

fyne

GoMN Meetup 3/16/2022
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What is Fyne? 🤔

“The **Fyne toolkit** is an easy to learn, free and open source, platform for building **graphical applications** for **desktop, mobile** and beyond. Combining the power and simplicity of the **Go** programming language with a carefully crafted library of **widgets** it is now easier than ever before to **build** your application and **deploy** it across all platforms and stores.”

From <https://fyne.io/>

Let's See Fyne 🙄

```
$ go install fyne.io/fyne/v2/cmd/fyne_demo@latest  
$ fyne_demo
```

Getting Started

```
$ mkdir hello  
$ cd hello  
$ go mod init hello  
$ go get fyne.io/fyne/v2  
$ go mod tidy
```

First Fyne App 🏆

```
package main

import (
    "fyne.io/fyne/v2/app"
    "fyne.io/fyne/v2/widget"
)

func main() {
    a := app.New()
    w := a.NewWindow("Hello GoMN 😊")
    w.SetContent(widget.NewLabel("I hope you are all Fyne"))
    w.ShowAndRun()
}
```

Now Run! 🏃

```
$ go run .
```





App & Windows

- Instantiate one App
- Instantiate one or more windows
- Add content to the window(s)
- Show the window(s)
- Run the application

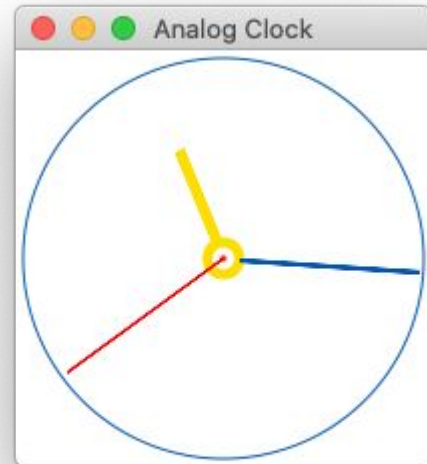
Containers & Layout

- Box (HBoxLayout, VBoxLayout)
- Grid
- Grid Wrap
- Form
- Center
- ...

Widgets

- Label
- Button
- Entry
- Choices
- Form
- ProgressBar
- ToolBar
- List
- Table

Canvas



Testing

```
import (  
    "testing"  
    "fyne.io/fyne/v2/test"  
)  
  
func TestTypedName(t *testing.T) {  
    ...  
    for _, tc := range tt {  
        t.Run(tc.name, func(t *testing.T) { // subtest  
            out, in := nameInputUI()  
            test.Type(in, tc.input)  
            if out.Text != tc.expected {  
                t.Errorf("%s should give '%s' got '%s'", tc.name, tc.expected, out.Text)  
            }  
        })  
    }  
}
```

Packaging and Installation

```
$ go install fyne.io/fyne/v2/cmd/fyne@latest  
$ fyne package  
$ fyne install
```

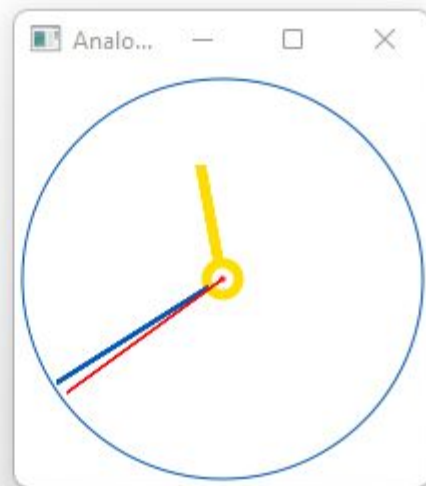
- <https://developer.fyne.io/started/mobile.html>

Cross Platform

```
$ go get github.com/fyne-io/fyne-cross  
$ fyne-cross windows -arch=amd64
```



analog.exe



Demo Time 

Resources ☁️🌞

- <https://fyne.io/>
- <https://github.com/fyne-io>
- https://twitter.com/fyne_io

Hands-On GUI Application Development in Go

Build responsive, cross-platform, graphical applications with the Go programming language

Packt>

www.packt.com

Andrew Williams

Building Cross-Platform GUI Applications with Fyne

Create beautiful, platform-agnostic graphical applications using Fyne and the Go programming language

Andrew Williams



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