

# Android Development with Flutter

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# So what is Flutter?

- An open source framework for designing mobile applications.
- Developed and backed by Google
- It prides itself on being able to build expressive apps quickly
- Uses a react style to develop apps
- Uses Dart



# But wait... What is Dart...?

- Developed by Google as a multipurpose language
- Can be used both in web and standalone
- Uses a syntax similar to Javascript
- It can transpile into Javascript and Android bytecode
- It supports:
  - Types
  - Generics
  - Mixins & Much more



# Seriously why Flutter???

Good for 2d applications

Cross platform

Performance

Hot Reloading

Very unit testing friendly

Allows access to native features





# Prerequisites for Demo

- Dart Sdk
- Flutter SDK
- Visual Studio Code
- Dart Extension for Visual Studio
- Android Studio/XCode for Mac



Framework  
(Dart)

Cupertino

Material

Widgets

Rendering

Annotation

Painting

Gestures

Foundation

Engine (C++)

Skia

Dart

Text





# To wrap up....

Active development &  
Community

Still in beta not  
officially production  
ready

Easy to pick up  
especially if you are in  
the web space

Tooling is still being  
developed

Highly customisable



# Good luck!

Demos are available from my Github:

Flutter:

<https://github.com/darkliahos/flutterdemo>

API Services:

<https://github.com/darkliahos/demoAPIServices>

Moar Flutter Goodies:

<https://flutter.io/>

<https://material.io/guidelines/material-design/introduction.html>