dartlangfr / **risk-polymer-codelab**

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**ggirou** Jan 26, 2015 Renumber steps

**1** contributor

61 lines (42 sloc) | 2.486 kb

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# Code Lab: Polymer.dart

Polymer.Dart is the Dart version of Polymer Project, a client-side library that uses the latest web technologies to let you create custom HTML elements. Build anything from a button to a complete application as an encapsulated, reusable element that works across desktop and mobile.

In this one-hour code lab, you'll create a risk game composed of a Web Socket server and an Polymer.Dart web app. *It's a shorter version of Risk Codelab.*

Try the live demo.

**Important:** Polymer.dart is in beta, and its API is subject to change. **This code lab uses Polymer.dart version 0.15.5.**

## Steps

This code lab has the following sections:

- Step 0: Set up
- Step 1: Basics
- Step 2: Classes
- Step 3: First custom element
- Step 4: Players list
- Step 5: Map
- Step 6: Put it all together

## Slides

- DevFest Paris 2015 - The Dart side of disruption

## Useful links

- Risk rules
- A Tour of the Dart Language
- Dart API Reference
- Polymer.dart
- Polymer Snippets
- Polymer JavaScript project

## Credits

The creators of this code lab include:

- +Alexandre Ardhuin
- +Guillaume Girou, Dart Evangelist @Sfeir
- +Mathieu Breton, @Xebia

- +Nicolas Francois, Dart Evangelist @Sfeir

*Thanks to the +DartlangFr team.*

## Next >

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- +Nicolas Francois, Dart Evangelist @Sfeir

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