



Flutter Training

Flutter basics



Recap

Week #1 Recorded Session:

<https://drive.google.com/open?id=1ZLdYphoaAAPpAFW3Jqh6fXqUQ7Ysemle>

Week #1 Presentation (Flutter Basics):

<https://docs.google.com/presentation/d/1rKbcs-4G4UT4bMjGgk3PWAs-TsMzGRQzvGOvJ6VUysY/edit?usp=sharing>



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Agenda

- Explore different types of widgets
- Explore widget catalog
- Explore material components support
- Build a sample UI layout

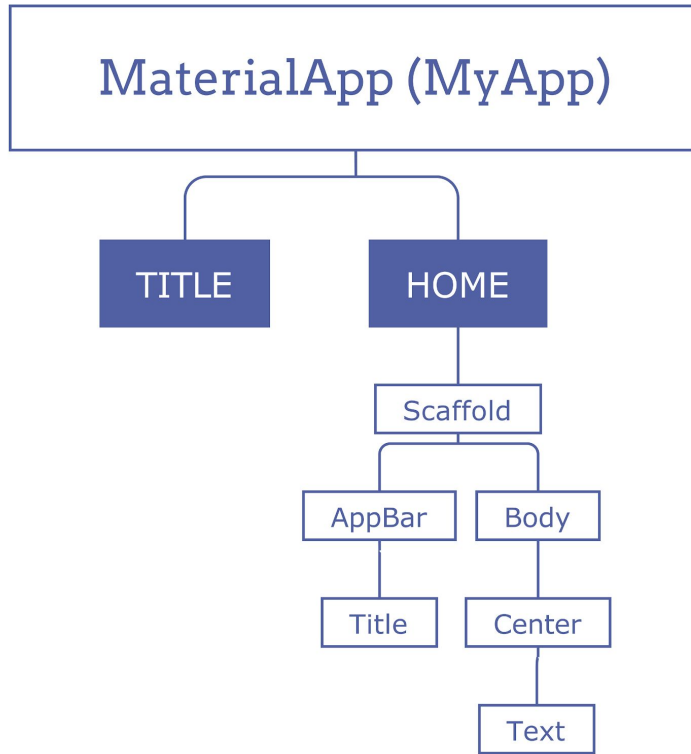




Everything is a widget!

Ranging from the app itself to just a text label everything is a widget.





Central idea is that you build your UI out of widgets

They form a tree like hierarchy



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Stateless Widget



Stateful Widget

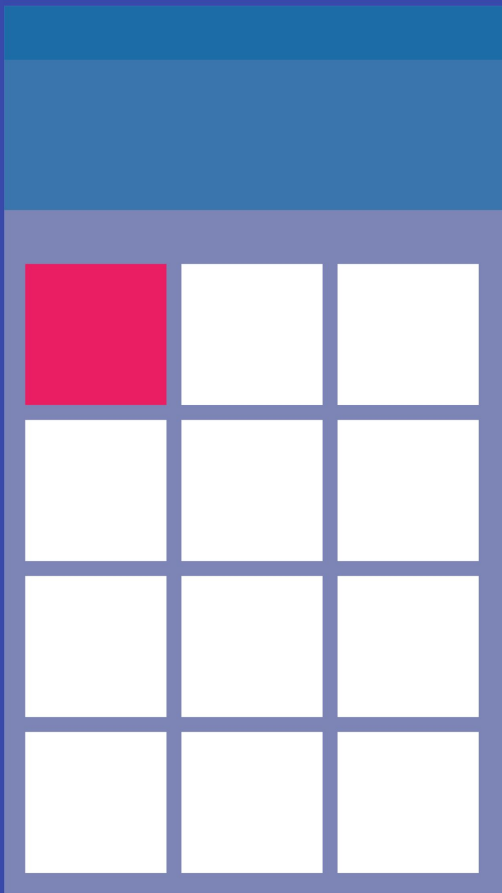




Widget catalog

Flutter's collection of visual, structural, platform, and interactive widgets.



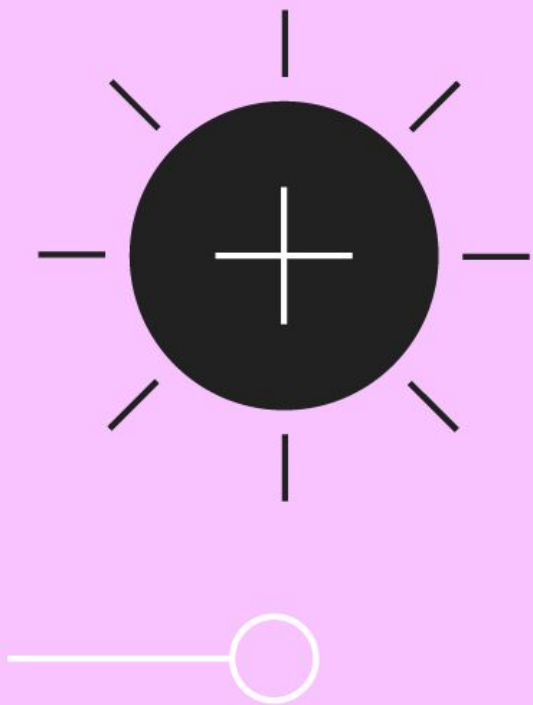


Multi-child widgets

Row, Column, Stack etc...

Have `List<Widget>` as children.



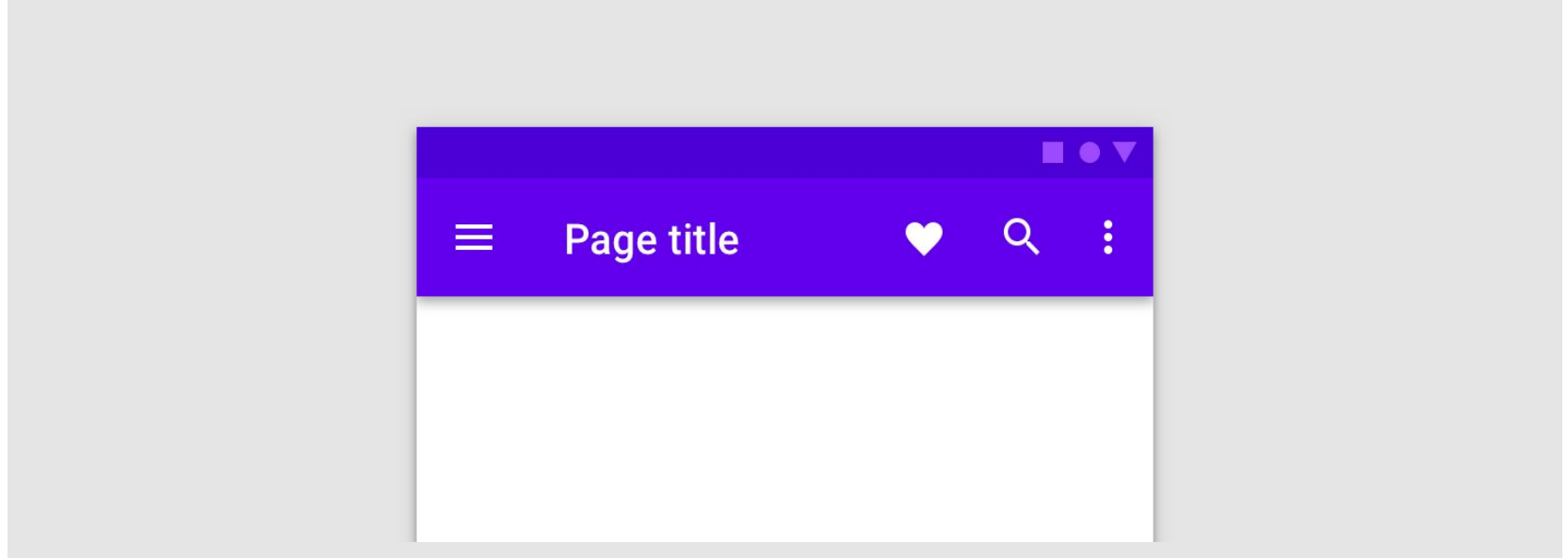


Interactive widgets

Respond to events such as touch, edit
etc...



Material Components

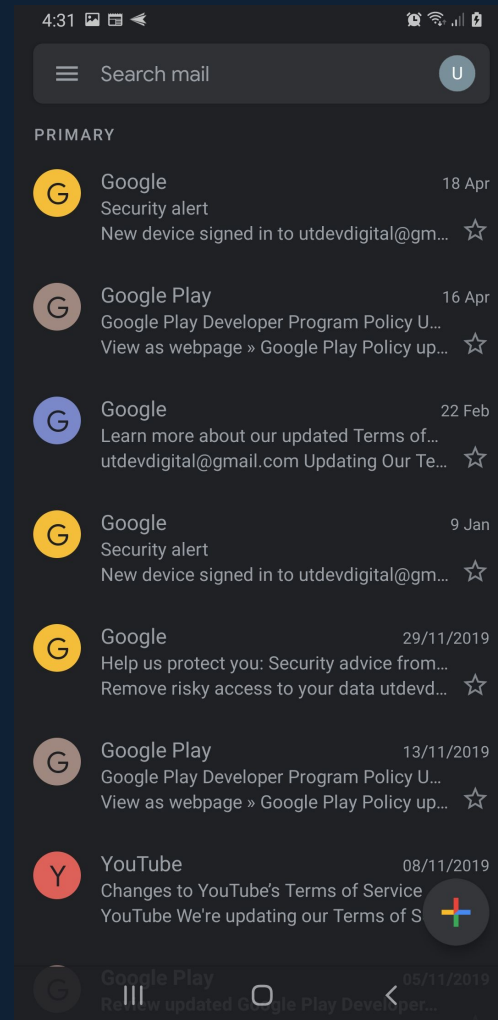


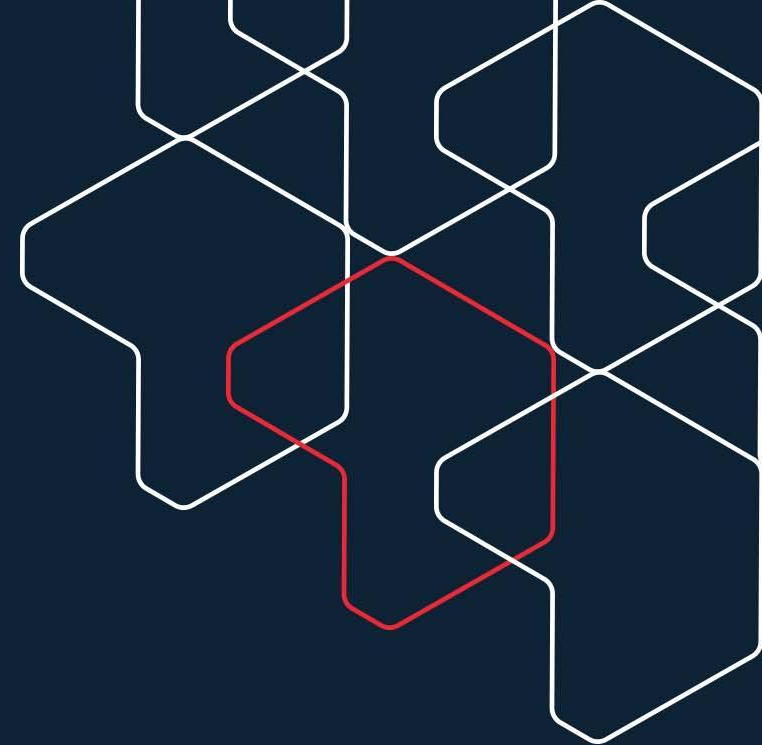
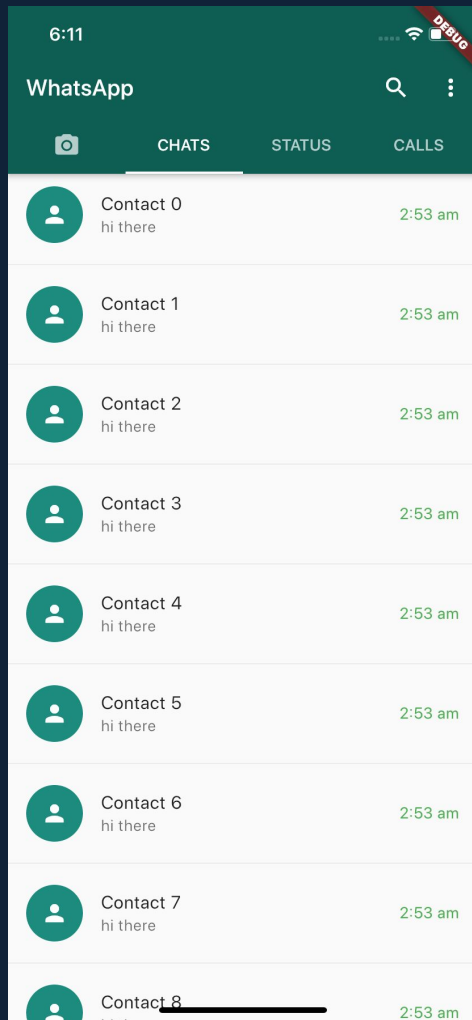


Building UI Layouts

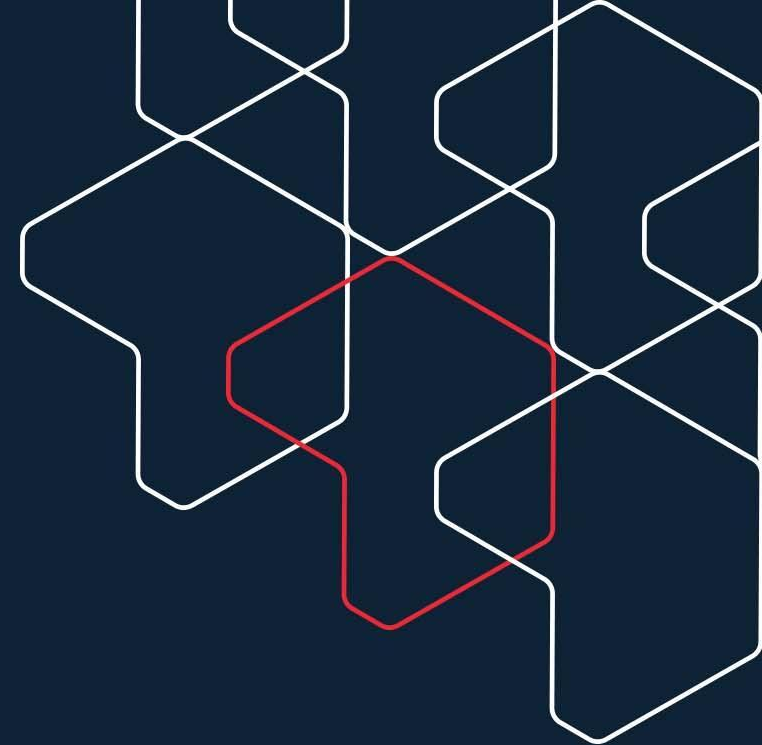
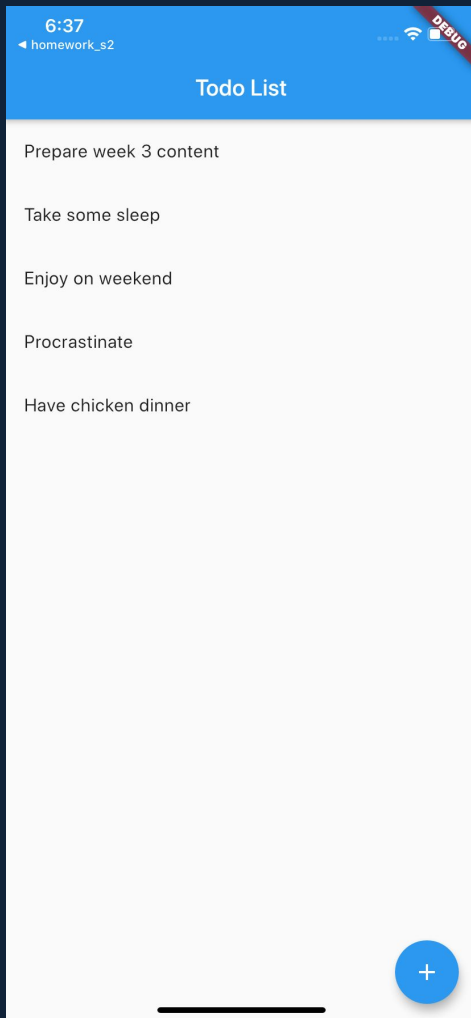


Gmail home





Take home assignment



Take home assignment

Assignment submission

Upload your code on github and submit it's link on the Google chat group.



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Thank you

Upcoming: Building custom controls and responsive UI