



# What is Flutter?

and why should I care?

# About me



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**Disclaimer: I'm a fanboy**



# **What is Flutter?**



**A new multiplatform mobile  
development SDK based on  
Dart with inspiration on React**



**A new** open source multiplatform mobile development SDK  
based on Dart with inspiration on React

**First alpha release on Christmas 2015**

**But gaining traction this year**

**Still in alpha\***



A new **open source** multiplatform mobile development  
SDK based on Dart with inspiration on React

<https://github.com/flutter/flutter>





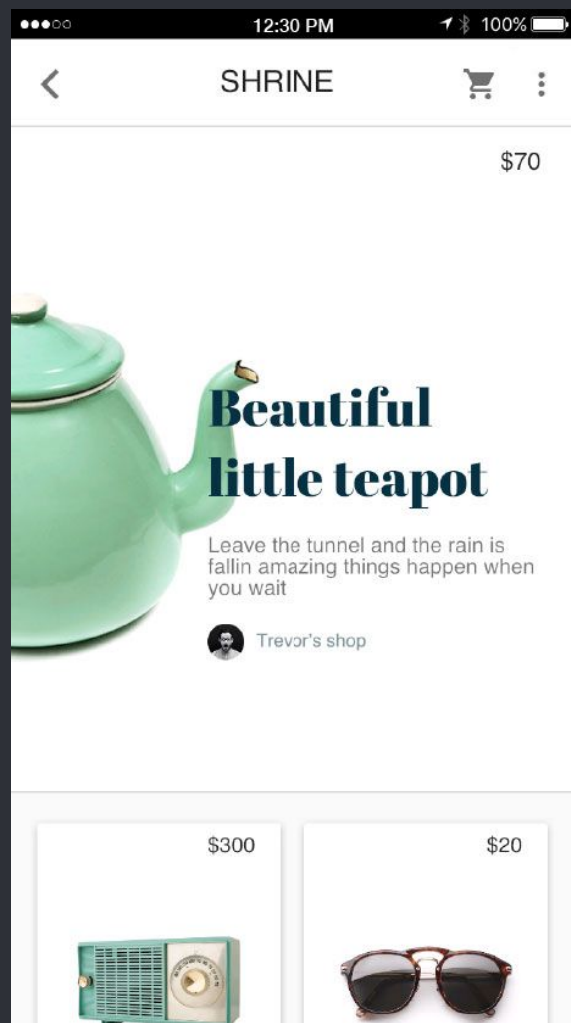
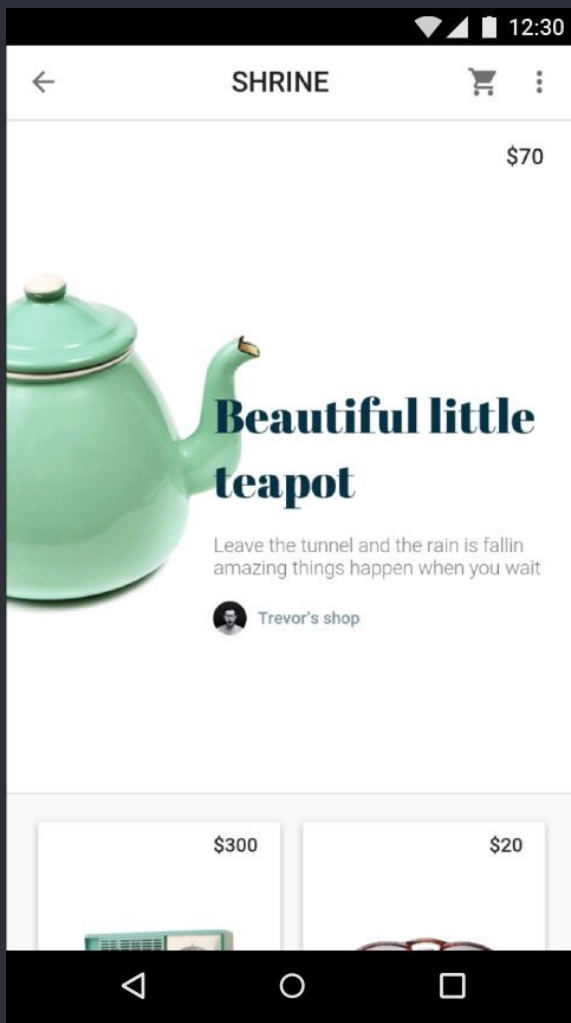
A new open source **multiplatform mobile development SDK** based on Dart with inspiration on React

**Same source code for both Android and iOS**

**Material + Cupertino**

**Native plugins**





**A new open source multiplatform mobile development SDK  
based on Dart** with inspiration on React



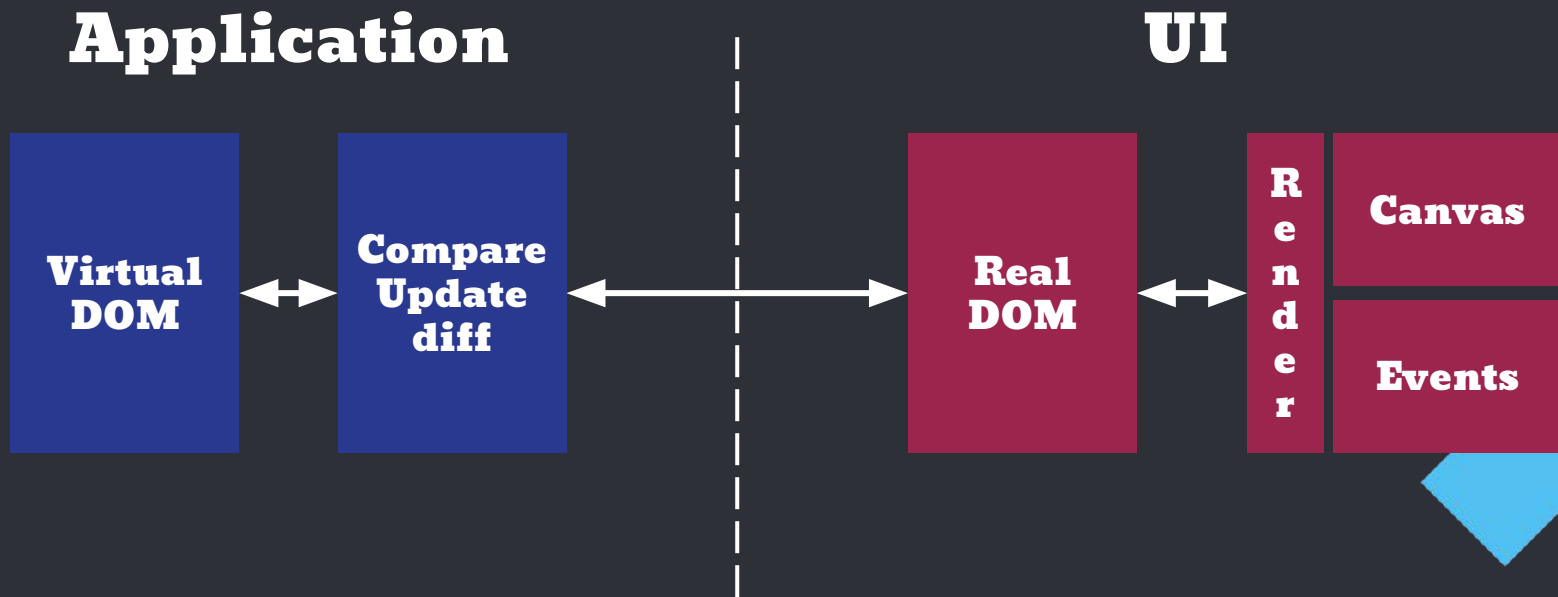
**Created by Google as a JS transpilation language**

**Widely used at Google**

**Javascript-ish enough to start using it**



# A new open source multiplatform mobile development SDK based on Dart with **inspiration on React**

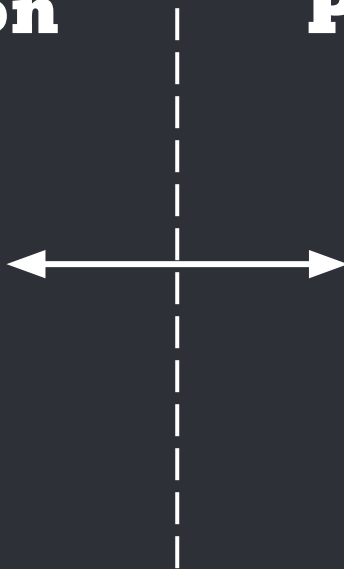
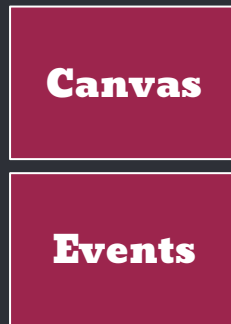


# A new open source multiplatform mobile development SDK based on Dart with **inspiration on React**

## Application



## Platform



Framework  
(Dart)

Material

Cupertino

Widgets

Rendering

Animation

Painting

Gestures

Foundation

Engine (C++)

Skia


Dart

Text



**How to start?**

```
$ git clone git@github.com:flutter/flutter.git
```

Decorative blue geometric shapes, including a large parallelogram and a smaller trapezoid, are located in the bottom right corner of the slide.



```
$ flutter doctor
```

Running flutter doctor...

[√] Flutter (on Microsoft Windows [Version 10.0.15063], locale en-US, channel master)

- Flutter at C:\Users\sergi\dev\flutter\flutter
- Framework revision 4e48a737eb (4 weeks ago), 2017-11-06 17:40:13 -0800
- Engine revision d8a0dd2958
- Tools Dart version 1.25.0-dev.11.0

[√] Android toolchain - develop for Android devices (Android SDK 25.0.3)

- Android SDK at C:\Users\sergi\AppData\Local\Android\sdk
- Platform android-25, build-tools 25.0.3
- Java binary at: C:\Users\sergi\dev\android-studio3rc\jre\bin\java
- Java version OpenJDK Runtime Environment (build 1.8.0\_152-release-884-b01)

[√] Android Studio (version 3.0)

- Android Studio at C:\Users\sergi\dev\android-studio3rc
- Java version OpenJDK Runtime Environment (build 1.8.0\_152-release-884-b01)

[√] IntelliJ IDEA Community Edition (version 2017.1)

- Flutter plugin version 18.1
- Dart plugin version 171.4424.63

[√] Connected devices

- None



# **Editor**

**With plugin**

**IntelliJ Idea (CE or Enterprise)**

**Android Studio**

**Visual Studio Code**

**Or anything else using console**





**Sample code**

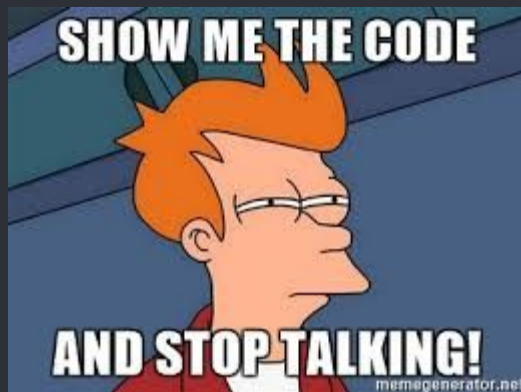
```
import 'package:flutter/material.dart';

void main() => runApp(new MyApp());

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return new MaterialApp(
      title: 'Flutter Demo',
      theme: new ThemeData(
        primarySwatch: Colors.blue,
      ),
      home: new Scaffold(
        appBar: new AppBar(
          title: new Text("My App"),
        ),
        body: new Center(
          child: new FlutterLogo(),
        ),
      ),
    );
  }
}
```



**Live demo!**





# **Stateless vs Stateful**



**All Widgets are immutable**





**To modify them we need a state  
that recreates the widget tree**



**Show me!**





# **Final thoughts**

**Aaaand questions?**



**Pssst, check my blog  
sergiandreplace.com  
Or my twitter  
@sergiandreplace**