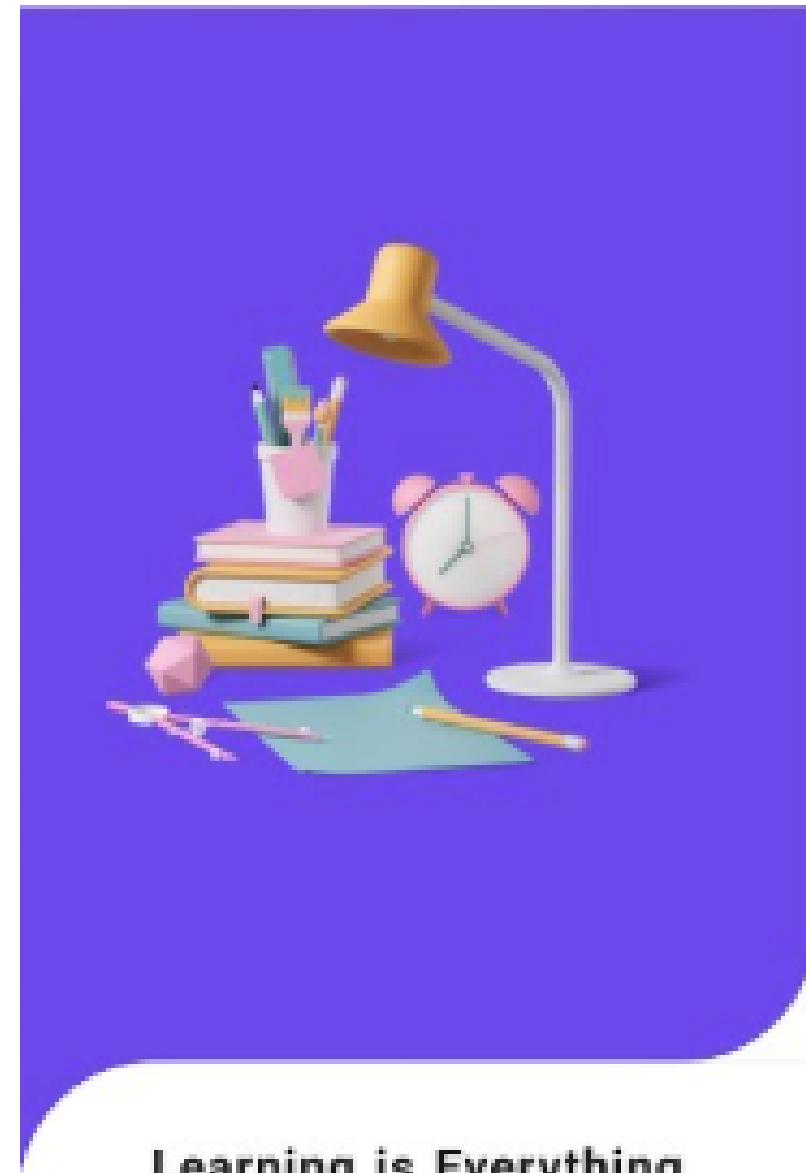
Telas que  
são  
dinâmicas.





# O que essa tela é?

1 **Stateless**



2 **Statefull**

Get Start

# O que essa tela é?

1

**Stateless**

2

**Statefull**



# O que essa tela é?

1

**Stateless**

2

**Statefull**





# O que essa tela é?

1 **Stateless**



2 **Statefull**



**obrigado**  
!





Aula 13  
Alinhamento



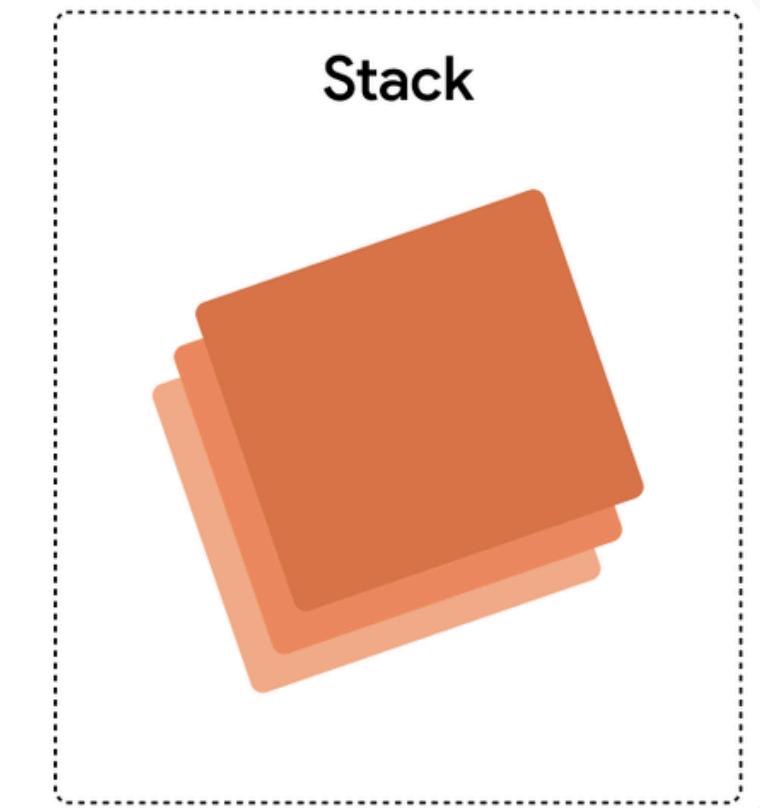
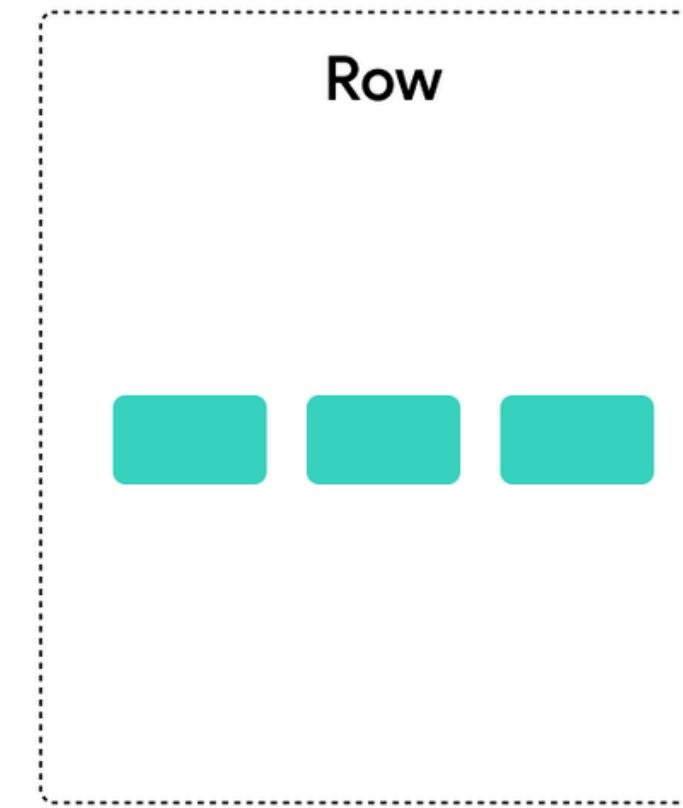
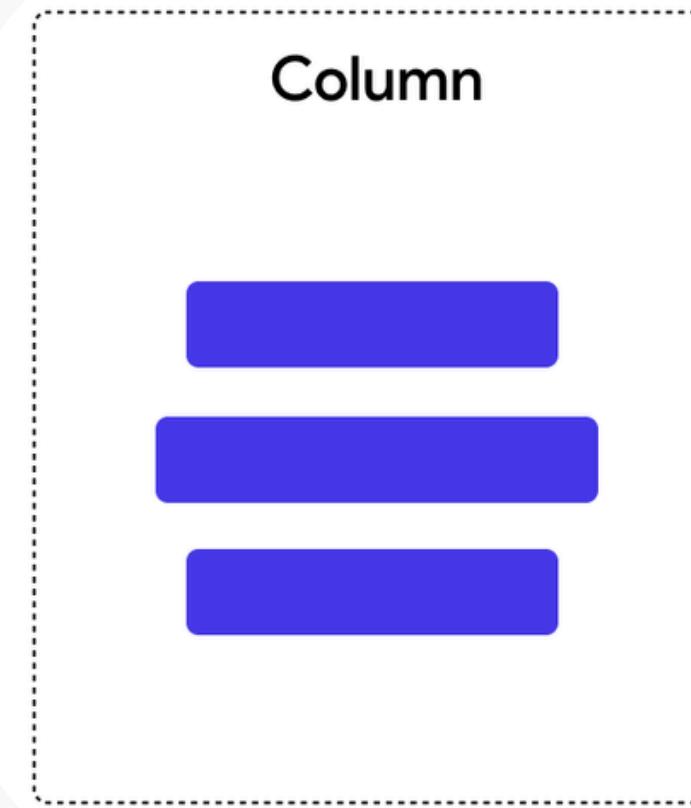
# Widgets Orientadores.

**São Widgets que definem  
as posições dos elementos  
filhos.**

*Eu ouvindo conselhos de quem é  
pior que eu*



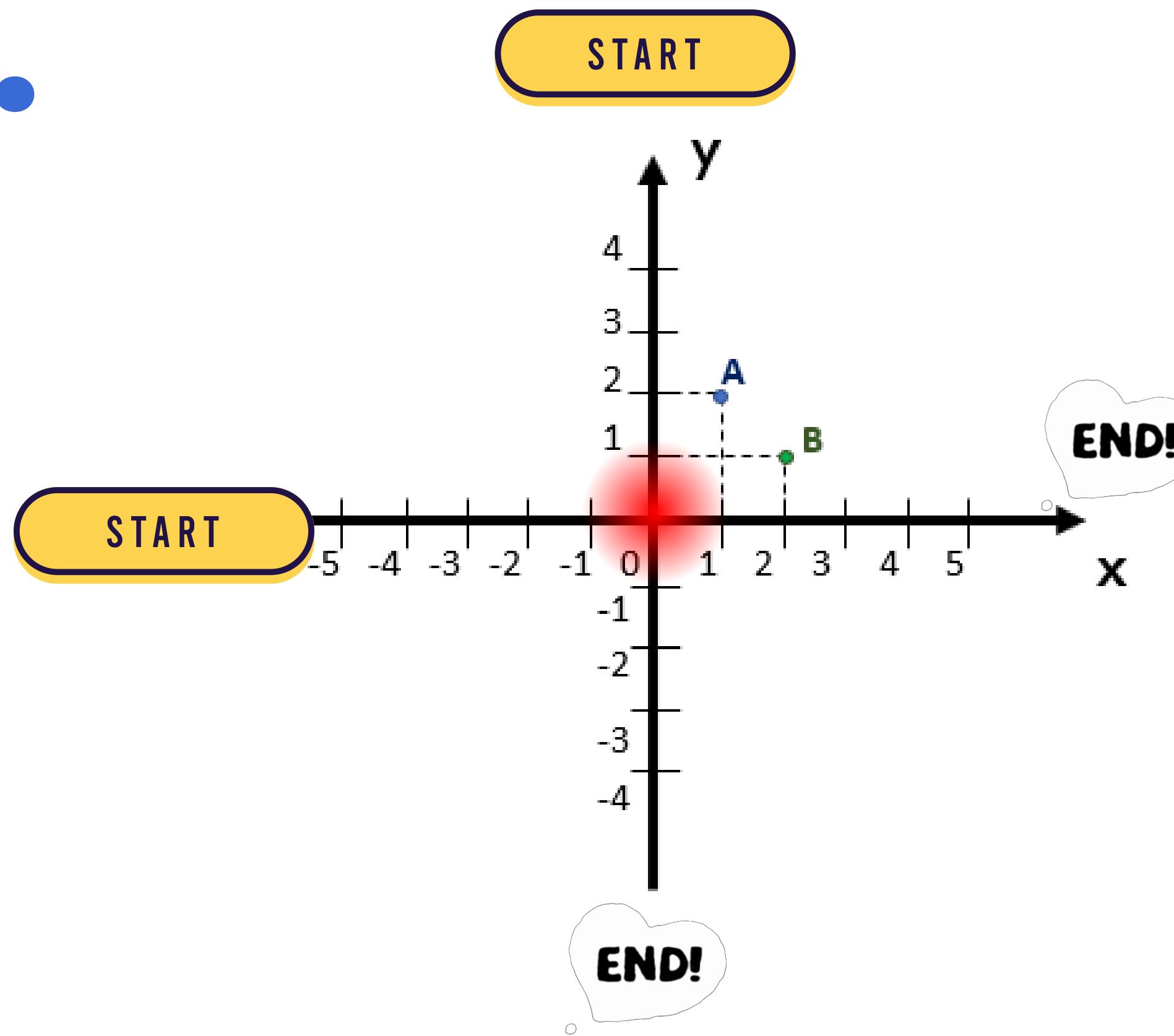
# Column / Row / Stack



# Plano cartesiano.

No Flutter cada eixo do plano tem 3 posições comuns.

Start/Center/End.

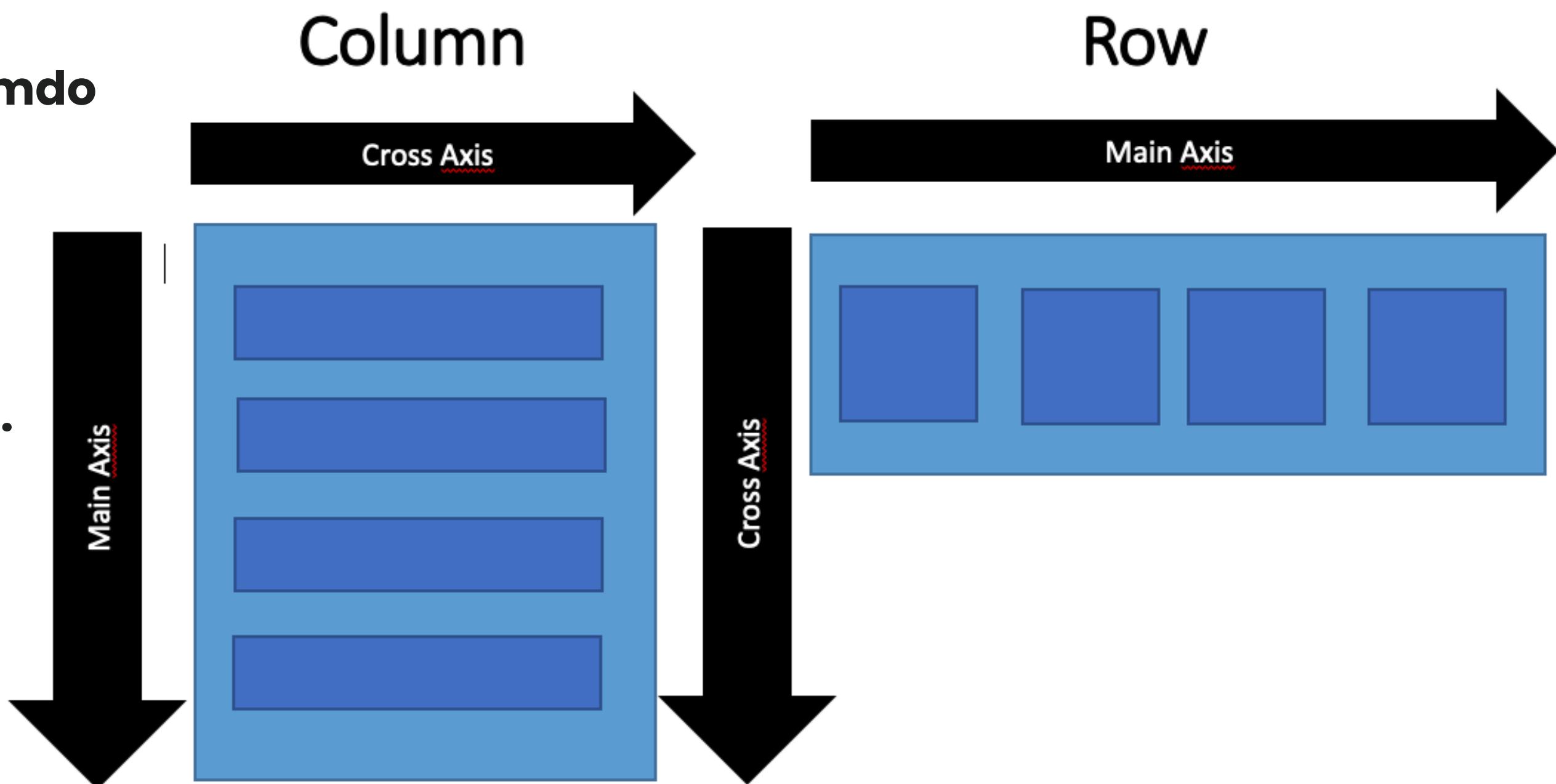


# Alinhamento.

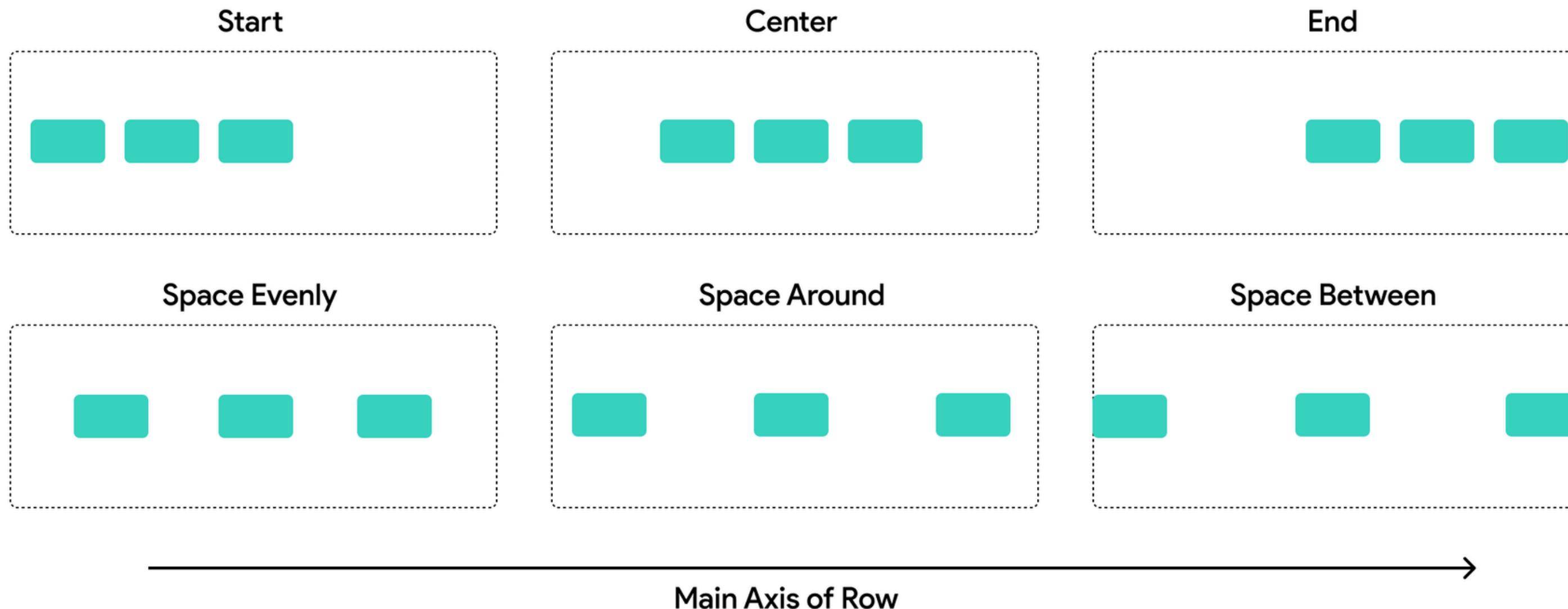
Cada Widget orientador tem seu eixo principal chamado de **MainAxisAlignment**.

E seu eixo secundário chamado **CrossAxisAlignment**.

Cada eixo pode estar na posição **start**, **center** ou **end**.



# Alinhamento adicionais.



# Alinhamento adicionais.

.center	.start	.end	.spaceEvenly	.spaceAround	.spaceBetween
