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

He learn Android and made an Android app

GET IT ON Google Play

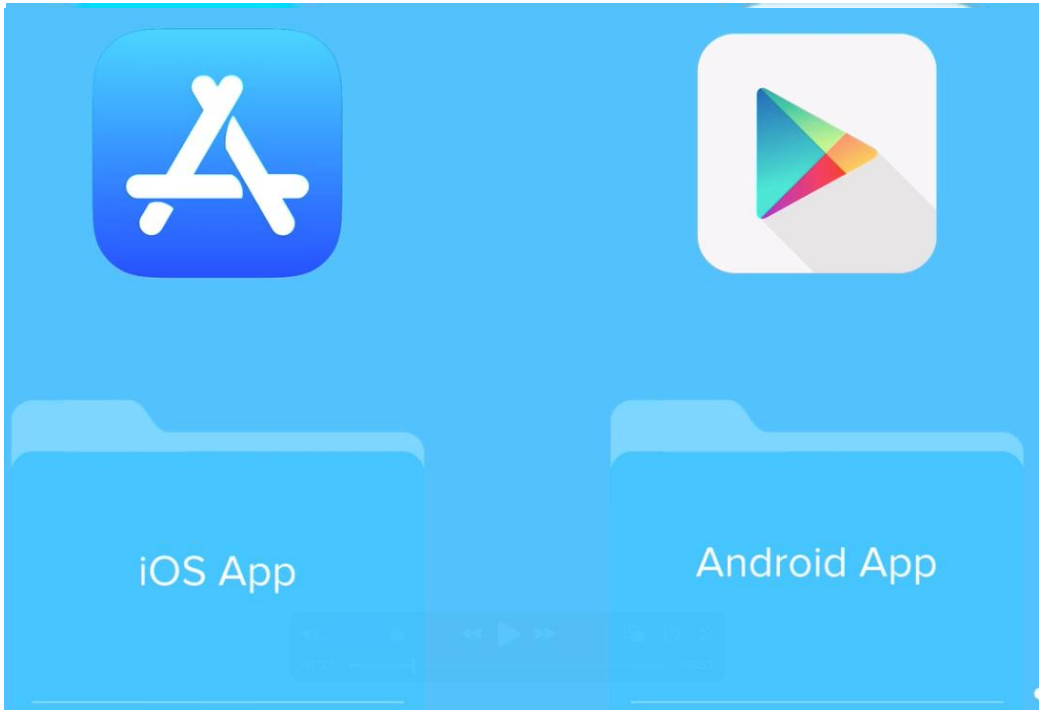
Download on the App Store

Launch on both market place

PROBLEM

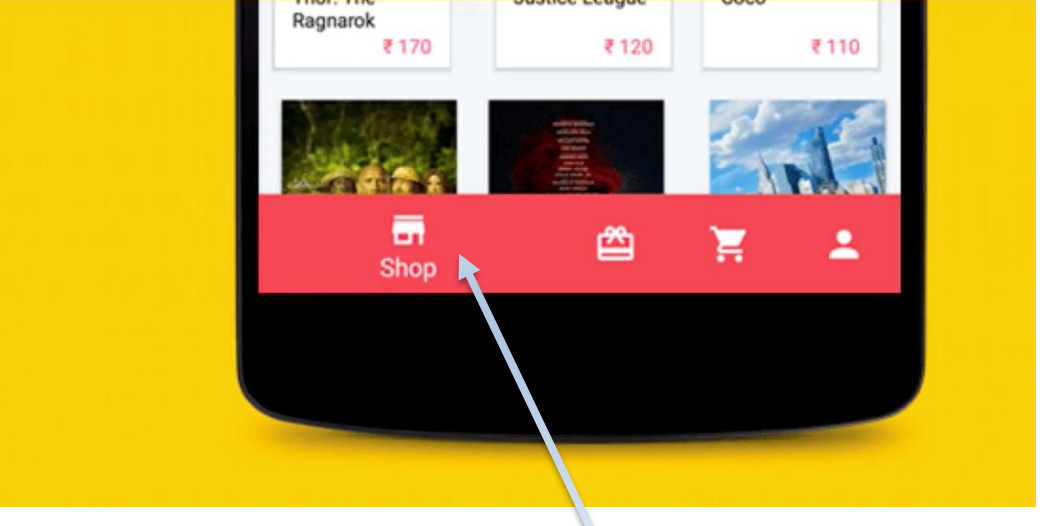
When he has updates he wants to make to the app or fix bugs he has to push the code Both PlayStore and AppStore

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.

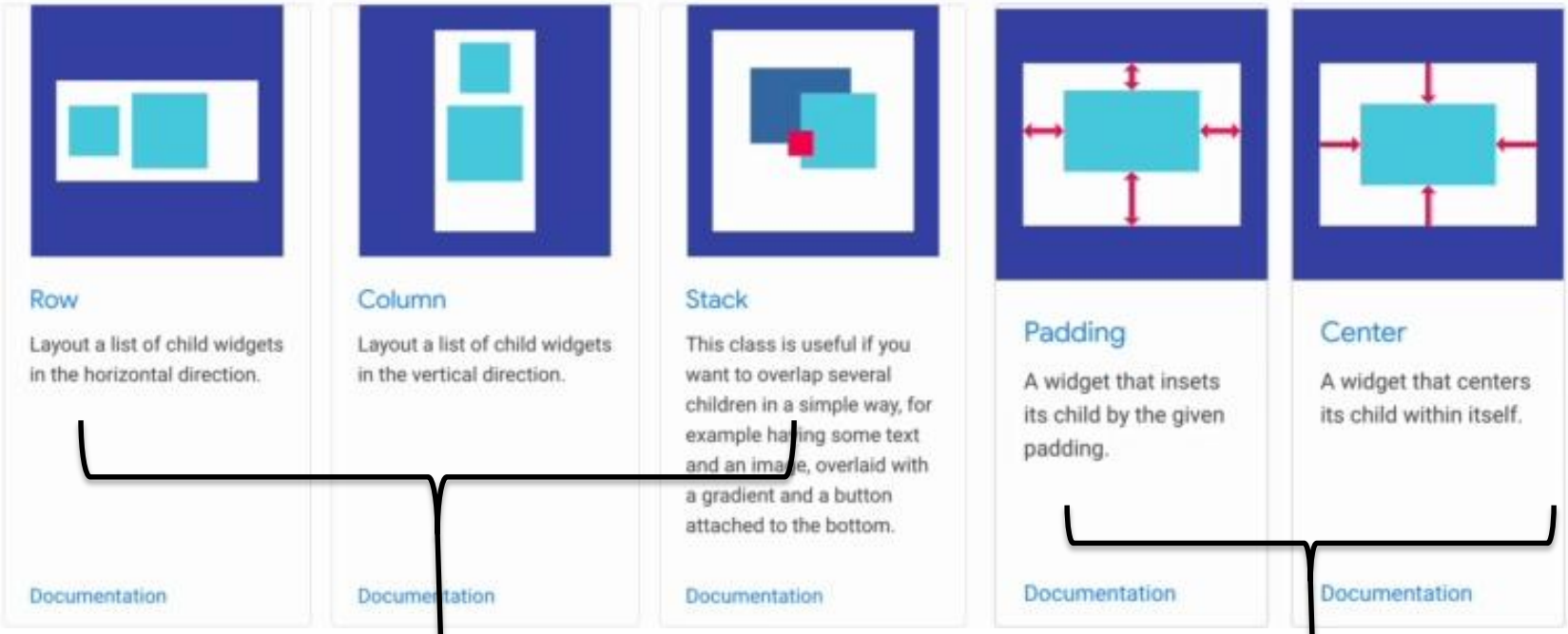
Question in mind that there are lot of screens
Such as

Screens on Fridges

Screens on Bus Stations

Screens on Mirrors
Different aspect ratios and various screen sizes

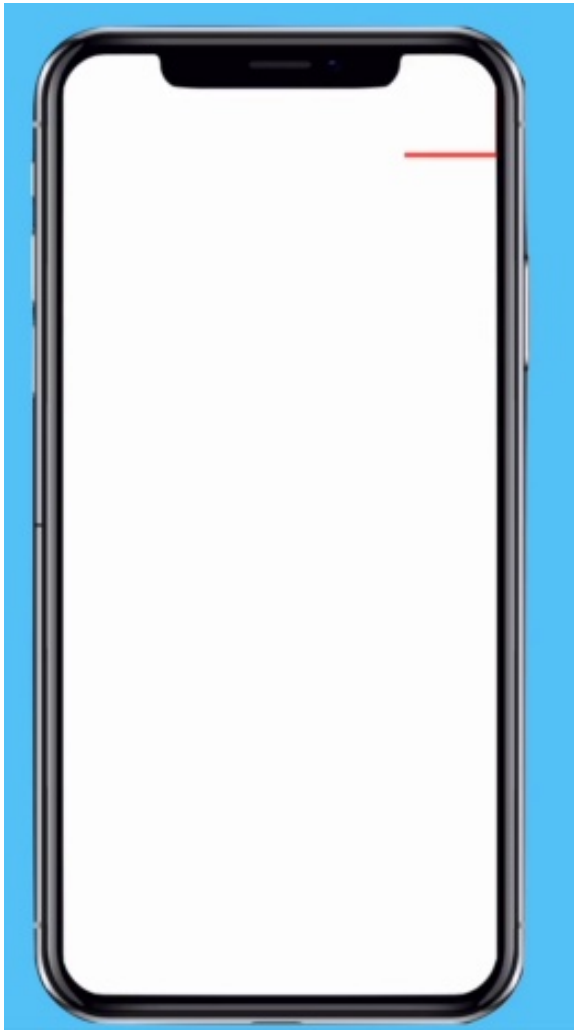
Flutter is simply a ToolKit, that makes easy for the developer to design Beautiful interfaces for all sort of screen sizes and devices



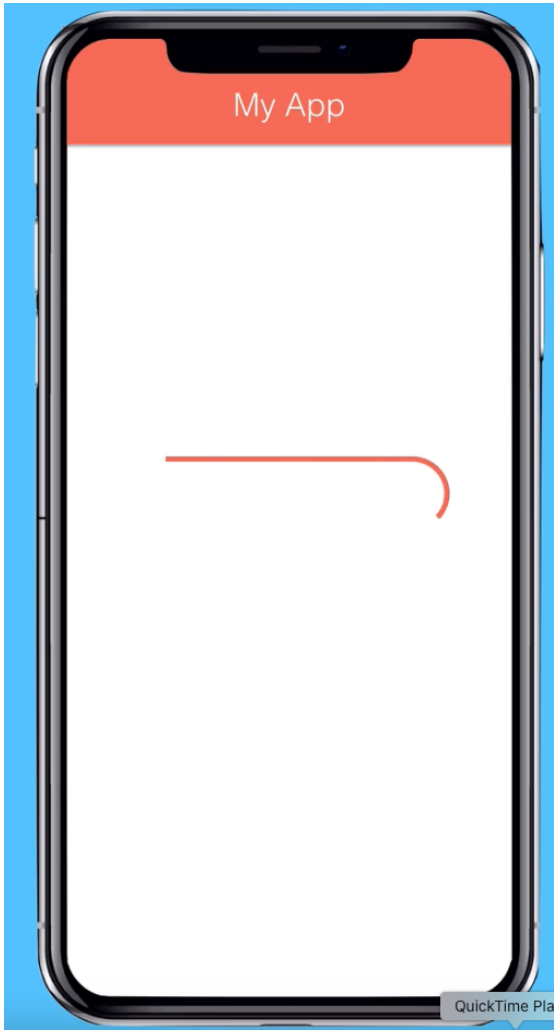
Flutter comes with whole bunch of pre-built widgets, that make it easy to layout of app

Straight forward widgets
Such as
Row
Column
Stack

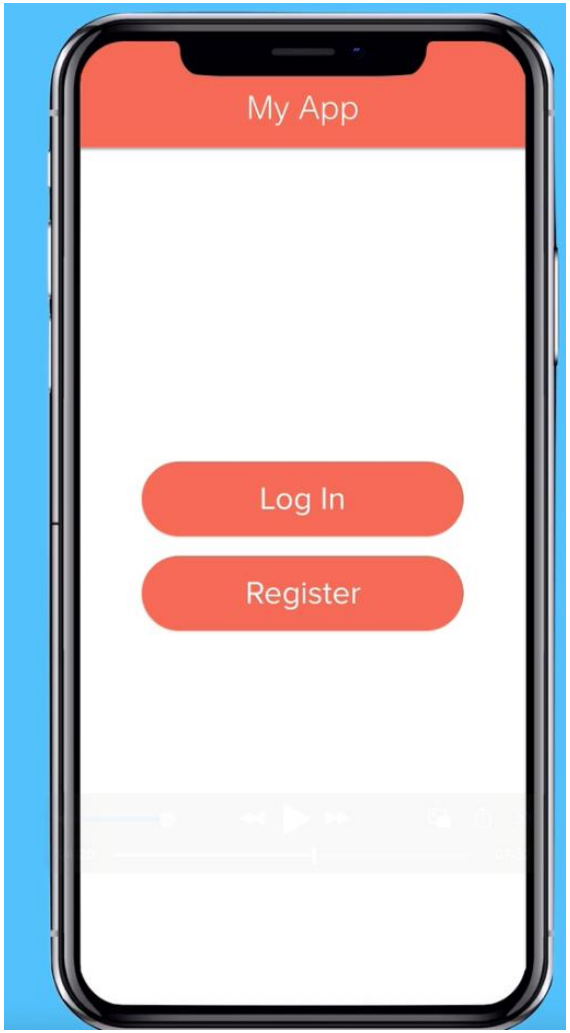
Borrow some of the widgets from Web designing such as
Padding
Center



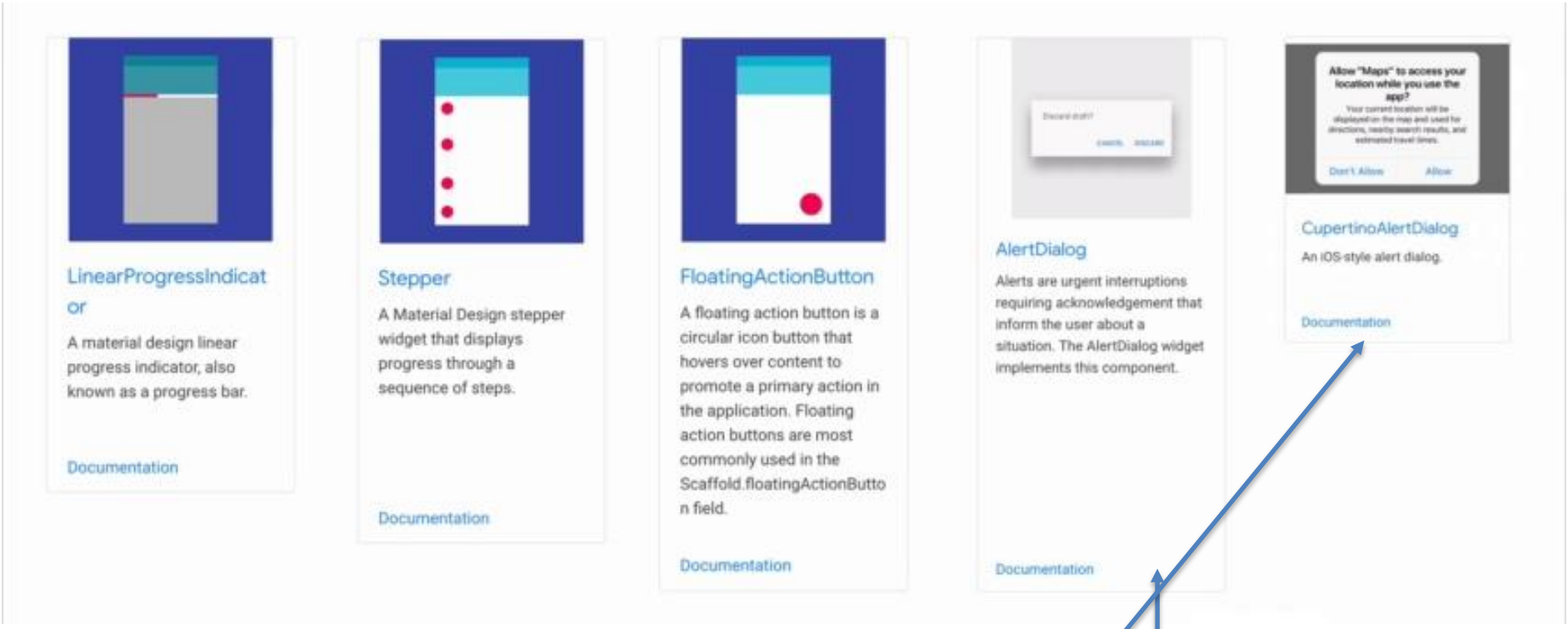
Flutter ask for blank screen



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



All painted on by Flutter



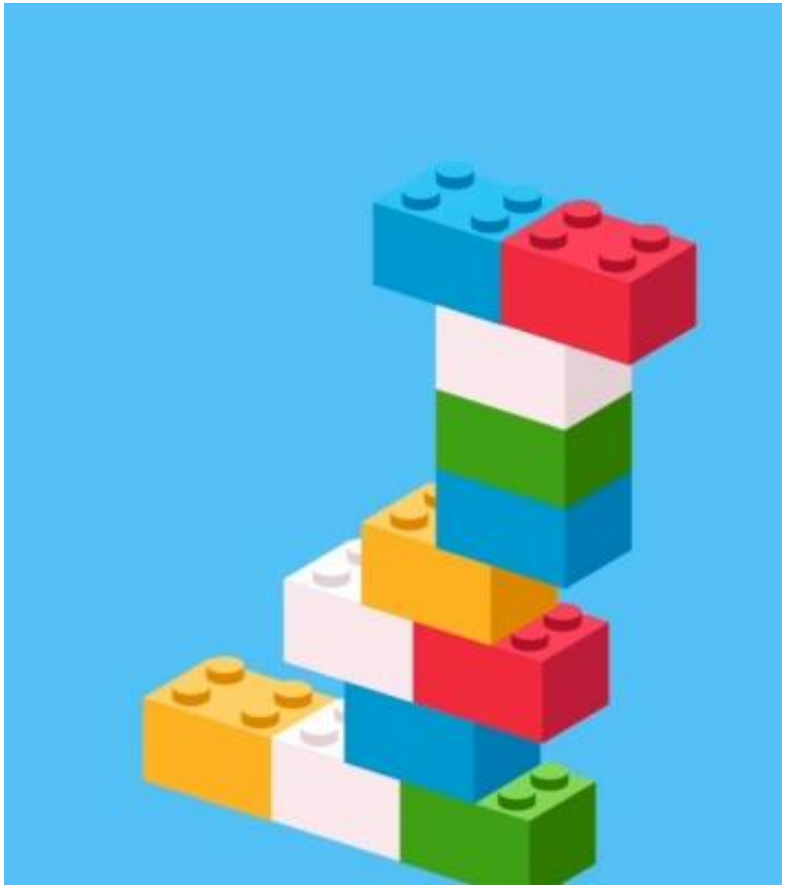
Instead develop app in two different ways Apple or Android

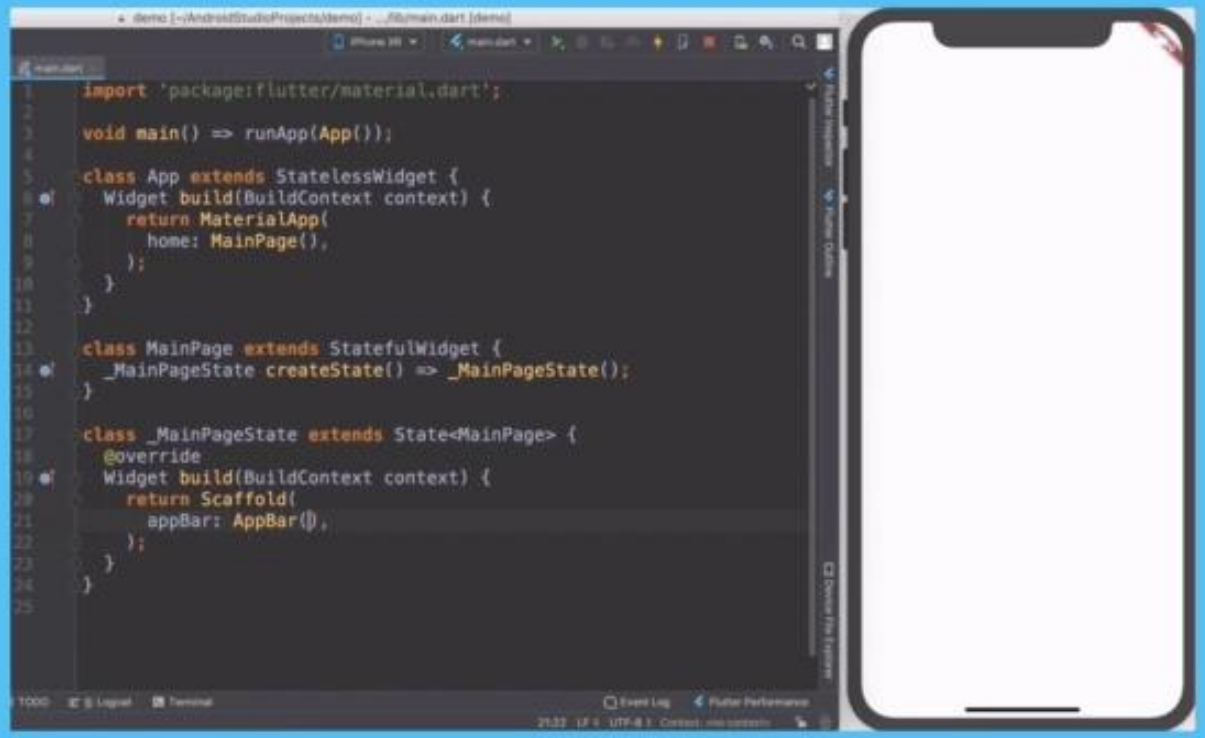
Use Flutter to develop app in one place and deploy on both platform

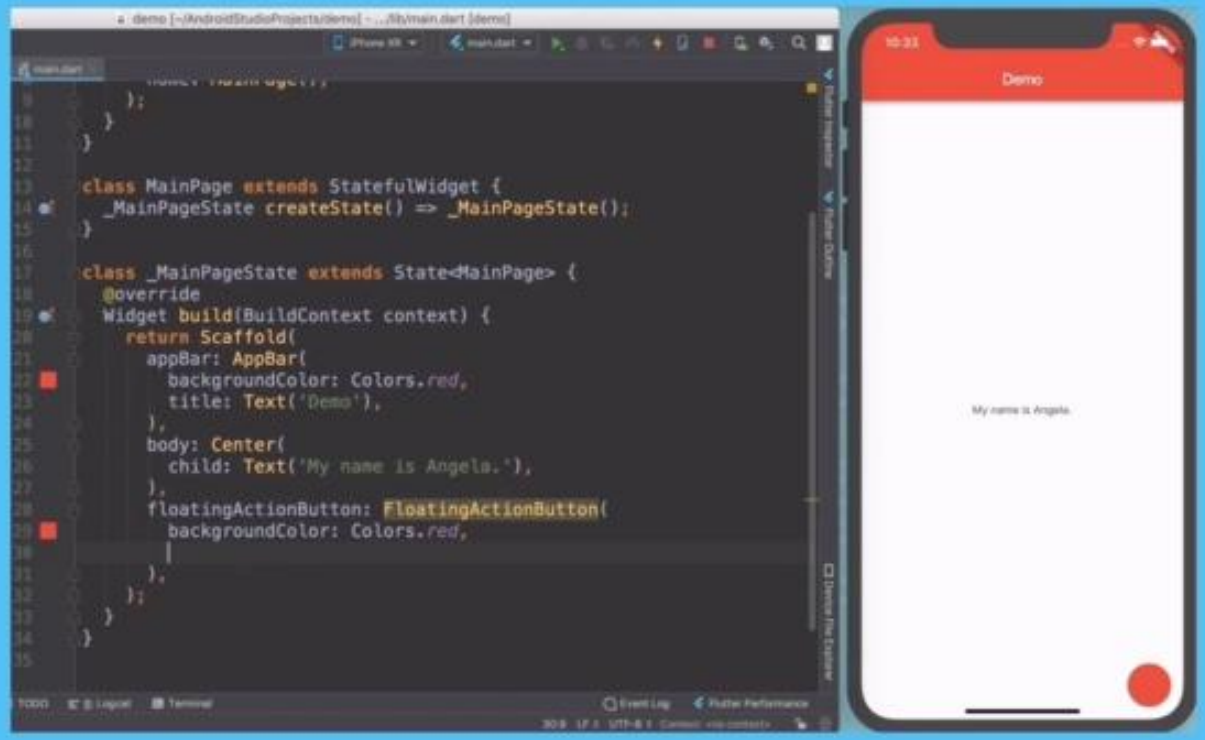
Even we can customize the layout e.g. by default AlterDialog looks like

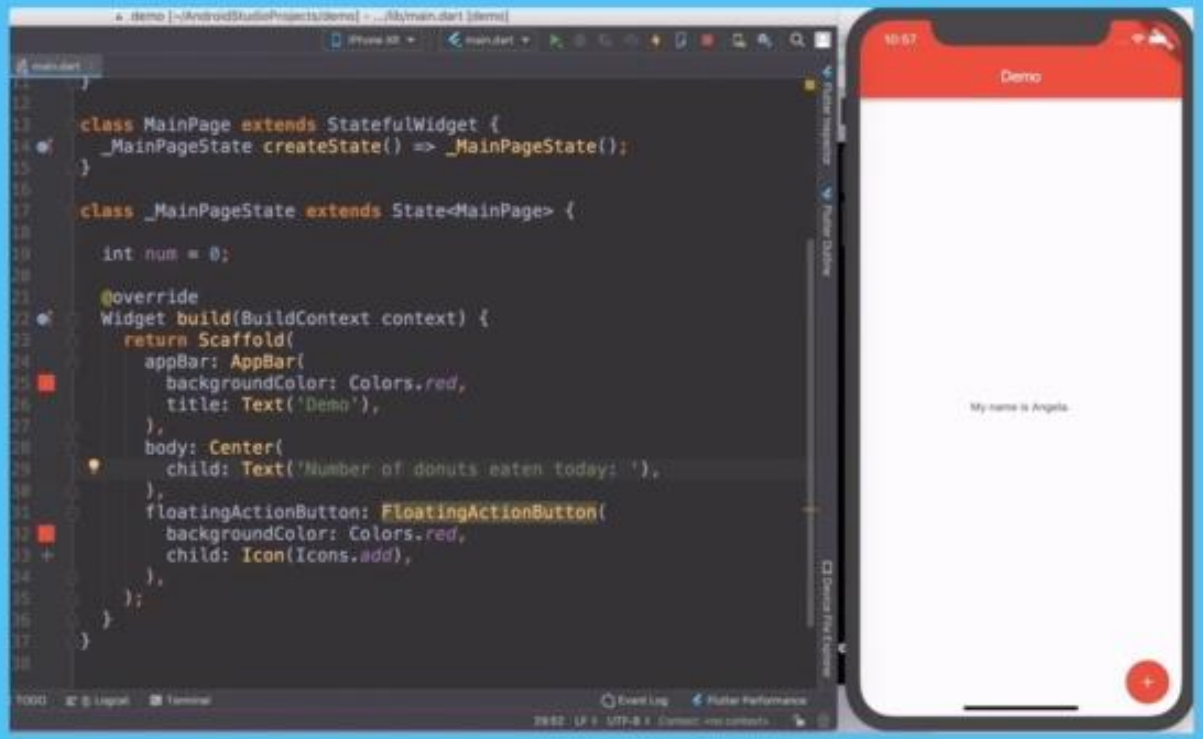
If platform is IoS we can customize the alert dialog as

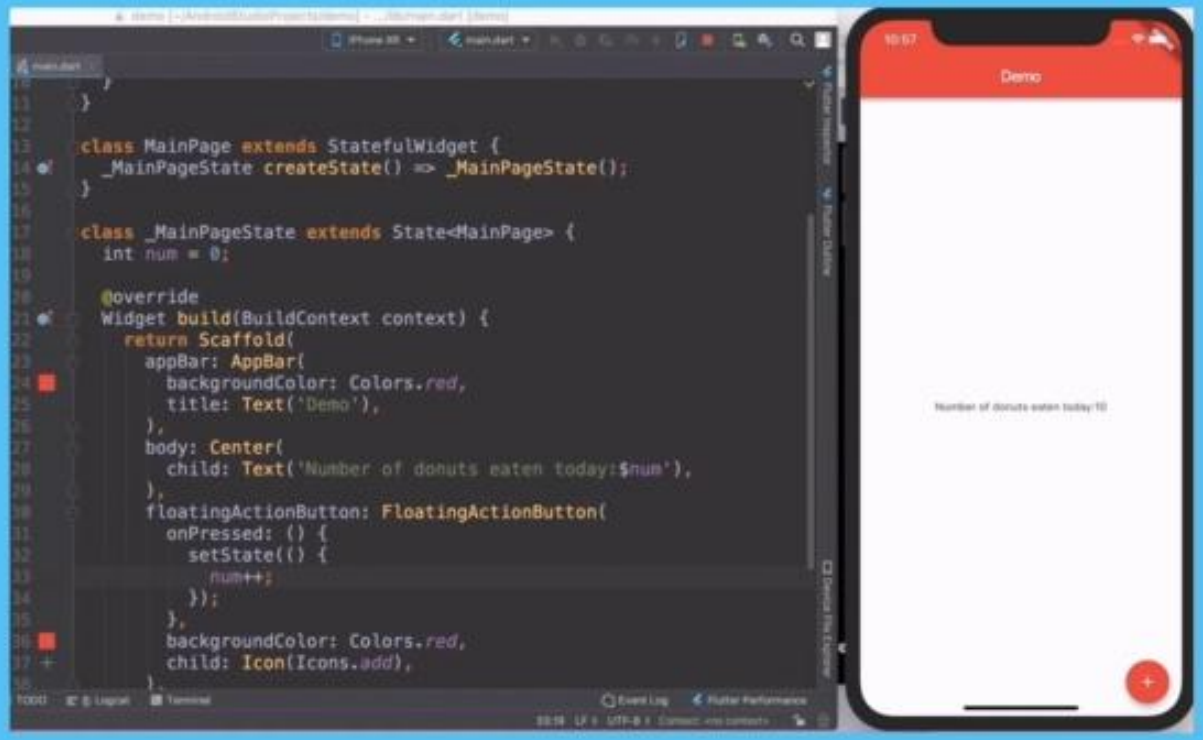
AT ONE PLACE




import 'package:flutter/material.dart';
void main() => runApp(App());
class App extends StatelessWidget {
Widget build(BuildContext context) {
return MaterialApp(
home: MainPage(),
);
}
}
class MainPage extends StatefulWidget {
_MainPageState createState() => _MainPageState();
}
class _MainPageState extends State<MainPage> {
@override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(),
);
}
}


demo [~/AndroidStudioProjects/demo] - .../lib/main.dart [demo]
main.dart
);
}
}
class MainPage extends StatefulWidget {
_MainPageState createState() => _MainPageState();
}
class _MainPageState extends State<MainPage> {
@override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
backgroundColor: Colors.red,
title: Text('Demo'),
),
body: Center(
child: Text('My name is Angela.'),
),
floatingActionButton: FloatingActionButton(
backgroundColor: Colors.red,
),
);
}
}
TODO
Logcat
Terminal
Event Log
Flutter Performance
Flutter Inspector
Flutter Outline
Device File Explorer
10:33
Demo
My name is Angela.


class MainPage extends StatefulWidget {
_MainPageState createState() => _MainPageState();
}
class _MainPageState extends State<MainPage> {
int num = 0;
@override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
backgroundColor: Colors.red,
title: Text('Demo'),
),
body: Center(
child: Text('Number of donuts eaten today: '),
),
floatingActionButton: FloatingActionButton(
backgroundColor: Colors.red,
child: Icon(Icons.add),
),
);
}
}
Demo
My name is Angela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return Scaffold(
appBar: AppBar(
backgroundColor: Colors.red,
title: Text('Demo'),
),
body: Center(
child: Text('Number of donuts eaten today:$num'),
),
floatingActionButton: FloatingActionButton(
onPressed: () {
setState(() {
num++;
});
},
backgroundColor: Colors.red,
child: Icon(Icons.add),
),
Demo
Number of donuts eaten today:10

Deploy Everywhere