



# Flutter

Study   

By : Ahmed Abu Eldahab @dahabdev





# Ahmed Abu Eldahab

Senior Technical Consultant  
Google Developer Expert in Flutter



# AGENDA

20 MINUTES **Intro**

40 MINUTES **Flutter Beyond Hello world! (Part 1)**

10 MINUTES **Break**

60 MINUTES **Flutter Beyond Hello world! (Part 2)**

SHARE  
FEEDBACK

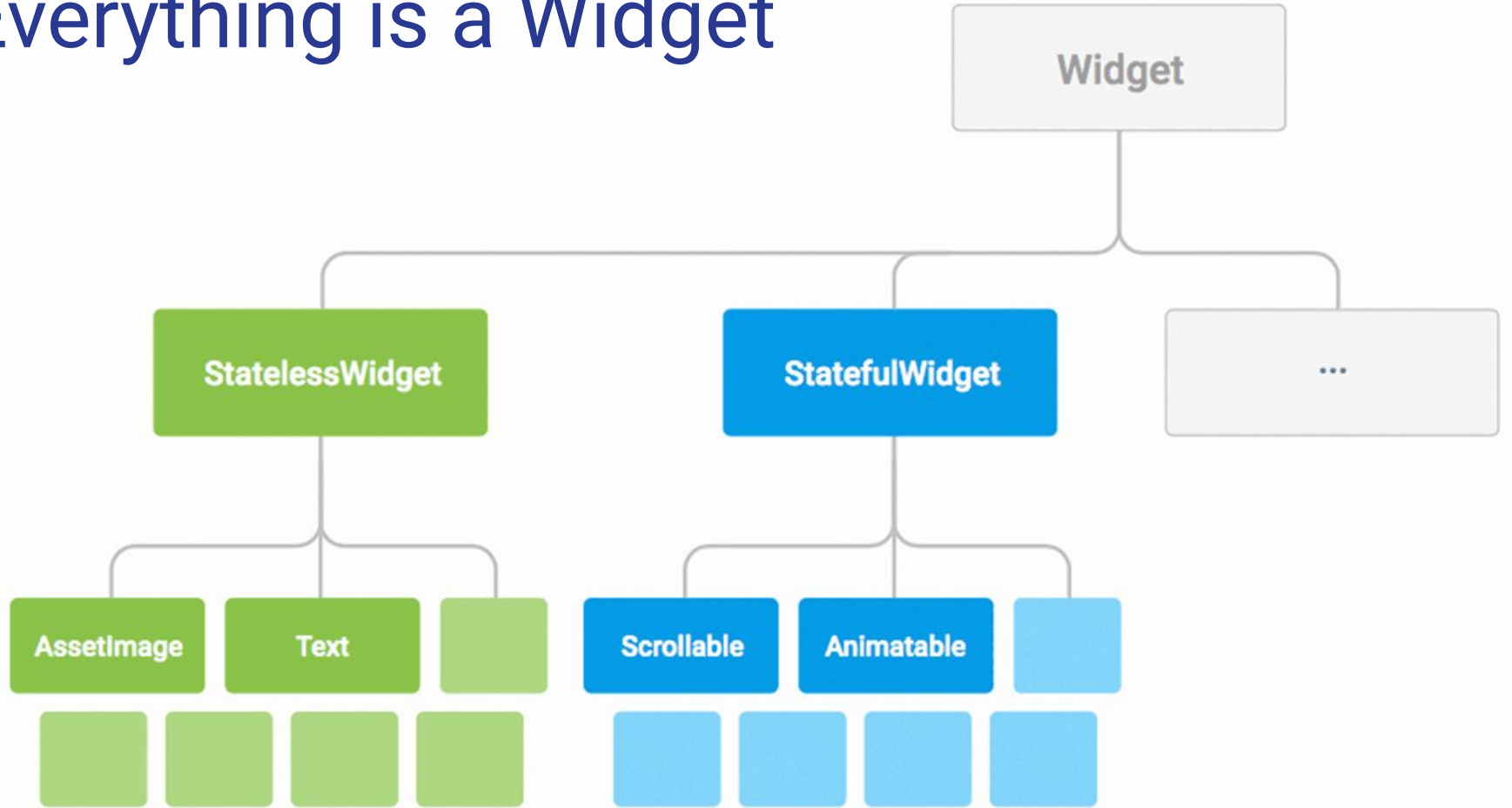
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[#FlutterStudyJam](#) [#OnlineFlutterStudyJam](#) [#FlutterDev](#) [@dahabdev](#)

The Flutter logo, consisting of three stylized, overlapping chevron-like shapes in shades of blue and cyan, is positioned on the left side of the slide.

# Flutter Beyond Hello world!

By : Ahmed Abu Eldahab

# Everything is a Widget



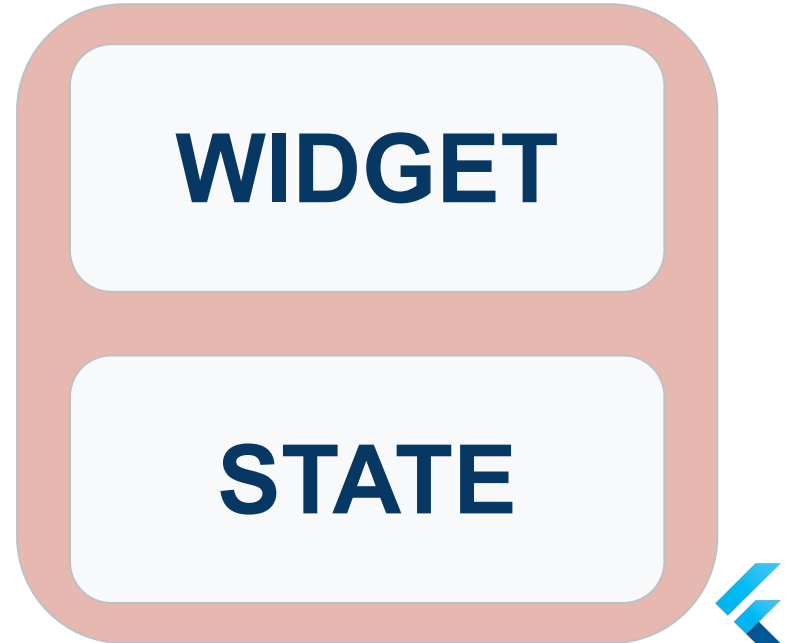
# Everything is a Widget

Stateless Widget



**VS**

Stateful Widget



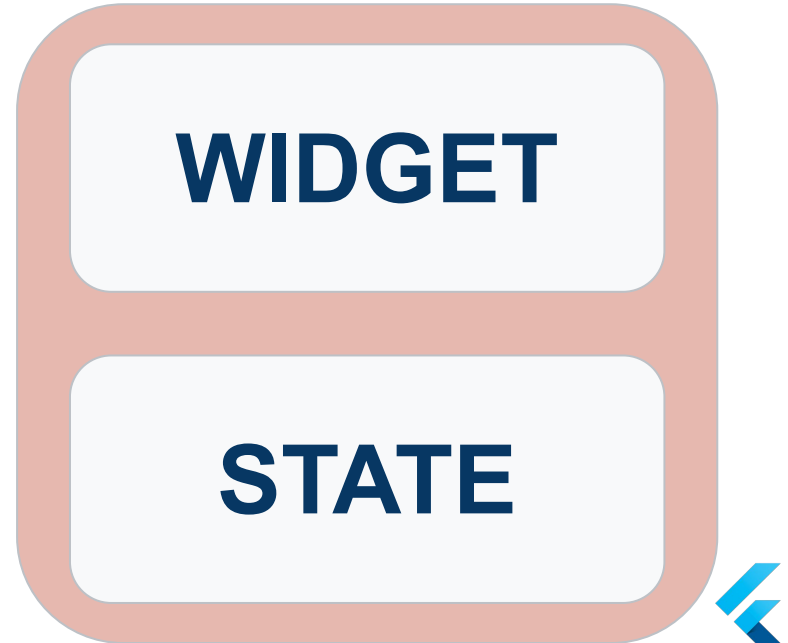
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**Stateless Widget**



**VS**

**Stateful Widget**



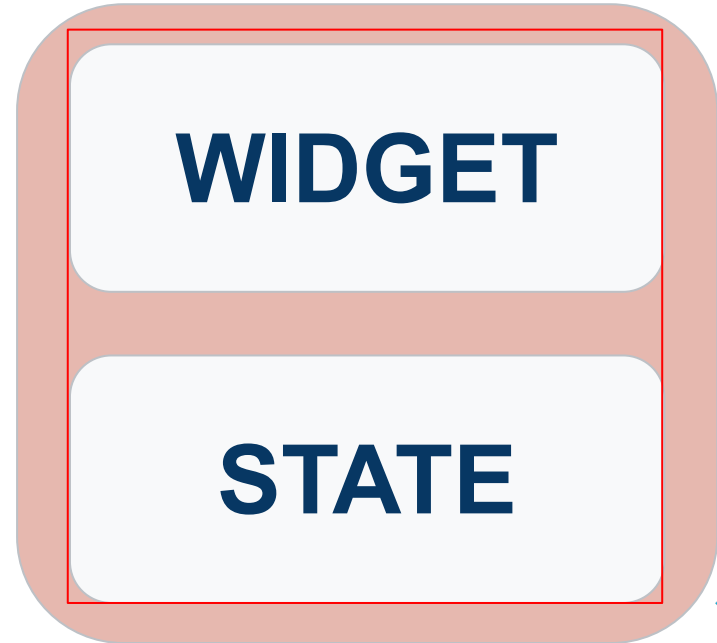
# Everything is a Widget

**Stateless Widget**



**VS**

**Stateful Widget**





# Flutter Widgets

```
class MyWidget extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return new Container();  
  }  
}
```

```
class MySecondWidget extends StatefulWidget {  
  @override  
  _MySecondWidgetState createState() => _MySecondWidgetState();  
}
```

```
class _MySecondWidgetState extends State<MySecondWidget> {  
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# Flutter Widgets

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class MyWidget extends StatelessWidget {  
  final name;  
  
  MyWidget(this.name);  
  
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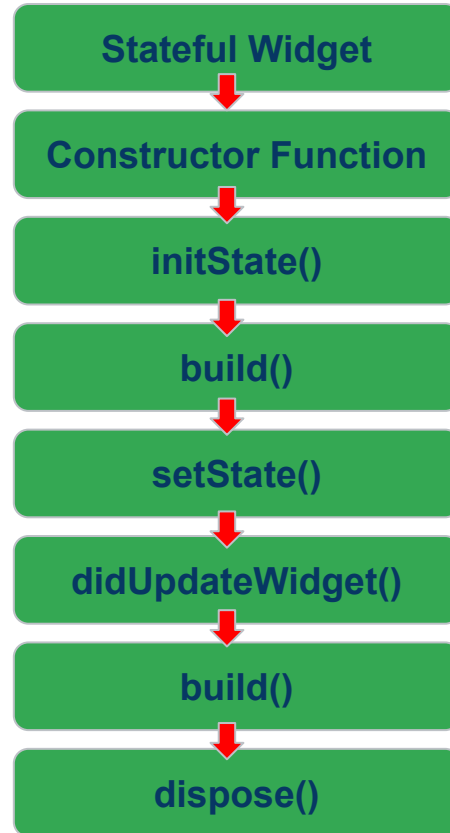
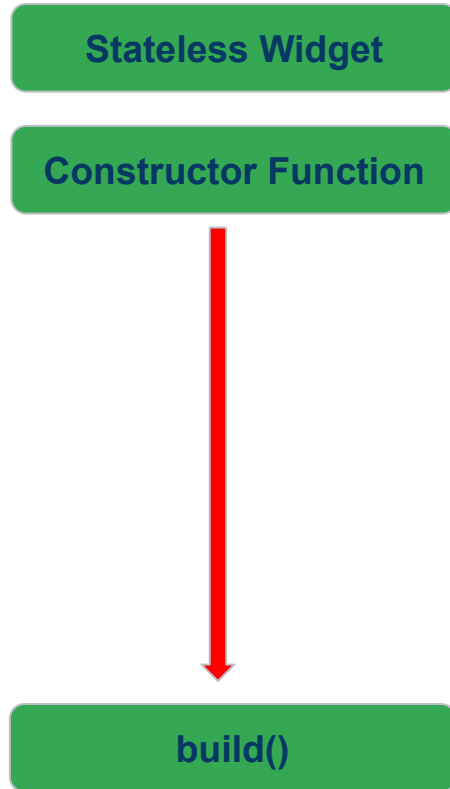


# Flutter Widgets

```
class _MySecondWidgetState extends State<MySecondWidget> {  
  final String name;  
  _MySecondWidgetState(this.name)  
  
  @override  
  void setState(fn) {  
    // TODO: implement setState  
    super.setState(fn);  
  }  
  
  @override  
  void initState() {  
    // TODO: implement initState  
    super.initState();  
  }  
  
  @override  
  void dispose() {  
    // TODO: implement dispose  
    super.dispose();  
  }  
  
  @override  
  void didUpdateWidget(MySecondWidget oldWidget) {  
    // TODO: implement didUpdateWidget  
    super.didUpdateWidget(oldWidget);  
  }  
  
  @override  
  Widget build(BuildContext context) {  
    return new Container();  
  }  
}
```

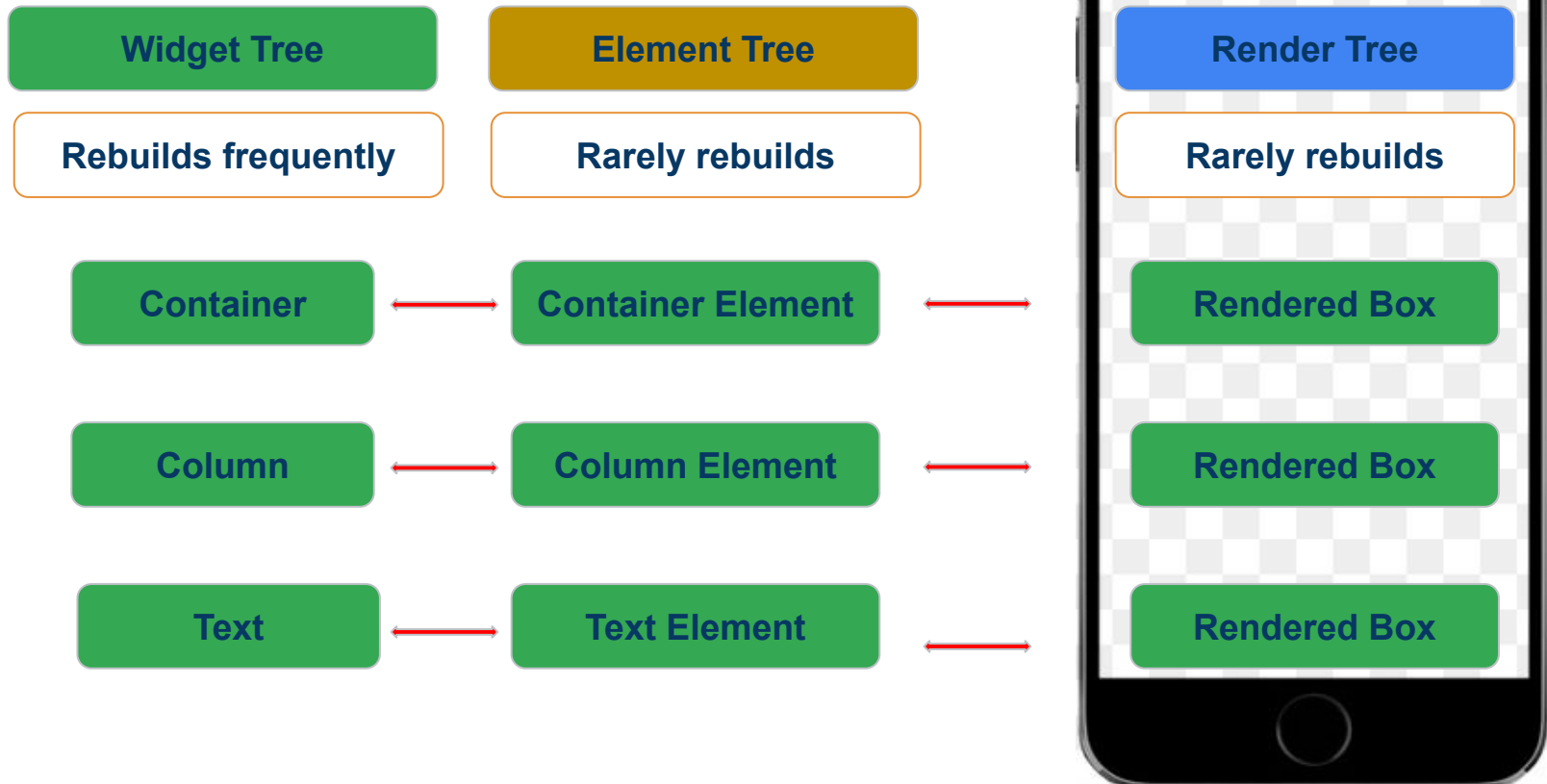


# Flutter Widgets

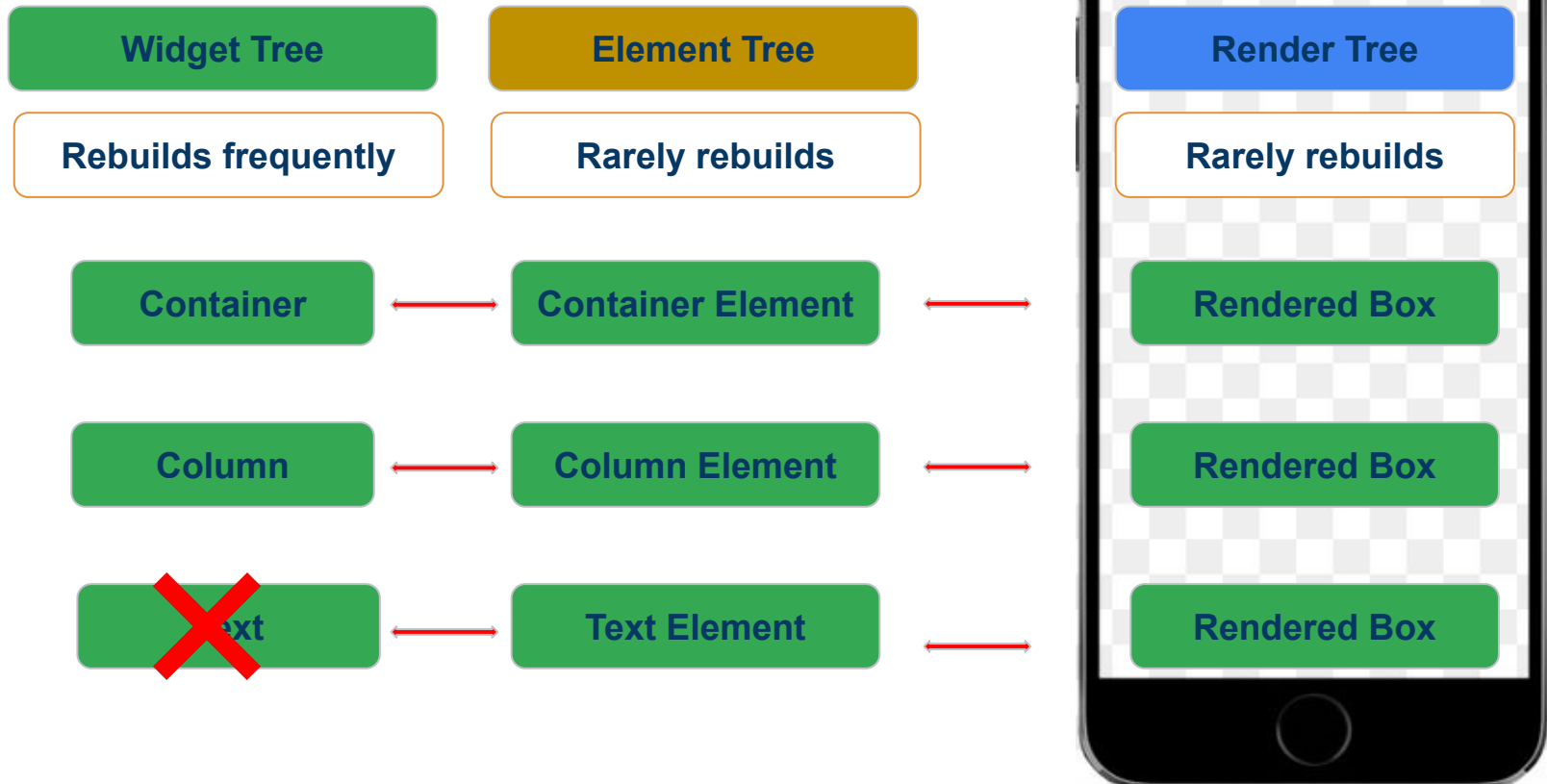




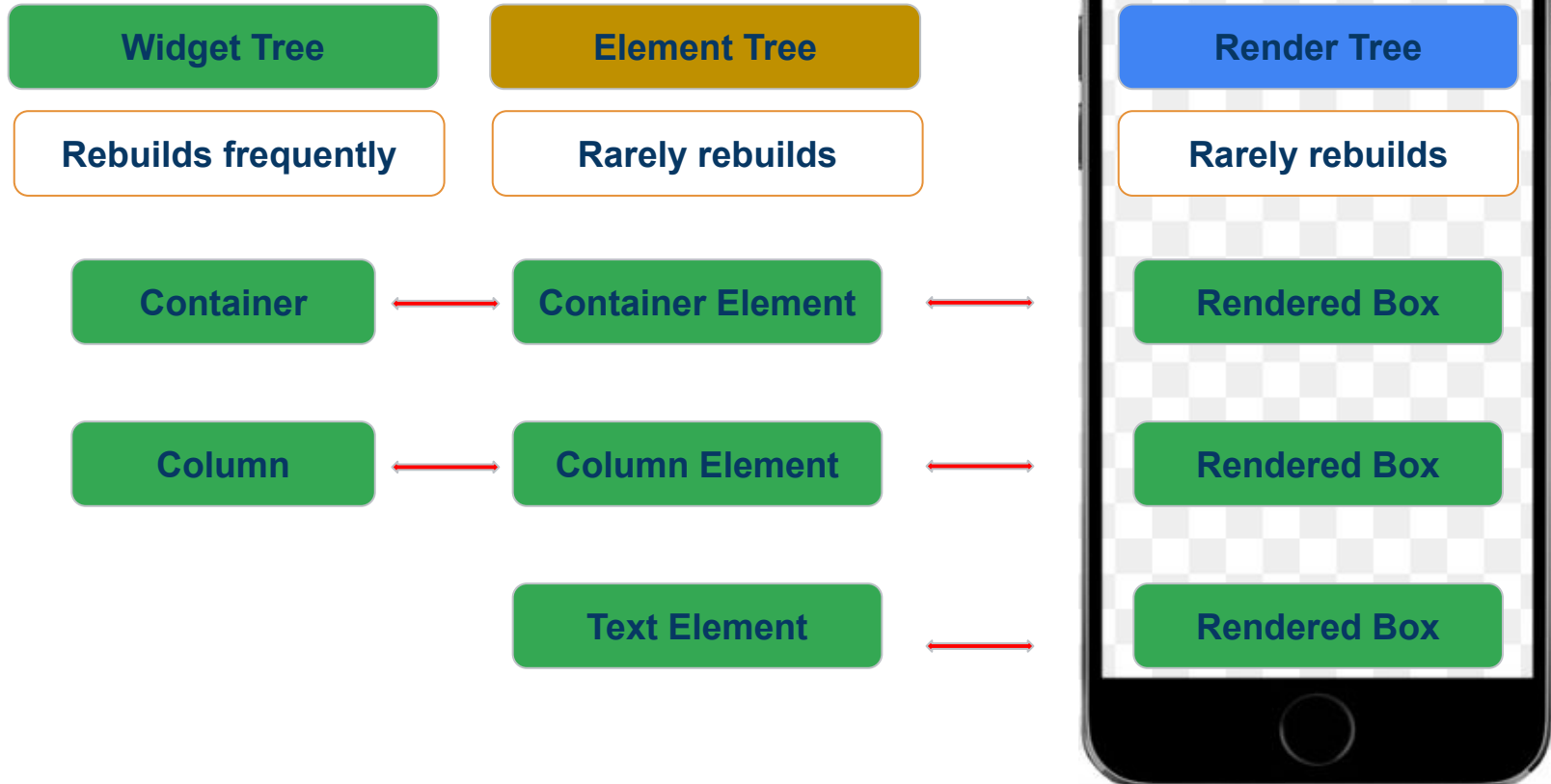
# Flutter Widgets



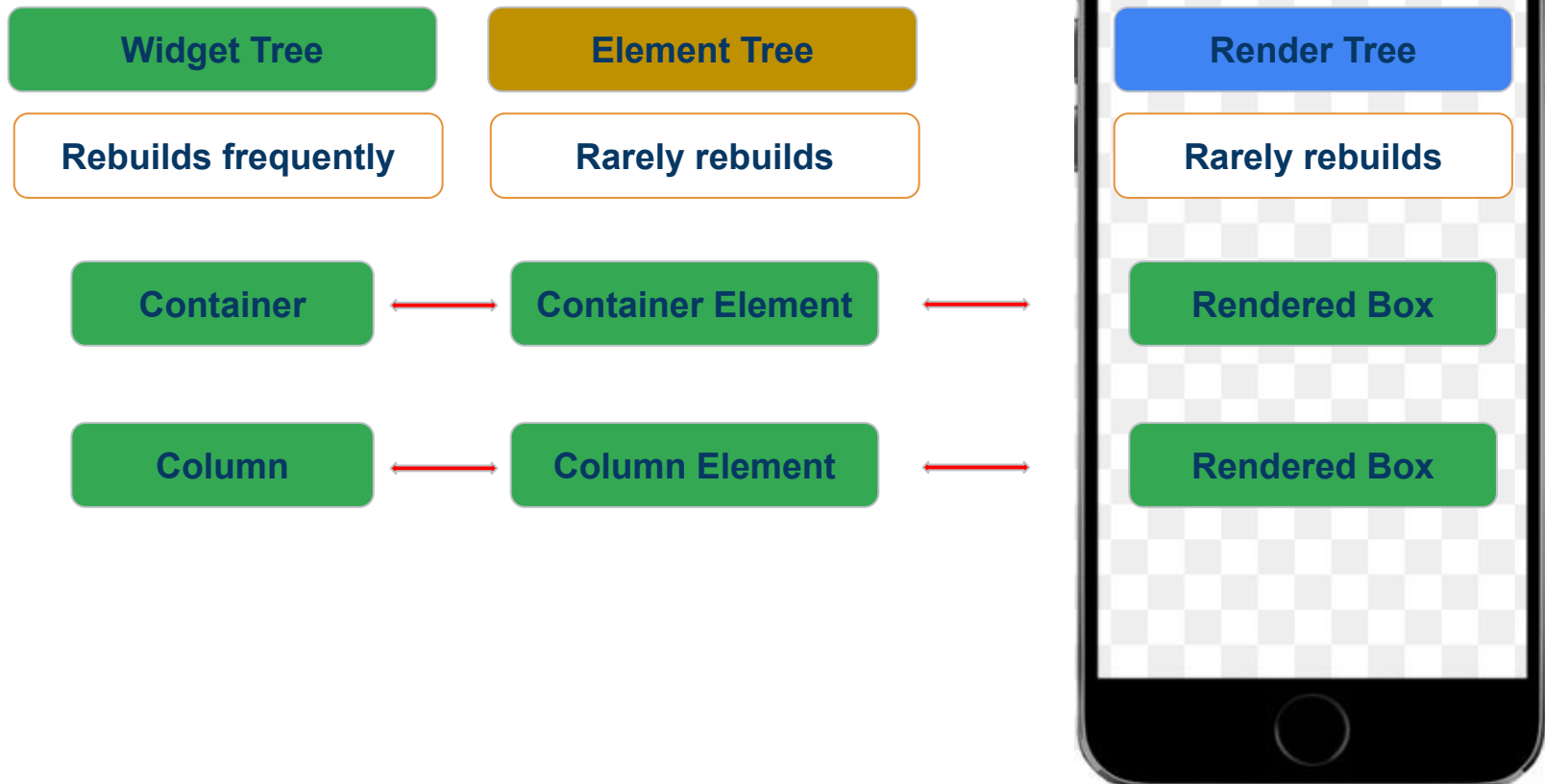
# Flutter Widgets



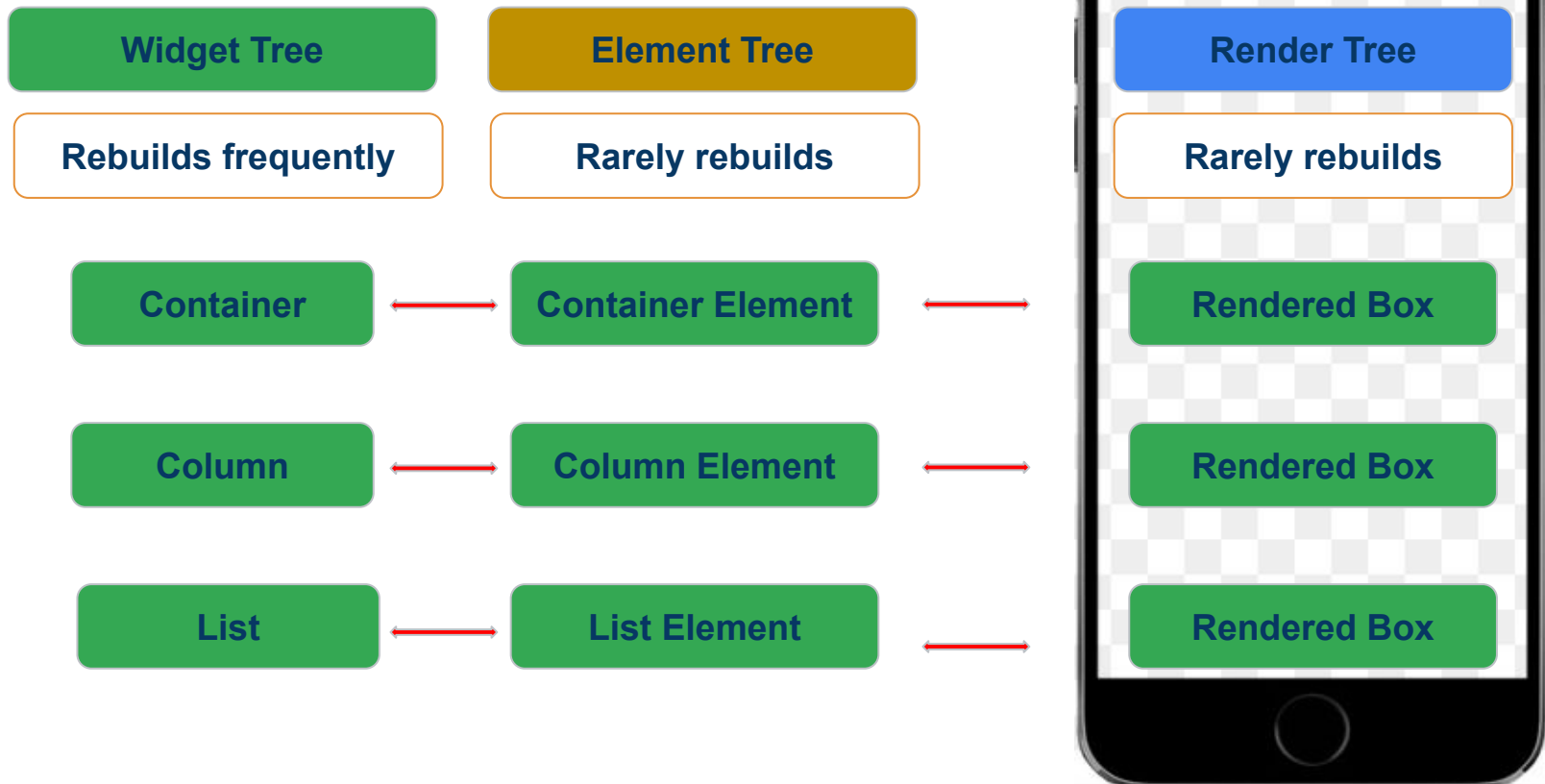
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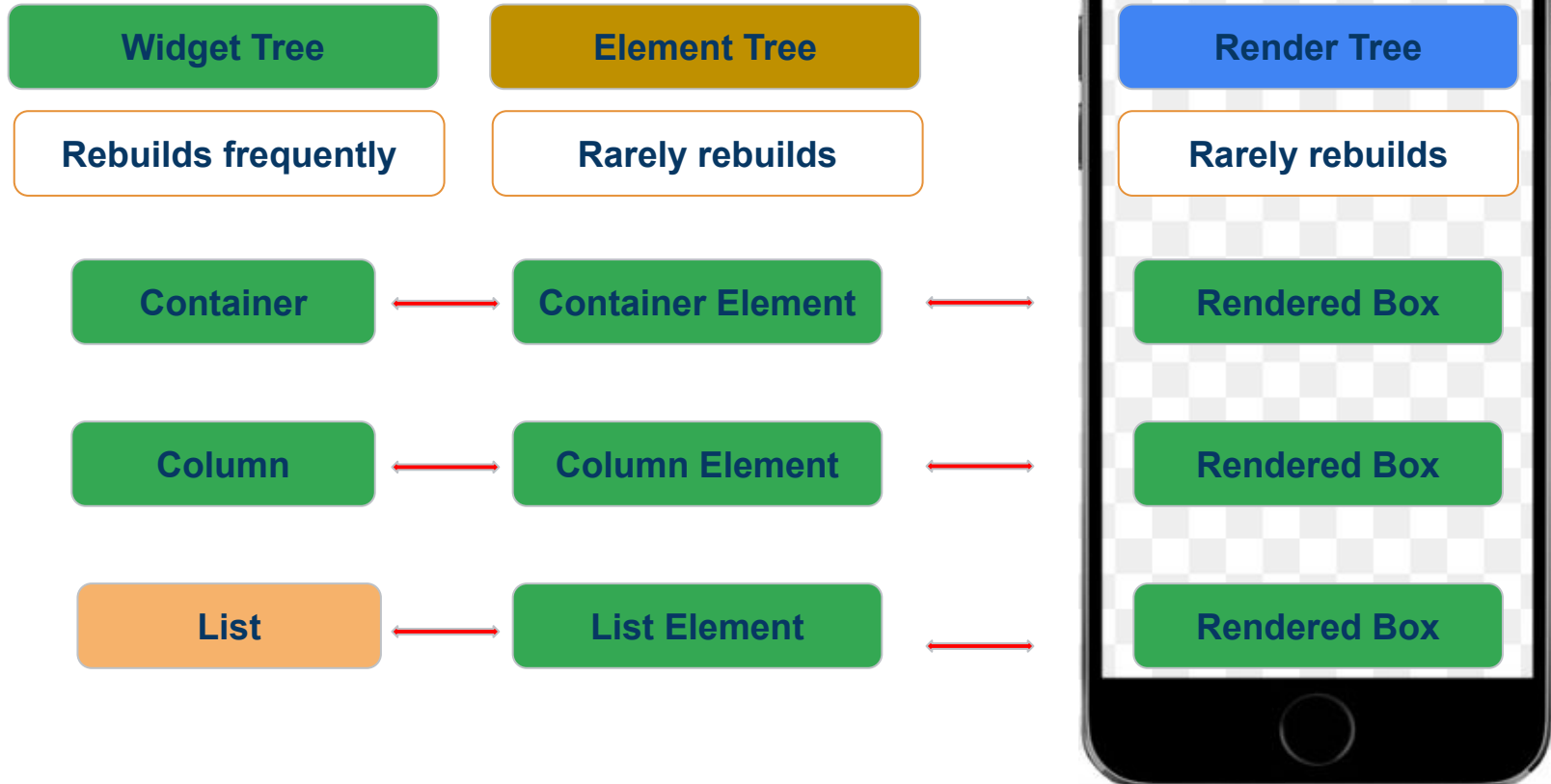
# Flutter Widgets



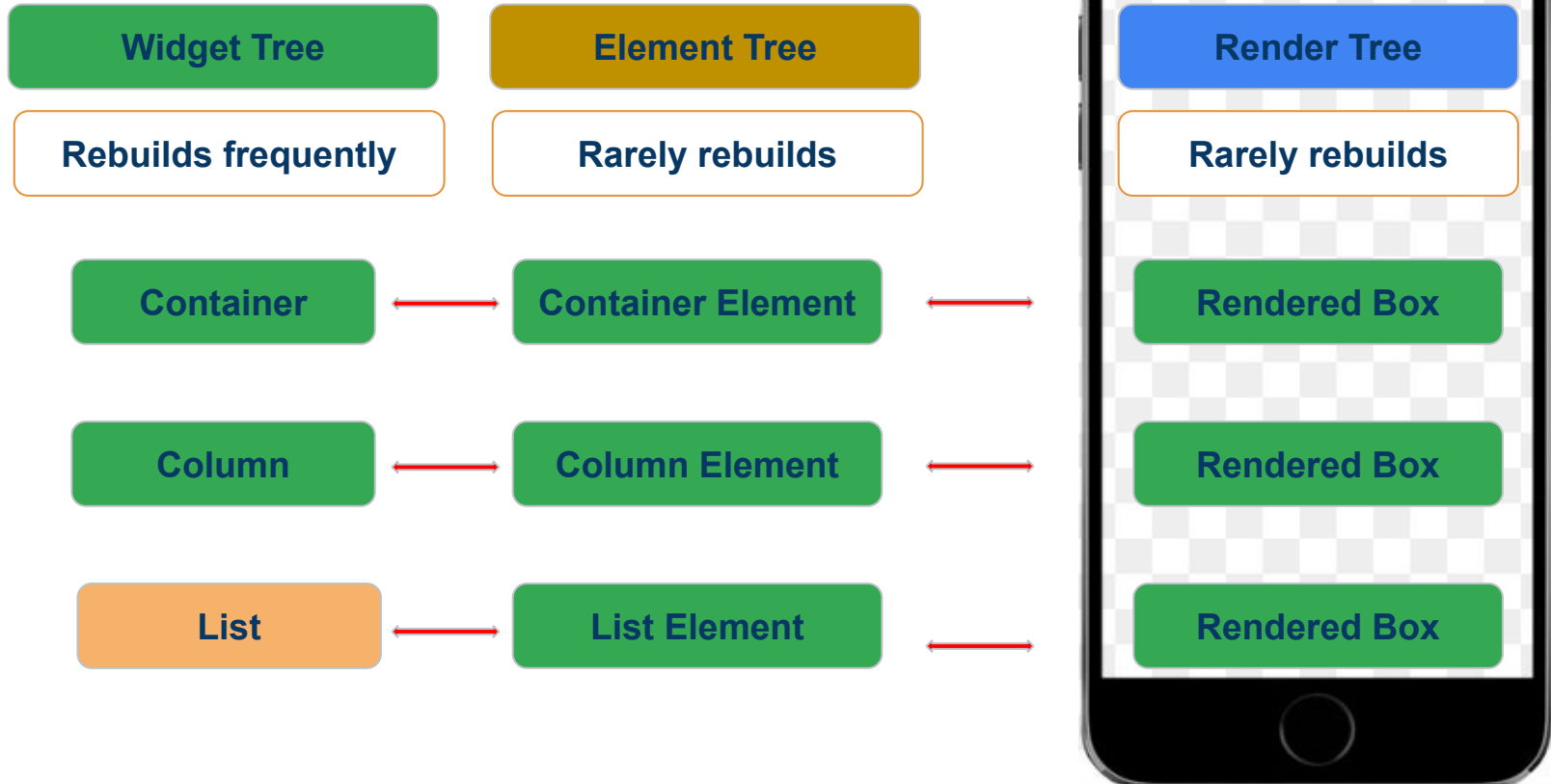
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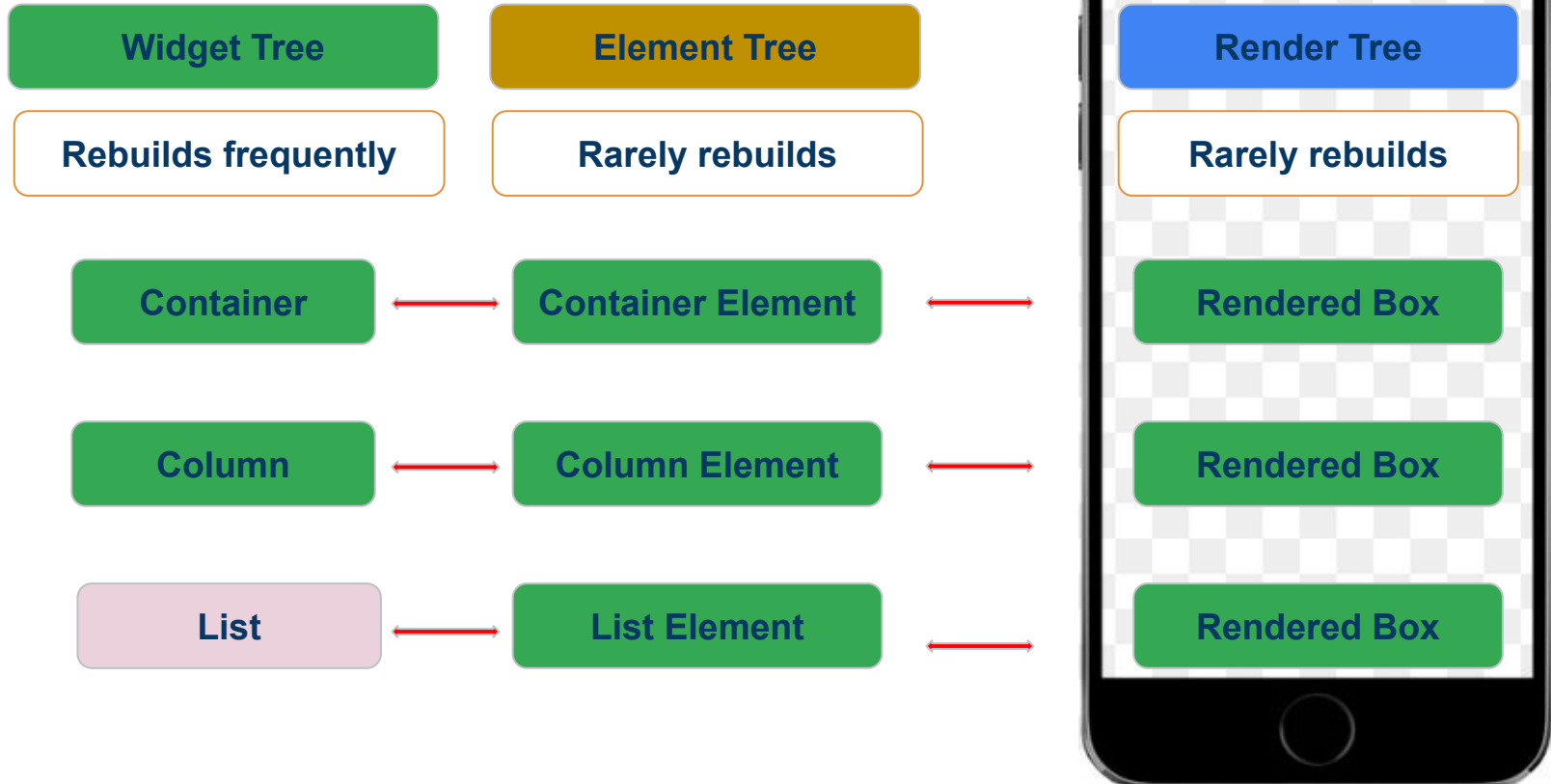
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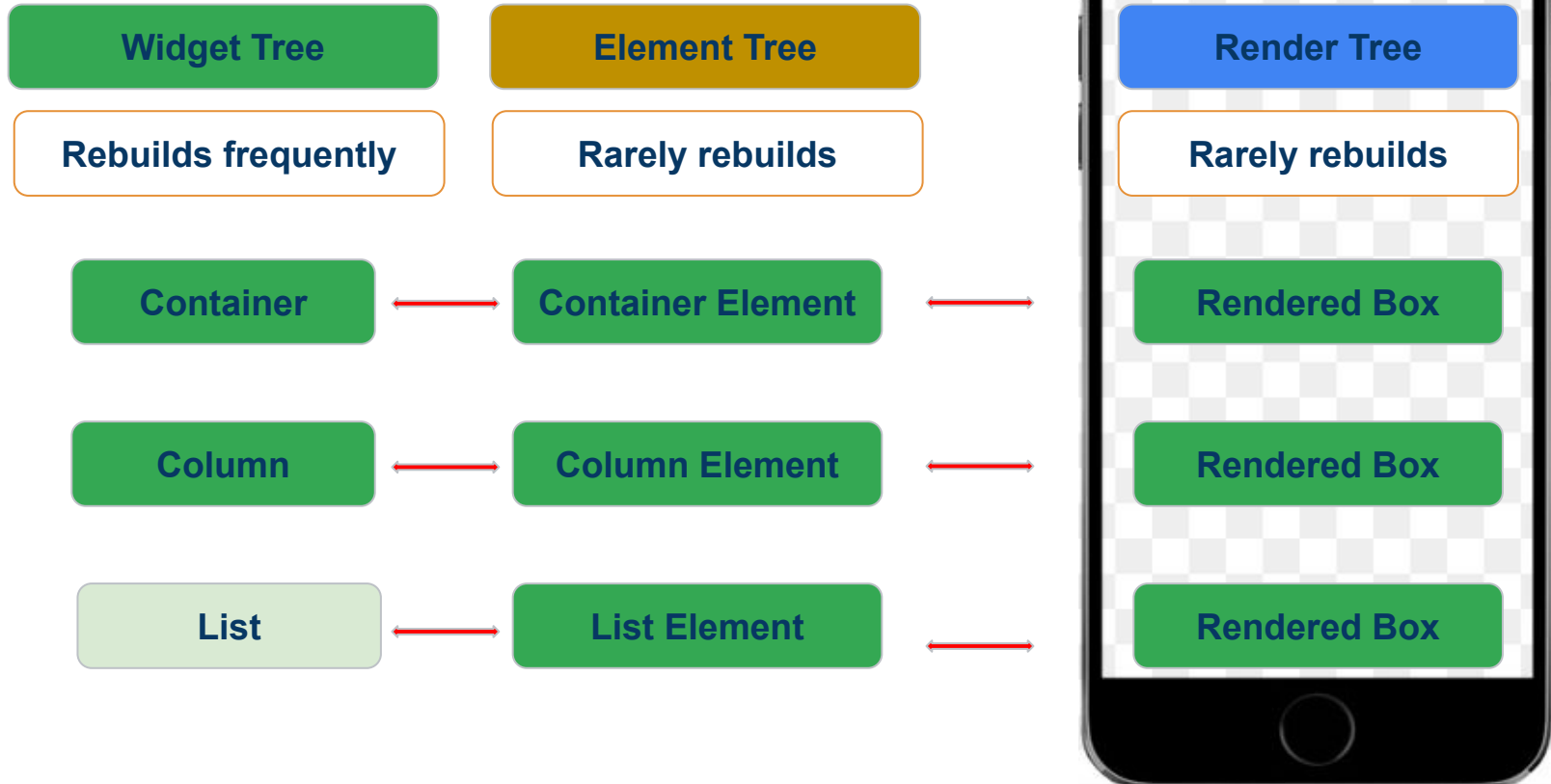


# Flutter Widgets

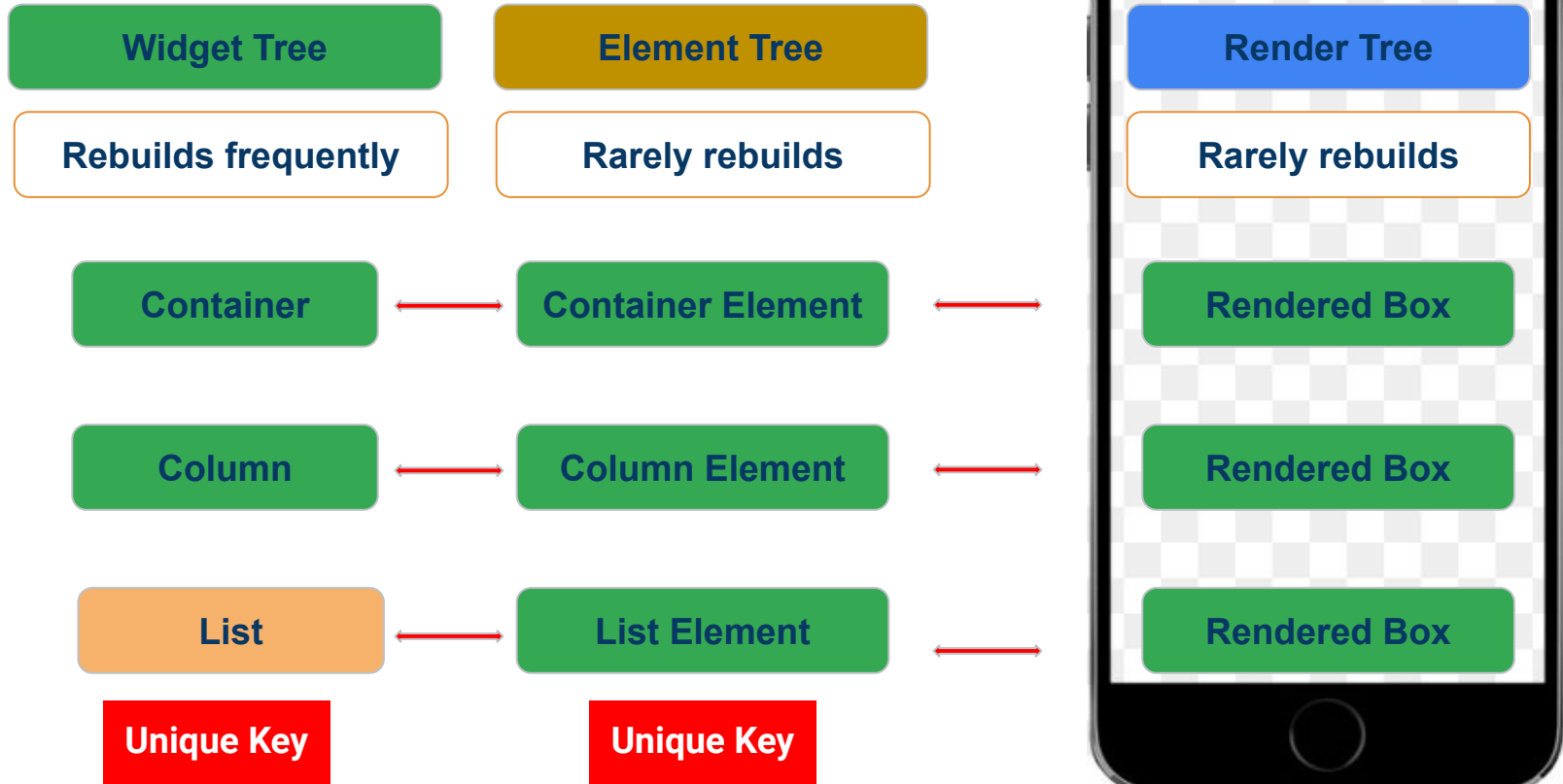




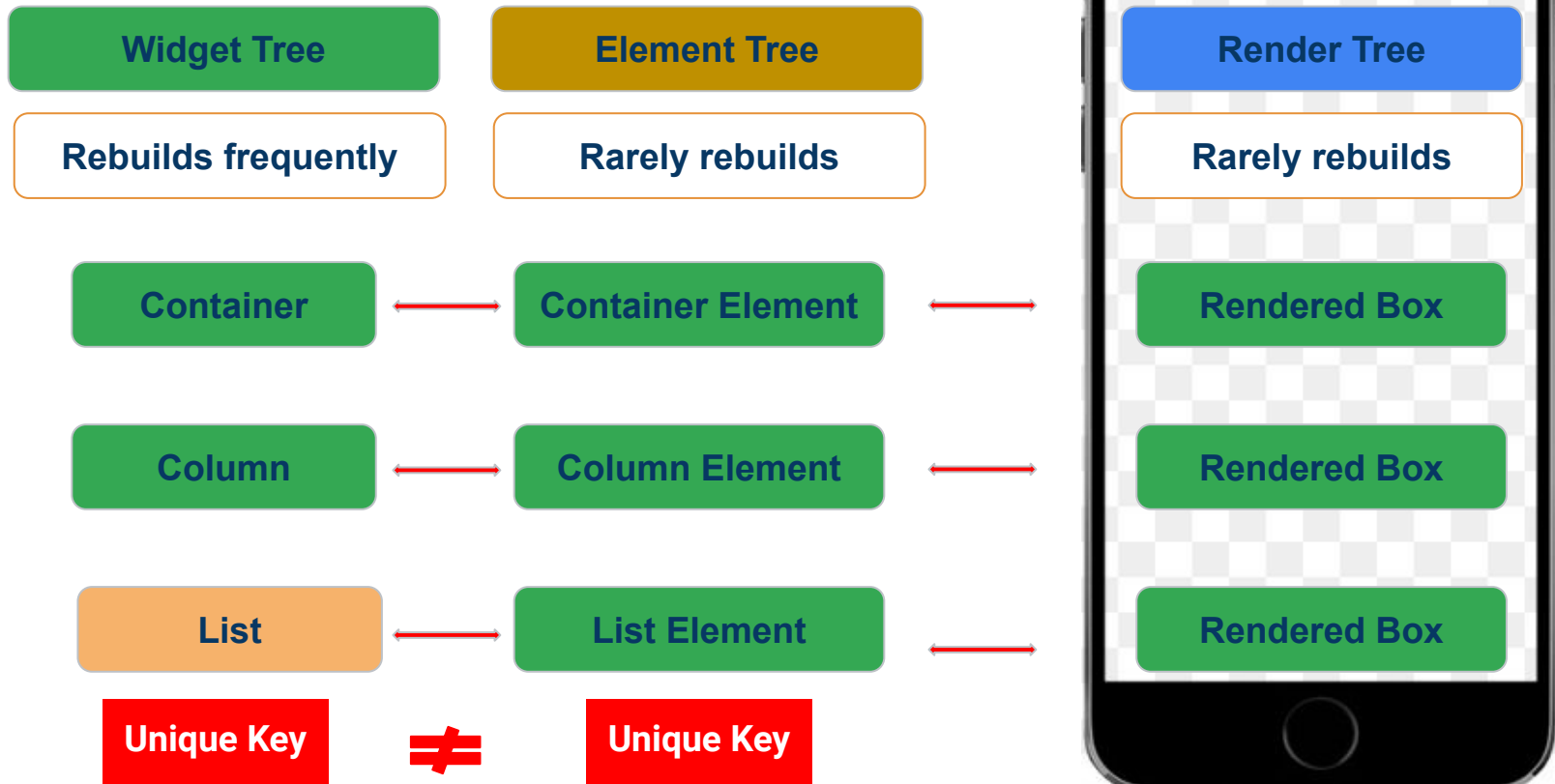
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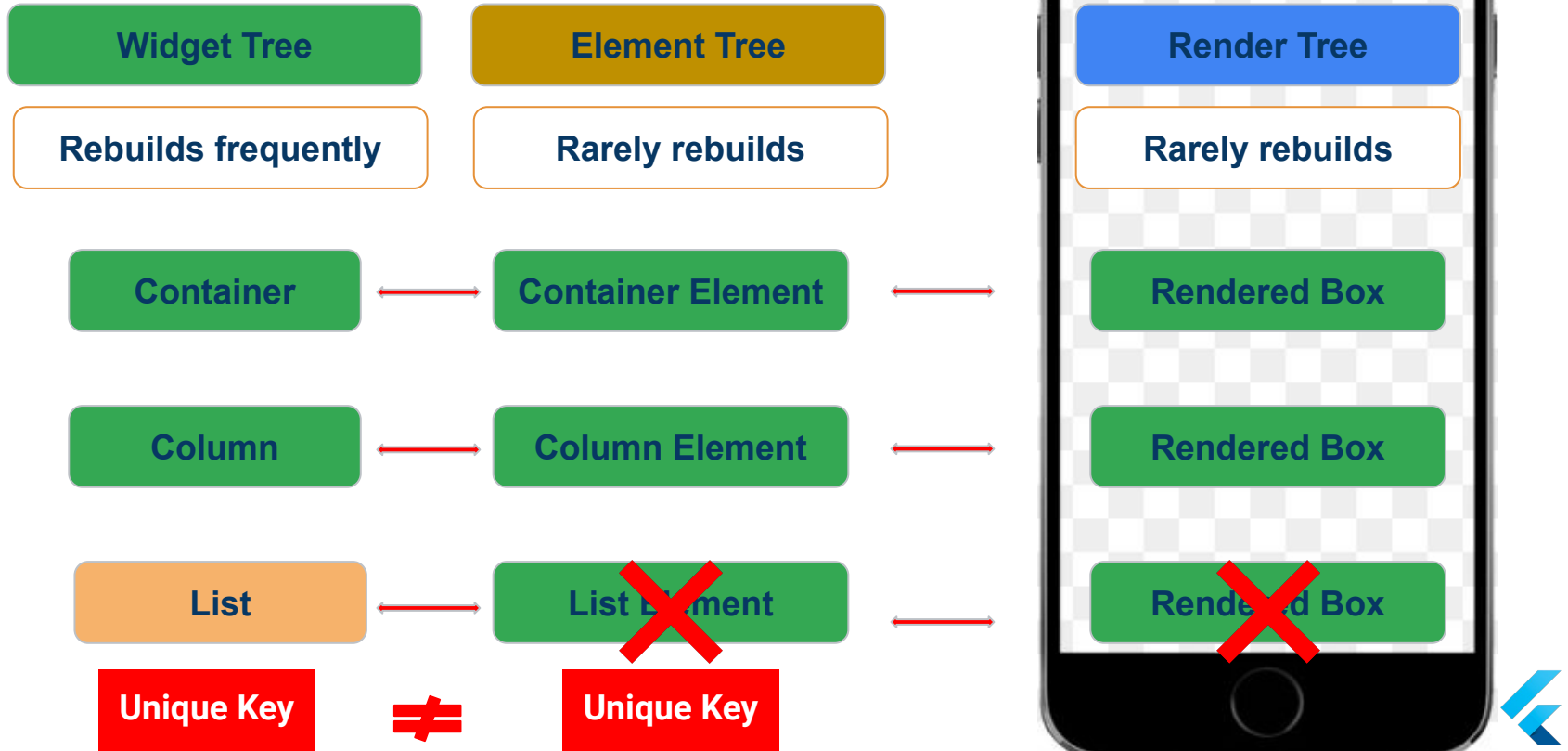
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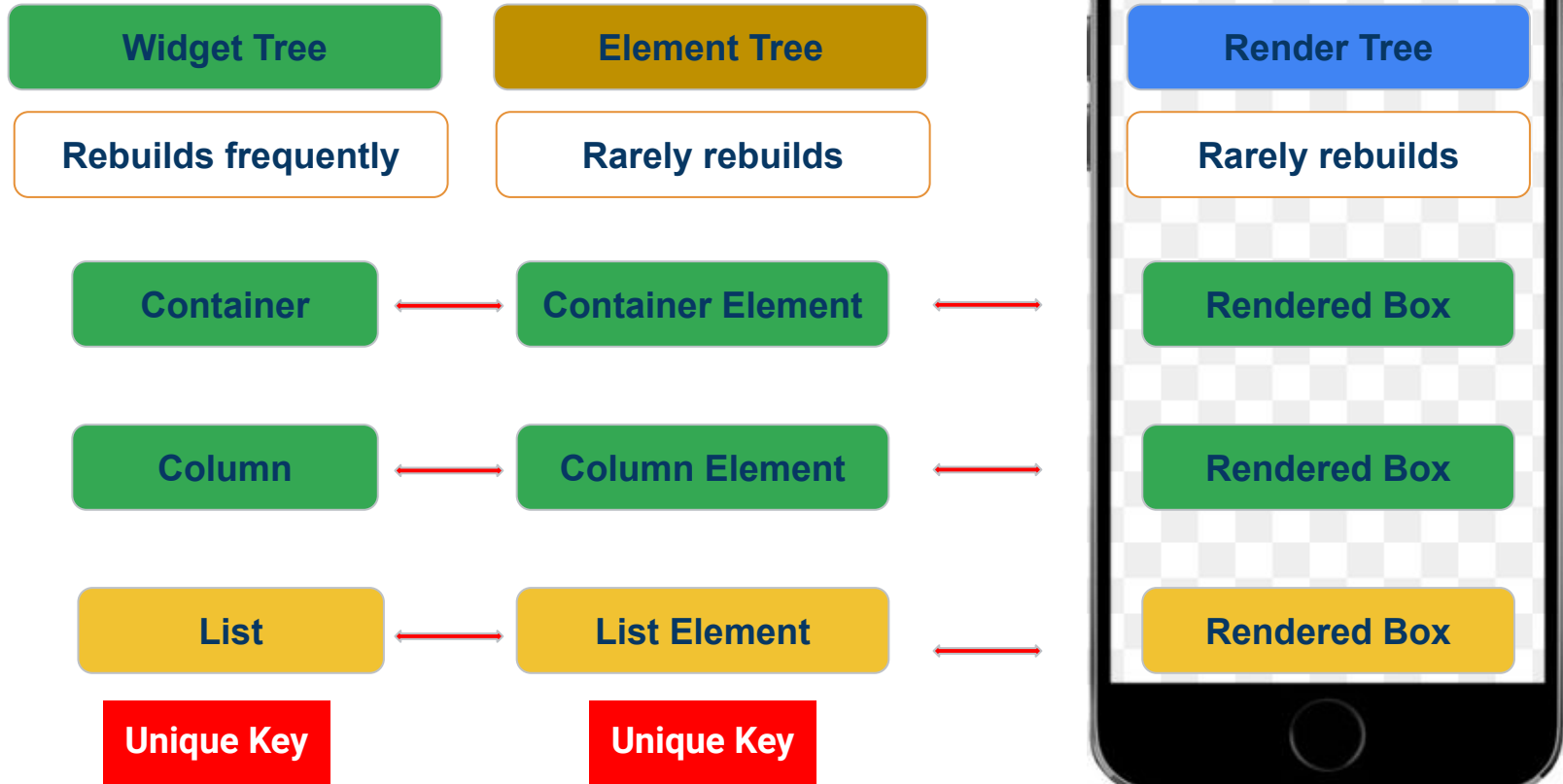
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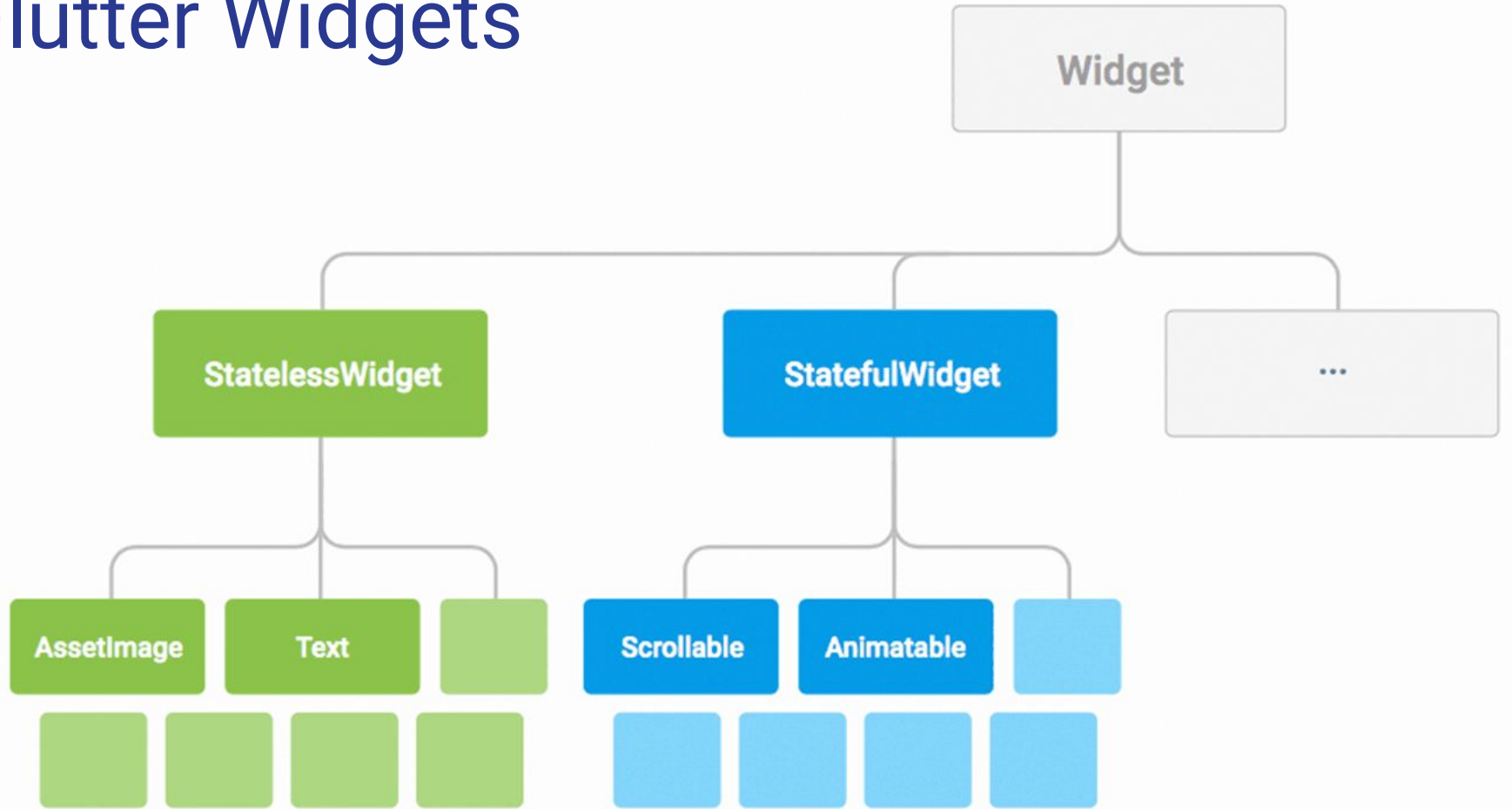
# Flutter Widgets



<https://www.youtube.com/watch?v=kn0EOS-Zilc>



# Flutter Widgets

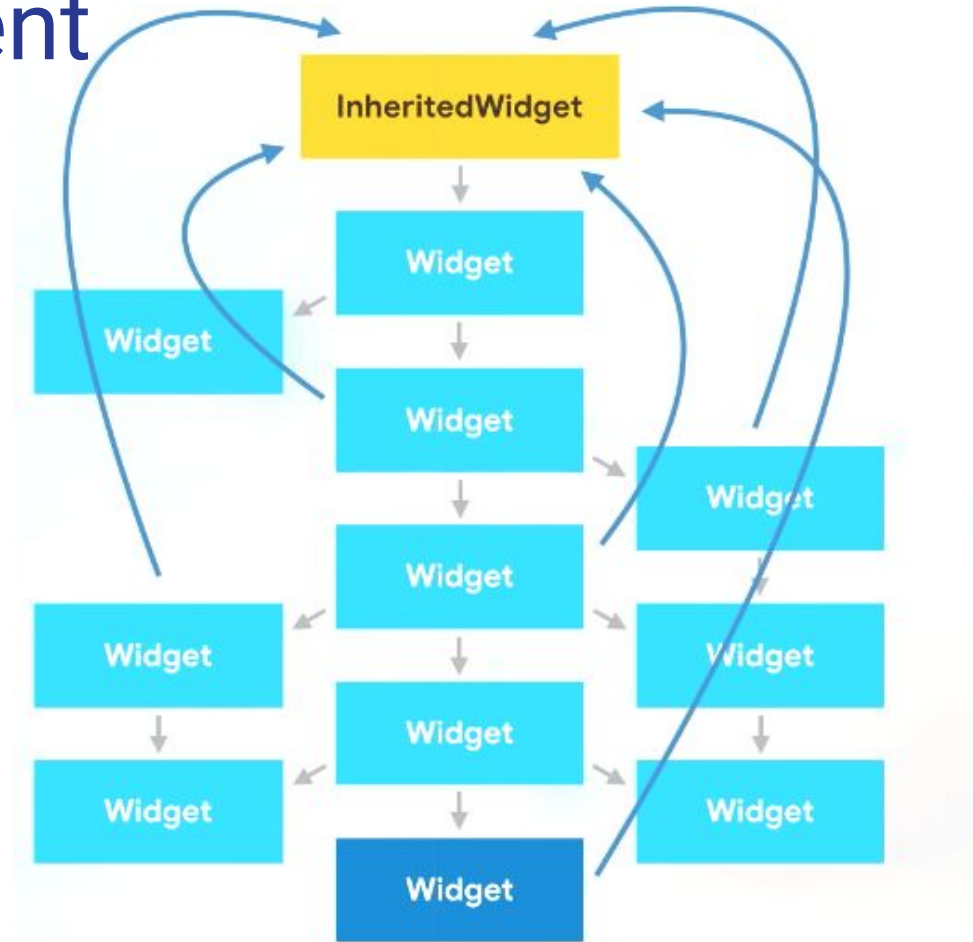


# Flutter Widgets





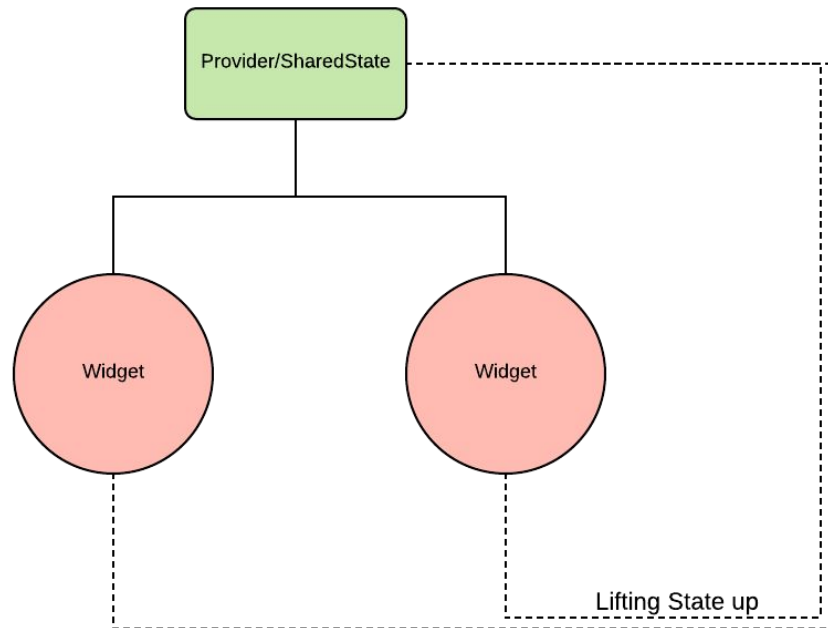
# State Management



# State Management

## Flutter Provider

<https://pub.dev/packages/provider>

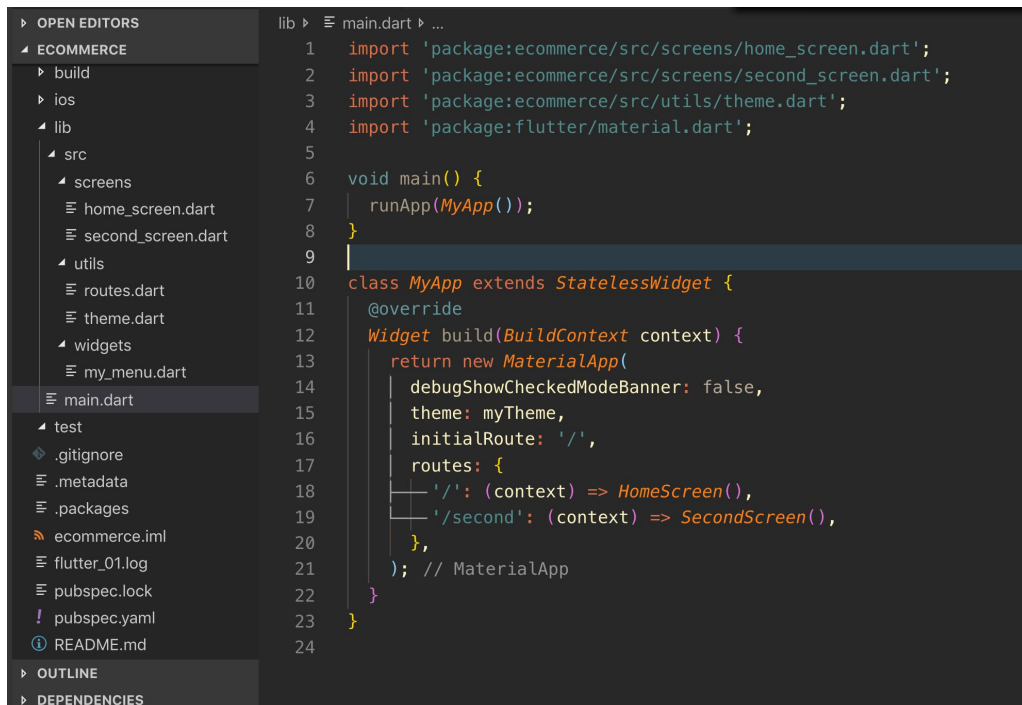




**BEST PRACTICE**



# Directory structure



The image shows a screenshot of an IDE interface. On the left, a sidebar displays a directory tree for a project named 'ECOMMERCE'. The tree structure is as follows:

- ECOMMERCE
  - build
  - ios
  - lib
    - src
      - screens
        - home\_screen.dart
        - second\_screen.dart
      - utils
        - routes.dart
        - theme.dart
      - widgets
        - my\_menu.dart
    - main.dart (selected)
    - test
  - .gitignore
  - .metadata
  - .packages
  - ecommerce.iml
  - flutter\_01.log
  - pubspec.lock
  - pubspec.yaml
  - README.md
- OUTLINE
- DEPENDENCIES

On the right, the editor shows the content of 'lib/main.dart'. The code is as follows:

```
1 import 'package:ecommerce/src/screens/home_screen.dart';
2 import 'package:ecommerce/src/screens/second_screen.dart';
3 import 'package:ecommerce/src/utils/theme.dart';
4 import 'package:flutter/material.dart';
5
6 void main() {
7   runApp(MyApp());
8 }
9
10 class MyApp extends StatelessWidget {
11   @override
12   Widget build(BuildContext context) {
13     return new MaterialApp(
14       debugShowCheckedModeBanner: false,
15       theme: myTheme,
16       initialRoute: '/',
17       routes: {
18         '/': (context) => HomeScreen(),
19         '/second': (context) => SecondScreen(),
20       },
21     ); // MaterialApp
22   }
23 }
24
```



# Directory structure

lets . code ( it

We Will build simple Application with three screens



# App Theme

```
MaterialApp(  
  title: title,  
  theme: ThemeData(  
    // Define the default brightness and colors.  
    brightness: Brightness.dark,  
    primaryColor: Colors.lightBlue[800],  
    accentColor: Colors.cyan[600],  
  
    // Define the default font family.  
    fontFamily: 'Montserrat',  
  
    // Define the default TextTheme. Use this to specify the default  
    // text styling for headlines, titles, bodies of text, and more.  
    textTheme: TextTheme(  
      headline: TextStyle(fontSize: 72.0, fontWeight: FontWeight.bold),  
      title: TextStyle(fontSize: 36.0, fontStyle: FontStyle.italic),  
      body1: TextStyle(fontSize: 14.0, fontFamily: 'Hind'),  
    ),  
  ),  
);
```

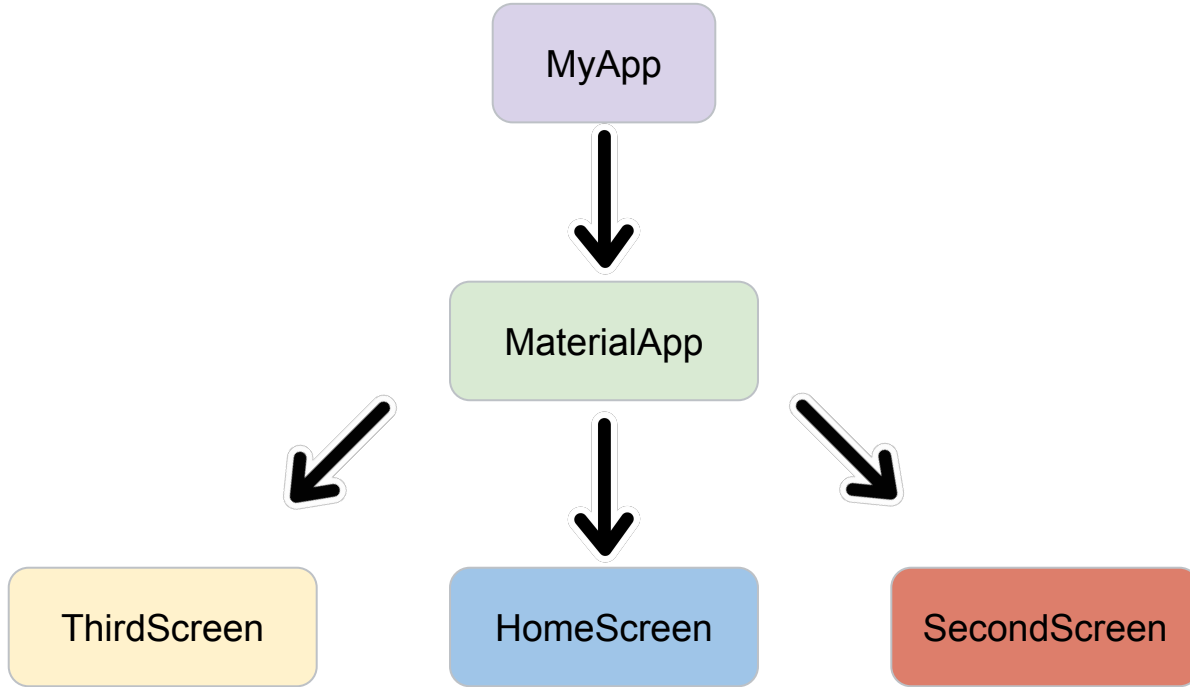


# App Theme

lets . code ( it



# Routing





# Named Routes

lets.code(it



# Custom Fonts

🔍

Search fonts

Sentence ▼

Type something

40px ▼

Categories ▼

Language ▼

Font Properties ▼

Viewing 922 of 922 font families

Roboto

Christian Robertson (12 styles)

+

All their equipment and instruments are alive.

Cairo

Multiple Designers (6 styles)

+

الظلال أخفى القمر.

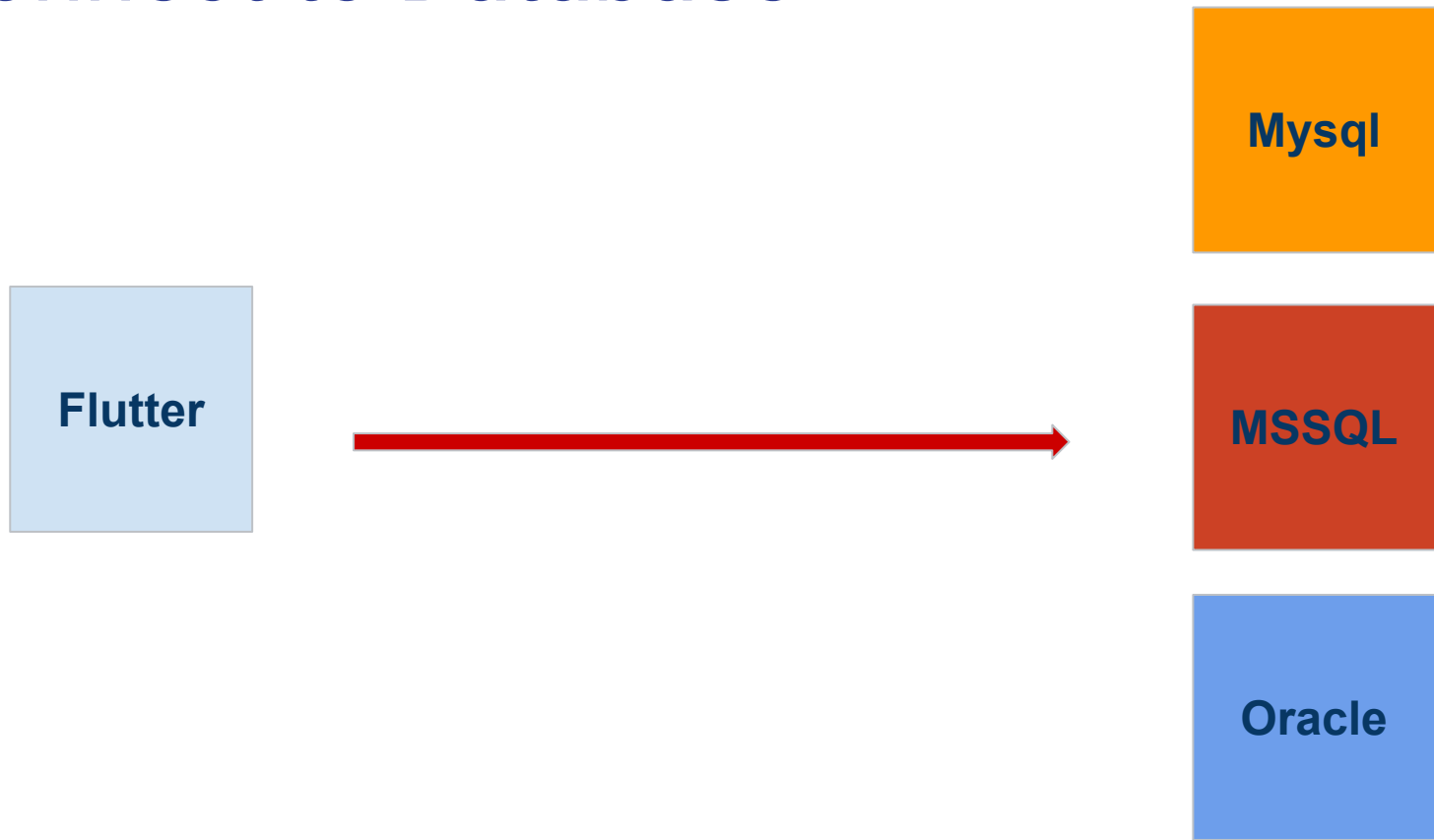


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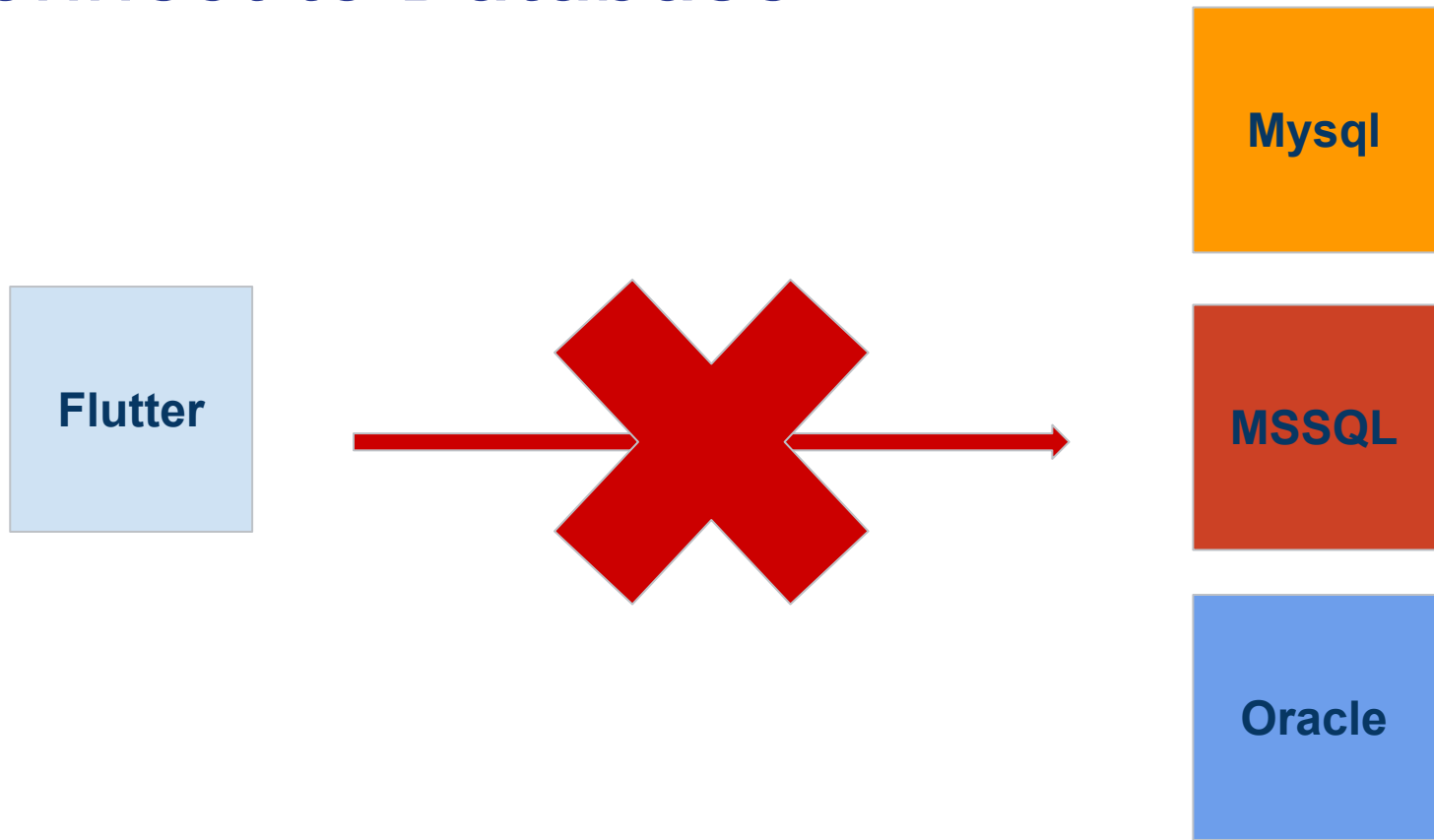
lets . code ( it



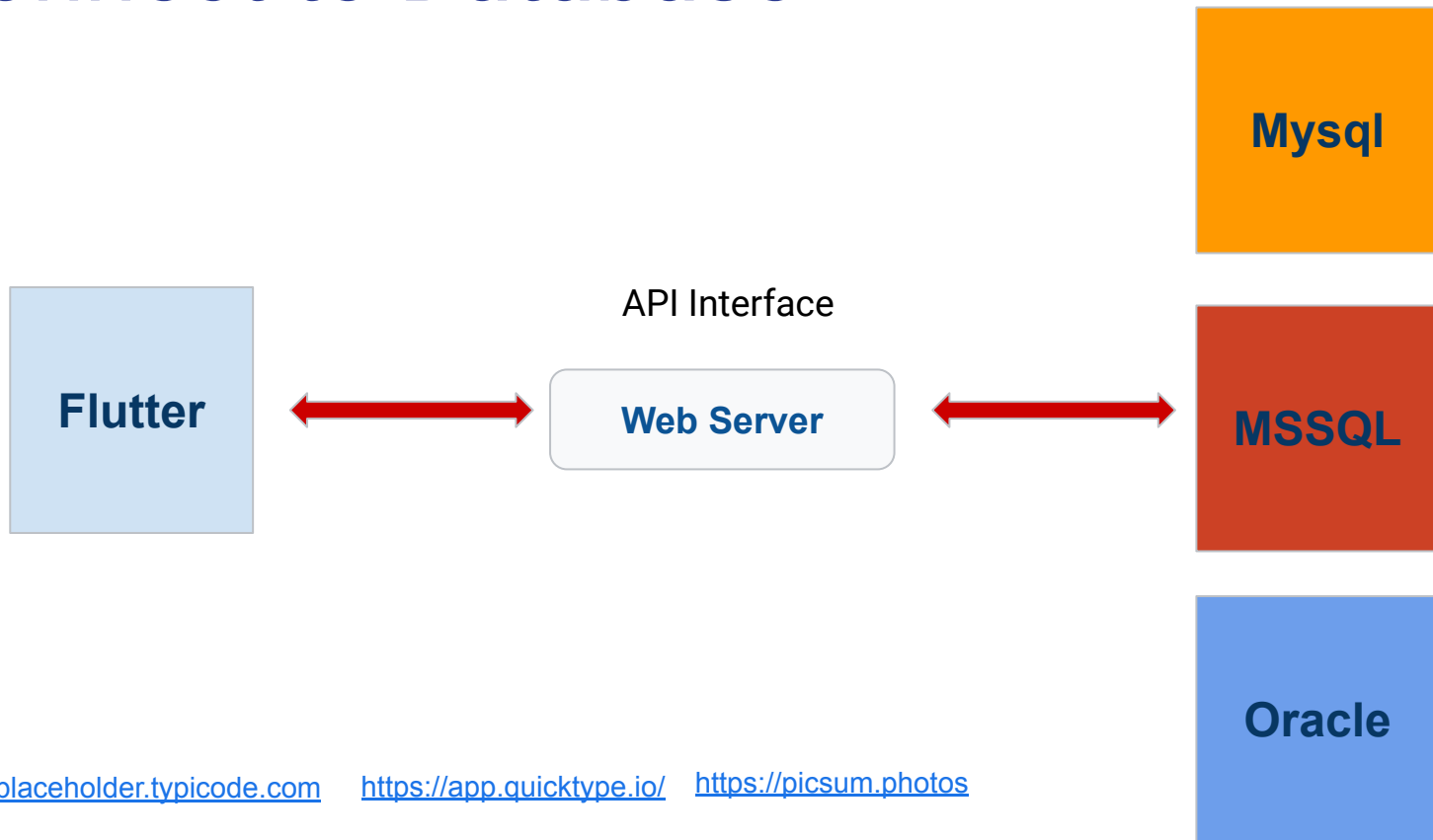
# Connect to Database



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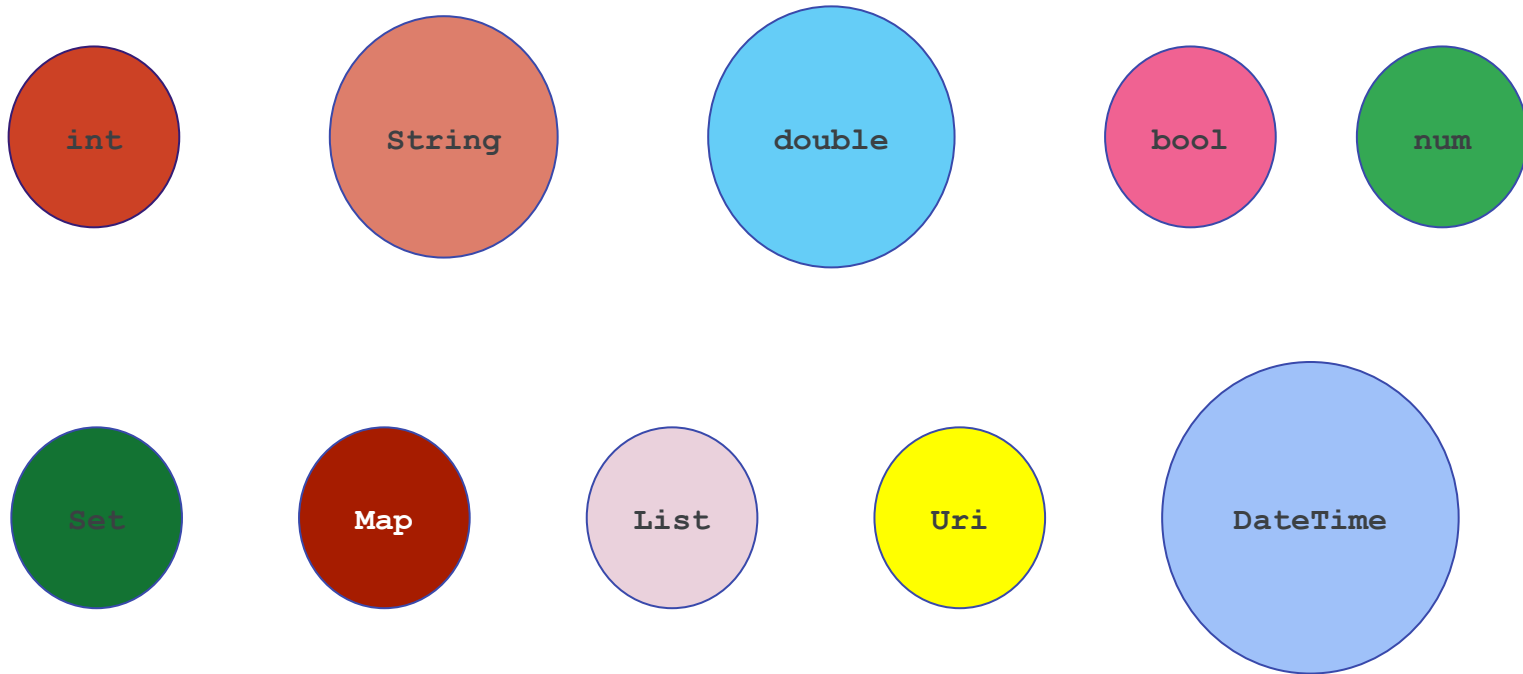
<http://jsonplaceholder.typicode.com>

<https://app.quicktype.io/>

<https://picsum.photos>



# Dart Data Types



# Fetching Data from Web

lets .code(it





# **Async Programming**



# Async in Dart

lets .code(it

FutureBuilder

Async = await

```
Future.delayed(const Duration(seconds: 5), () {  
  | print('it\'s me after 5 seconds');  
}); // Future.delayed
```



Thanks





# Flutter

Study



We will be back in 10 minutes





# Ahmed Abu Eldahab

Senior Technical Consultant  
Google Developer Expert in Flutter

