

Development

Technical Architecture

- Dart Language: Compiles to native machine code (mobile) and JavaScript (web)
- Skin Rendering Engine: Draws everything - no reliance on native UI components
- Widgets: Everything is a widget - fully customizable and composable
- Flutter Engine: Written in C++, handles rendering, input, text layout and more

Code Example

```
main.dart x
29
30 void _incrementCounter() {
31   setState(() {
32     _counter++;
33   });
34 }
35
36 @override
37 Widget build(BuildContext context) {
38   return new Scaffold(
39     appBar: new AppBar(
40       title: new Text(widget.title),
41     ), // AppBar
42     body: new Center(
43       child: new Text(
44         'Button clicked $_counter times',
45         style: Theme.of(context).textTheme.display1,
46       ), // Text
47     ), // Center
48     floatingActionButton: new FloatingActionButton(
49       onPressed: _incrementCounter,
50       tooltip: 'Increment',
51       child: new Icon(Icons.add),
52     ), // FloatingActionButton
53   ); // Scaffold
54 }
55 }
56
```

