

What is Flutter?

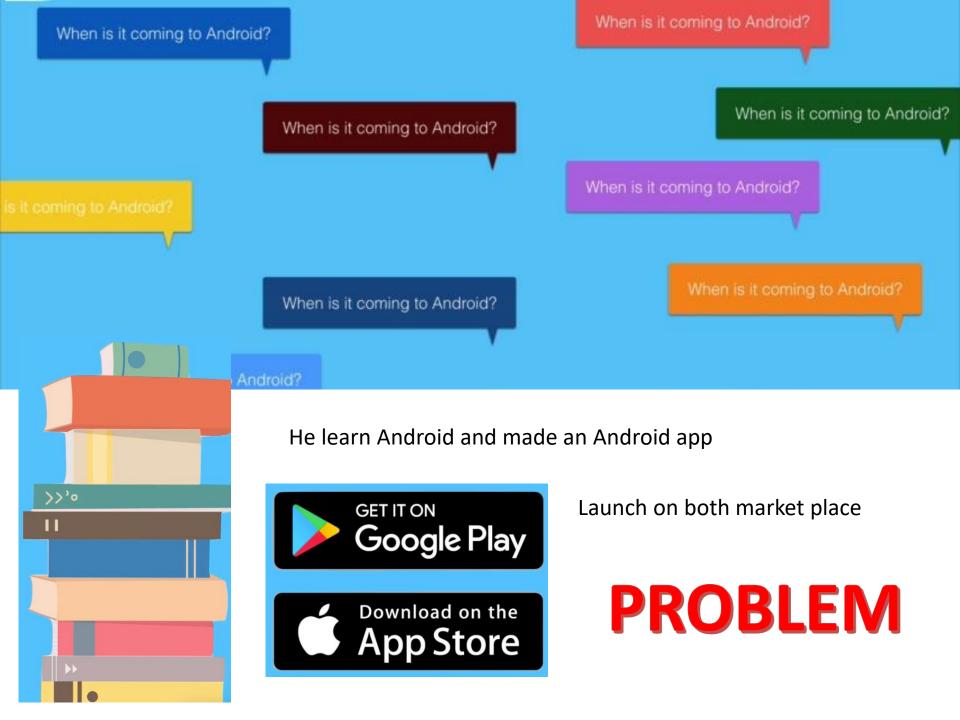
Lets take an example of Mr. Bob

He is an IoS Developer, he developed an app Which detect food



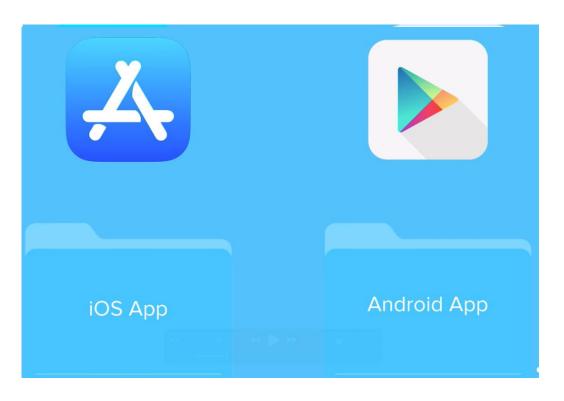


PROBLEM: its only on IoS



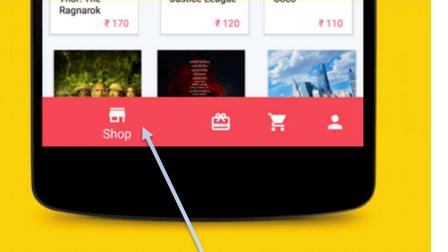
When he has updates he wants to make to the app or fix bugs he has to push the code Both PlayStore and AppStore

And he has to maintained two Codebases



THAT'S DOUBLE THE AMOUNT OF WORK

PROBLEM: THAT'S NOT ALL



Why this button twice the size of everything else

He gets complaints that in your app, some of the layouts look weird





He need to take care of different sizes of IoS supported devices layout

AS WELL AS



He need to take care of different sizes of Android supported devices layout

PROBLEM: TO KEEP UP WITH ALL DESIGNS AND VARIOUS SIZES OF SCREENS



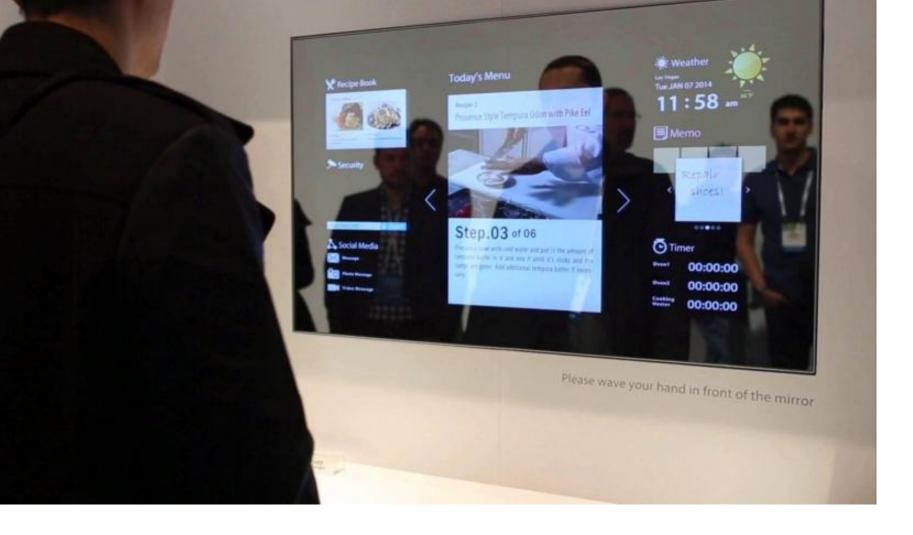
Here's Flutter comes inn.

Question in mind that there are lot of screens
Such as

Screens on Fridges

Screens on Bus Stations

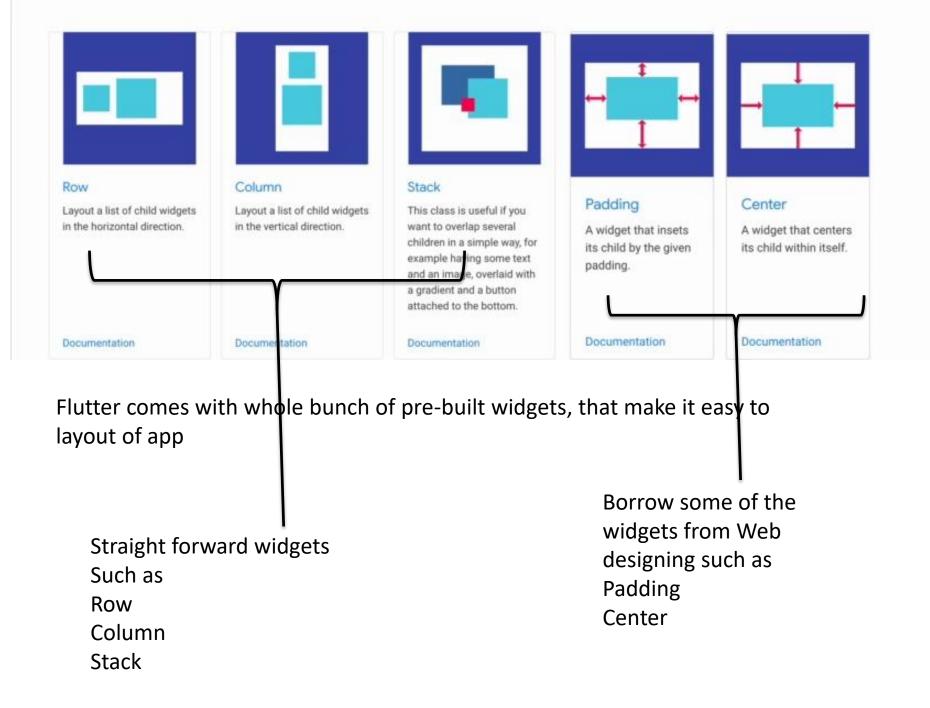




Screens on Mirrors
Different aspect ratios and various screen sizes



Flutter is simply a ToolKit, that makes easy for the developer to design Beautiful interfaces for all sort of screen sizes and devices

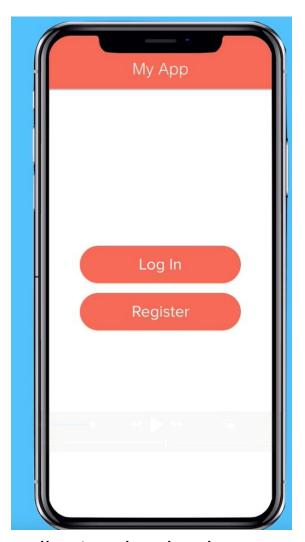




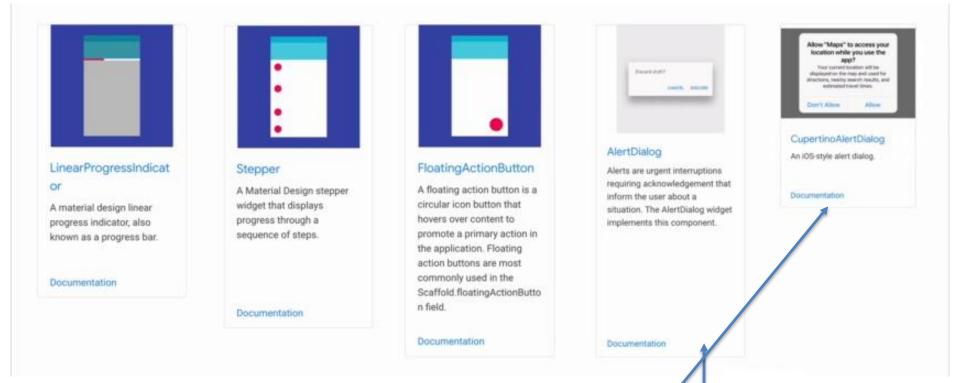
Flutter ask for blank screen



It will draw on to that blank window, whatever is it need to be render

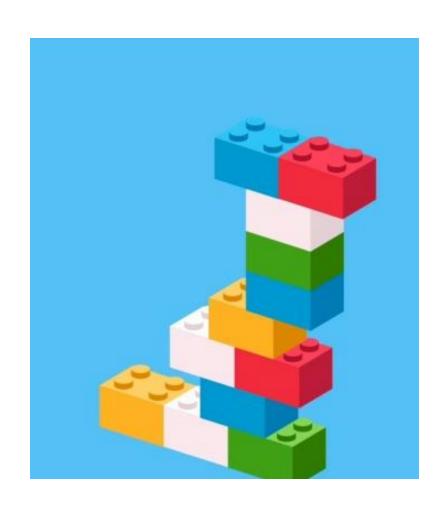


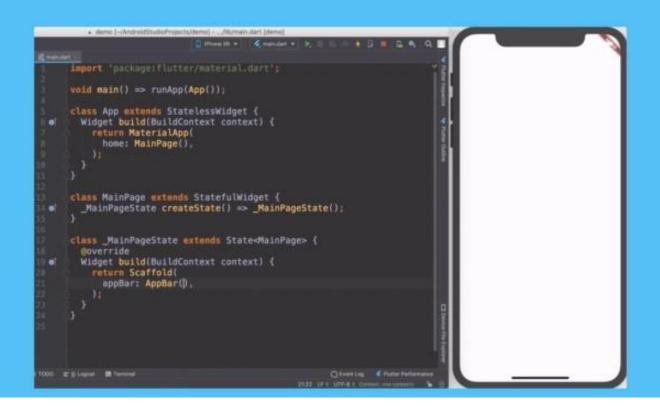
All painted on by Flutter

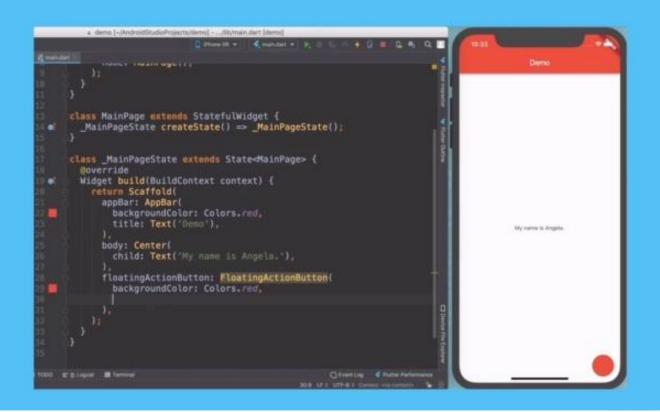


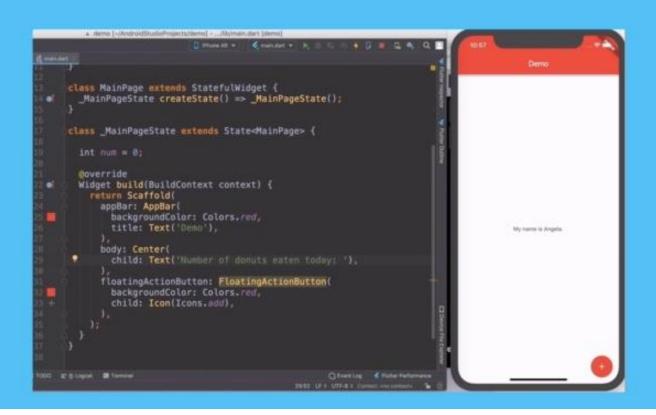
Instead develop app in two different ways Apple or Android
Use Flutter to develop app in one place and deploy on both platform
Even we can customize the layout e.g. by default AlterDialog looks like
If platform is IoS we can customize the alert dialog as

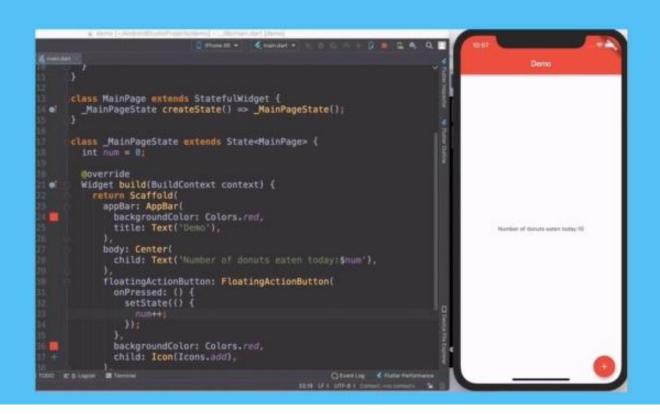
AT ONE PLACE











Deploy Everywhere





Why Flutter?

 One place to debug, and one place to update, and one place to maintain

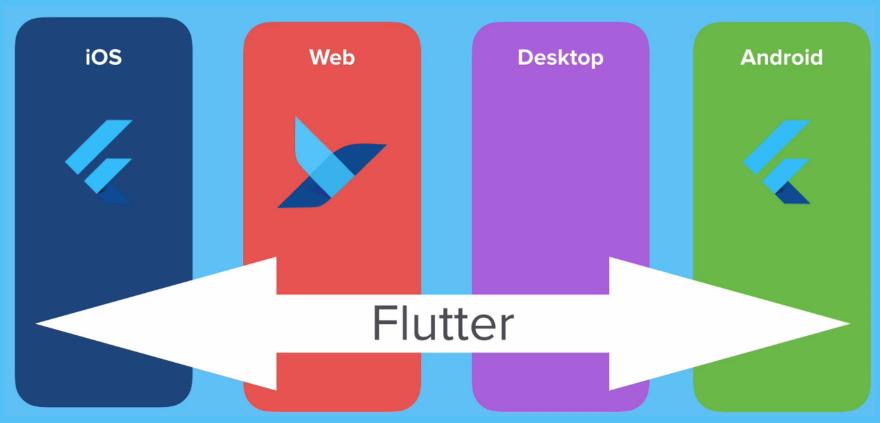
JUST NEED TO LEARN



- Powerful language that's actually quite easy to work with.
- You can use it to create IoS apps, Android apps, Web apps, and Window apps.
- Dart is actually very similar to modern object-oriented programming languages

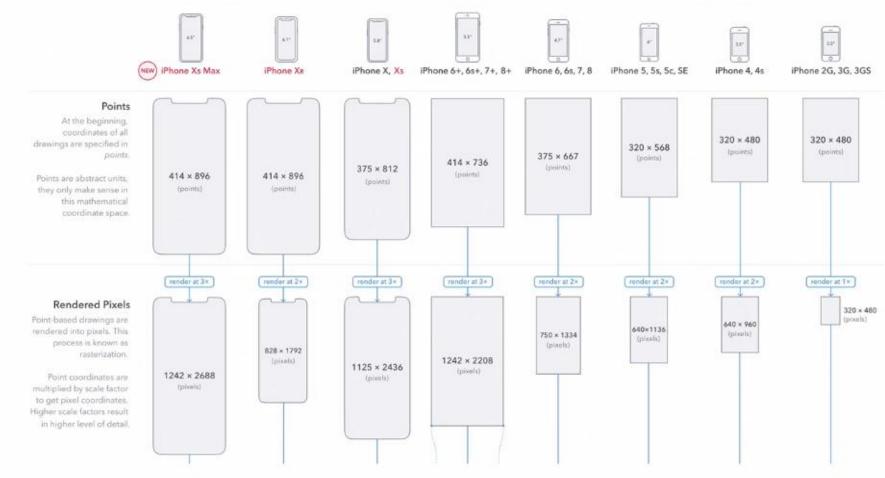


YOU CAN BUILT





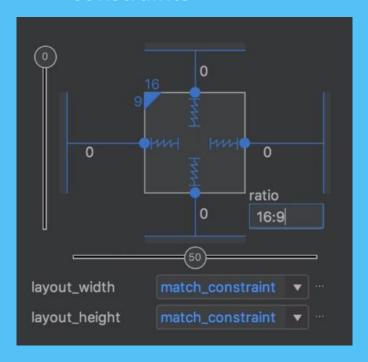
Various Screen Sizes

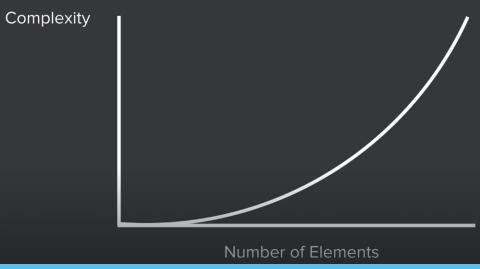




Constraints!

 In order to cover all sizes; both Android and IoS, we now use constraints





 Constraints gets more complex as the number of elements increases; its easy when we have limited amount of elements on the screen like 4 or 5



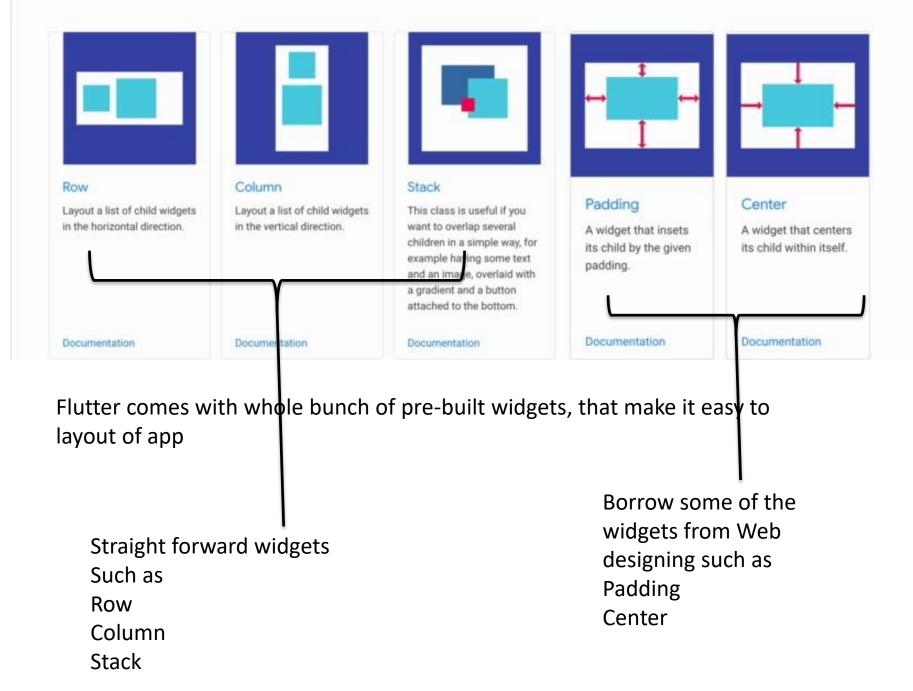
Constraints!

- But now we are in the era where phone screens sizes are getting big, and bigger.
- So, constraints will be more complex; here the flutter comes with the solution to such problem

Flutter Inspiration

 A lot of it comes from the web, because this one place where they've actually had to adapt to various different sizes, because people pull up websites on mobile, on iPads, on tablets, on large desktop

SUCH AS RESPONSIVE WEBSITES created using **Bootstrap**





Why Flutter – HOT RELOAD

- One of the biggest pains is when you have to run the app because often an iOS, it can take 10 and 30 seconds between saving code, running app, compiling it and finally seeing it on screen
- But in Flutter, as you hit save or hit 'r' on terminal your code will be update, your app interface change in front of your eyes in a fraction of a seconds



Why Flutter – Last thing to mention



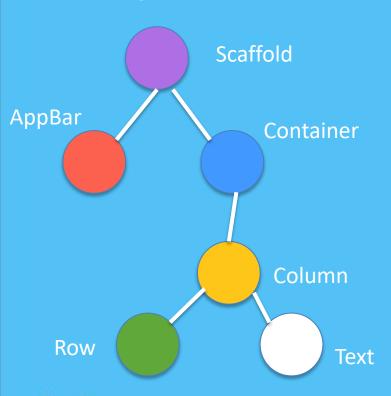
Access to Original Source Code

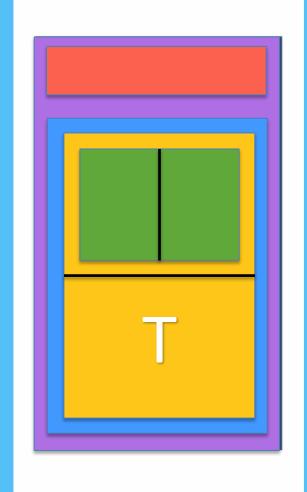
Because Flutter is open-source, you can click on any widget, you will see how the Google-Developer wrote the code of that widget

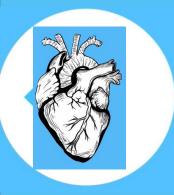


Anatomy of a Flutter App

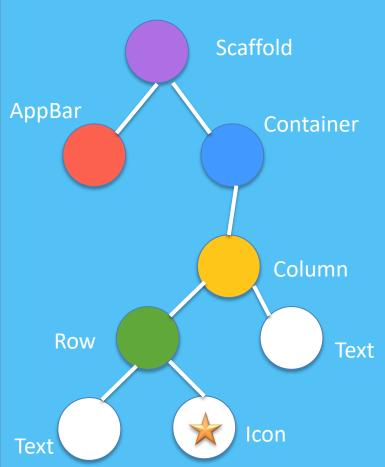
- Flutter app is a widget and we build widgets upon widgets, just like lego blocks on lego blocks in order to create app
- First thing we create is scaffold

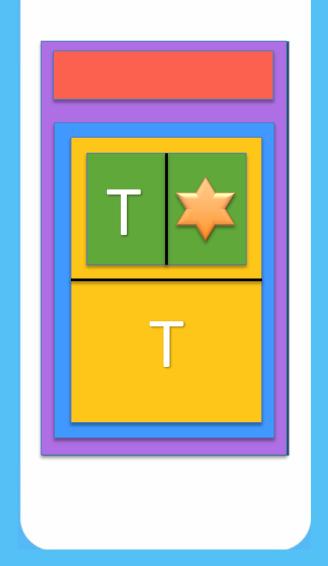




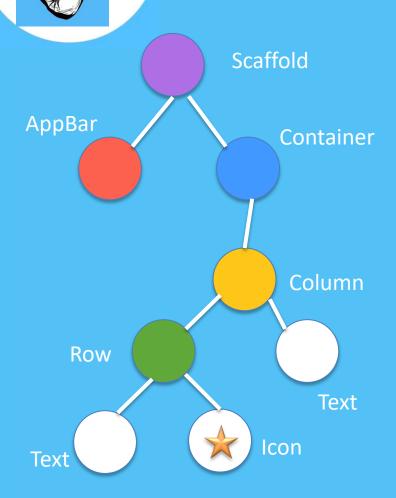


Anatomy of a Flutter App

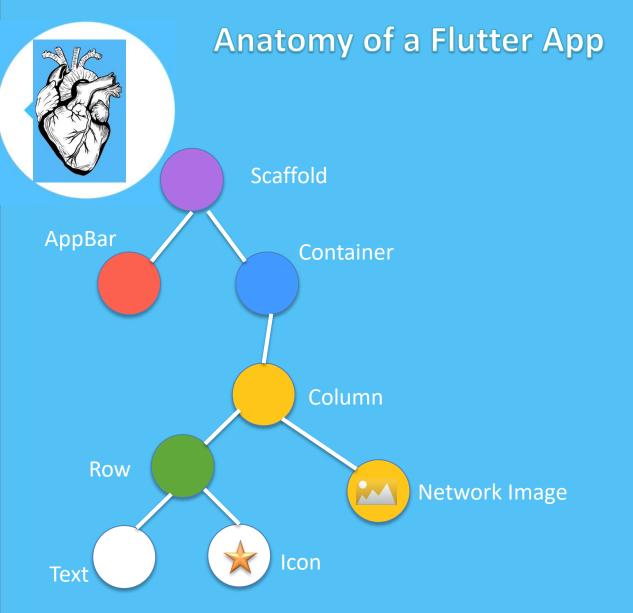




Anatomy of a Flutter App Widget Tree



```
Scaffold(
appBar: AppBar(),
body: Container(
child: Column(
children: [
Row(
Text(),
Icon(),
),
Text(),
]
),
),
```





These are UI Widgets

There are other widgets such show pictures from Internet



Think as LEGO Technic





