



## Flutter Training

Setup and Dart basics





# Why Flutter?



**Beautiful**

**Productive**



**Fast**

**Open**

# Key Characteristics

**Beautiful:** Builtin support for material and cupertino widgets

**Fast:** Widgets are rendered onto a Skia canvas

**Productive:** Stateful hotreload

**Open:** Opensource and thousands of packages





# Learning A New Language!



# DartPad

Was initially created to let you play with Dart.

Now uses Flutter web support to let you play with Flutter code in your browser.



# Your First Dart Code

```
main() {
```

```
  print("Hello World!");
```

```
}
```

# Data Types

- Numbers (Integer, Double)
- Strings
- Booleans
- Lists
- Maps
- Dynamic (optionally typed language)

# Variables & Constants

```
var name = 'Smith';  
String name = 'Smith';  
int num = 10;  
dynamic x = "tom";
```

## Final and Const

```
final val1 = 12;  
const pi = 3.14;
```



# Operators

Arithmetic Operators: + - \* / ~/ % ++ --

Equality and Relational Operators: ==, !=, <=, >=, <, >

Assignment Operators: =, ??=, -=, \*=, /=

Logical Operators: &&, ||, !

condition ? expr1 : expr2

expr1 ?? expr2

# Loops

- `for (var i = 0; i < 5; i++) {}`
- `for (var prop in obj) {}`
- `while(num >=1) {}`
- `do {  
 print(n);  
 n--;  
}  
while(n>=0);`

# Conditional Statements

```
if(boolean_expression){}
else if (boolean_expression2) {
    // if the expression2 evaluates
    //to true
}
else {
    // statement(s) will execute if the
    //Boolean expression is false.
}
```

```
switch(variable_expression) {
    case constant_expr1: {
        // statements;
    }
    break;
    default: {
        //statements;
    }
    break;
}
```

# String Interpolation

```
void main() {
```

```
    String str1 = "hello";
```

```
    String str2 = 'world';
```

```
    String res = str1+str2;
```

```
    print("The concatenated string : ${res}");
```

```
}
```

# Lists

```
var lst = new List(3);
```

```
lst[0] = 12;
```

## Growable List

```
var num_list = [1,2,3];
```

```
var lst = new List();
```

```
lst.add(12);
```

# Map

## Using Map Literal

```
var identifier = { key1:value1, key2:value2 [,.....,key_n:value_n] }
```

## Map Constructor

```
var details = new Map();  
    details['Username'] = 'admin';
```

# Functions

```
void functionName(123,"this is a string") {
```

```
    //statements
```

```
}
```

**Optional parameters**

```
test_param(n1,[s1])
```

**Optional named parameters**

```
test_param(n1,{s1,s2})
```

**Lambda functions**

```
printMsg()=>print("hello");
```

# Classes

## Declare a class

```
class class_name {
```

```
<fields>
```

```
<getters/setters>
```

```
<constructors>
```

```
<functions>
```

```
}
```

## Instantiating

```
var obj = new Car("Engine 1")
```

## Accessing

```
//accessing an attribute
```

```
obj.field_name
```

```
//accessing a function
```

```
obj.function_name()
```

## Named Constructor

```
class Car {
```

```
    Car() {  
        print("Non-parameterized constructor  
        invoked");  
    }
```

```
    Car.namedConst(String engine) {  
        print("The engine is : ${engine}");  
    }  
}
```



# Objects

## The cascade operator (..)

The cascade operator can be used as a shorthand in cases where there is a sequence of invocations.

```
void main() {  
    new Student()  
        ..testMethod1()  
        ..testMethod2();  
}
```

# Sets and Queues

Set represents a collection of objects in which each object can occur only once.

```
Set numberSet = new Set();  
Set numberSet = new Set.from([12, 13, 14]);
```

A HashSet is an unordered hash-table based Set implementation.

```
Set numberSet = new HashSet();
```

A Queue is a collection that can be manipulated at both ends.

```
Queue queue = new Queue();  
queue.add(10);  
queue.add(20);  
queue.add(30);  
numQ.addFirst(400); //at the beginning of a Queue  
numQ.addLast(400);  //at the end of Queue
```

# Exception Handling

## The try / on / catch Blocks

```
try {  
    res = x ~/ y;  
}  
on IntegerDivisionByZeroException catch (e) {  
    print(e);  
}  
finally {  
    print('Finally block executed');  
}
```



# Setup



# What you need

- Android SDK
- Xcode
- Flutter SDK

## Editors

- Android Studio
- VS Code



# Hello World!



## Take home assignment

Read text from a file and find words that appear most in a line in the file.

- (i) finding the highest frequency word(s) in each line
- (ii) finding lines in the file whose "highest frequency words" is the greatest value among all lines.

Print the result in the following format:

*The following words have the highest  
word frequency per line:*

*["word1"] (appears in line #)*

*["word2", "word3"] (appears in line #)*

[Assignment starter files](#)

# Assignment submission

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



**VentureDive**





# Thank you

Upcoming: Flutter basics

