# Do's and Don't in Flutter



### Lets hack! 😓

A surprisingly important part of good code is good style.

Consistent naming, ordering, and formatting helps code that *is* the same *look* the same.

It takes advantage of the powerful pattern-matching hardware most of us have in our ocular systems.

If we use a consistent style across the entire Dart ecosystem, it makes it easier for all of us to learn from and contribute to each others' code.





#### **Identifiers**

- Identifiers come in three flavors in Dart.
  - UpperCamelCase names capitalize the first letter of each word, including the first.
  - lowerCamelCase names capitalize the first letter of each word, except the first which is always lowercase, even if it's an acronym.
  - lowercase\_with\_underscores names use only lowercase letters, even for acronyms, and separate words with \_.





### **DO** name types using UpperCamelCase.

Linter rule: camel\_case\_types

 Classes, enum types, typedefs, and type parameters should capitalize the first letter of each word (including the first word), and use no separators.

```
class SliderMenu { ... }
class HttpRequest { ... }
typedef Predicate<T> = bool Function(T value);
```

 This even includes classes intended to be used in metadata annotations.

```
class Foo {
  const Foo([Object? arg]);
}

@Foo(anArg)
class A { ... }

@Foo()
class B { ... }
```



 If the annotation class's constructor takes no parameters, you might want to create a separate lowerCamelCase constant for it.

```
const foo = Foo();
@foo
class C { ... }
```

### **DO** name extensions using UpperCamelCase. Linter rule: camel\_case\_extensions

 Like types, extensions should capitalize the first letter of each word (including the first word), and use no separators.

```
extension MyFancyList<T> on List<T> { ... }
extension SmartIterable<T> on Iterable<T> { ... }
```





## **DO** name packages, directories, and source files using lowercase\_with\_underscores.

Linter rule: file\_names, package\_names

 Using underscores as the separator ensures that the name is still a valid Dart identifier, which may be helpful if the language later supports symbolic imports.

### Good

```
my_package
└─ lib
└─ file_system.dart
└─ slider_menu.dart
```

### Bad

```
mypackage
└─ lib
└─ file-system.dart
└─ SliderMenu.dart
```



## **DO** name import prefixes using lowercase\_with\_underscores.

Linter rule: library\_prefixes

### Good

```
import 'dart:math' as math;
import 'package:angular_components/angular_components.dart' as angular_components;
import 'package:js/js.dart' as js;
```

### Bad

```
import 'dart:math' as Math;
import 'package:angular_components/angular_components.dart' as angularComponents;
import 'package:js/js.dart' as JS;
```





### **PREFER** using **lowerCamelCase** for constant names.

Linter rule: constant\_identifier\_names

• In new code, use lowerCamelCase for constant variables, including enum values.

### Good

```
const pi = 3.14;
const defaultTimeout = 1000;
final urlScheme = RegExp('^([a-z]+):');

class Dice {
   static final numberGenerator = Random();
}
```

#### Bad

```
const PI = 3.14;
const DefaultTimeout = 1000;
final URL_SCHEME = RegExp('^([a-z]+):');

class Dice {
   static final NUMBER_GENERATOR = Random();
}
```



### **DO** name other identifiers using **lowerCamelCase**.

Linter rule: non\_constant\_identifier\_names

 Class members, top-level definitions, variables, parameters, and named parameters should capitalize the first letter of each word except the first word, and use no separators.

```
var count = 3;

HttpRequest httpRequest;

void align(bool clearItems) {
    // ...
}
```

**PREFER** using \_, \_\_, etc. for unused callback parameters.

```
futureOfVoid.then((_) {
  print('Operation complete.');
});
```

