

Lab session 2: UI Design and Creating Flutter Apps

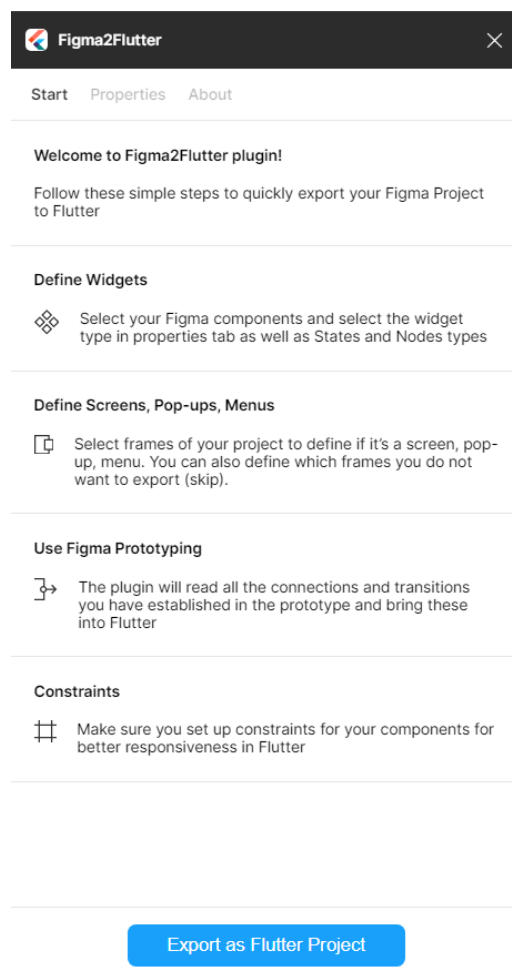
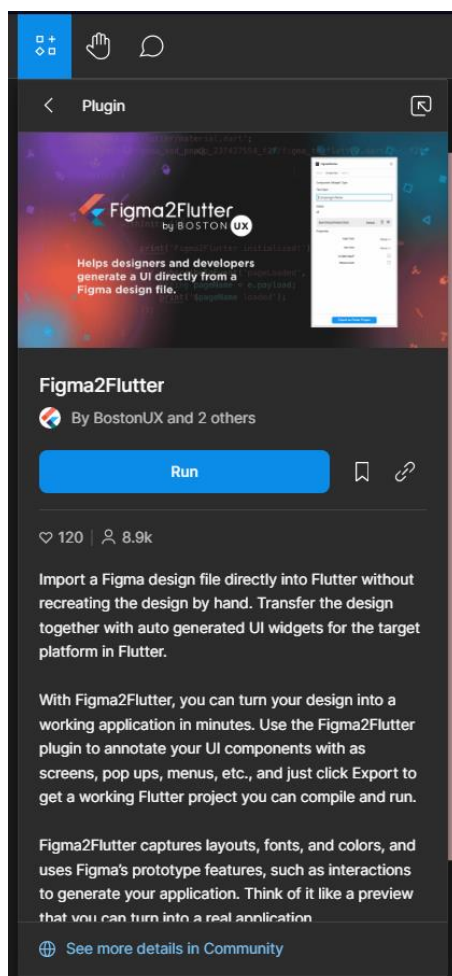
Task-1 Figma2Flutter – Part 1 to 5

The Figma2Flutter plugin is a powerful tool that seamlessly integrates Figma, a popular design and prototyping tool, with Flutter, a cross-platform UI framework. It simplifies the process of translating Figma designs into Flutter code, enabling developers to create visually stunning and pixel-perfect user interfaces with ease.

This plugin bridges the gap between Figma and Flutter, enabling developers to import, customize, and implement Figma designs seamlessly. It offers benefits such as time savings, design consistency, and the ability to create visually stunning and responsive UIs. With Figma2Flutter, developers can elevate the quality of their Flutter applications while streamlining the design and development process.

Installation and Setup

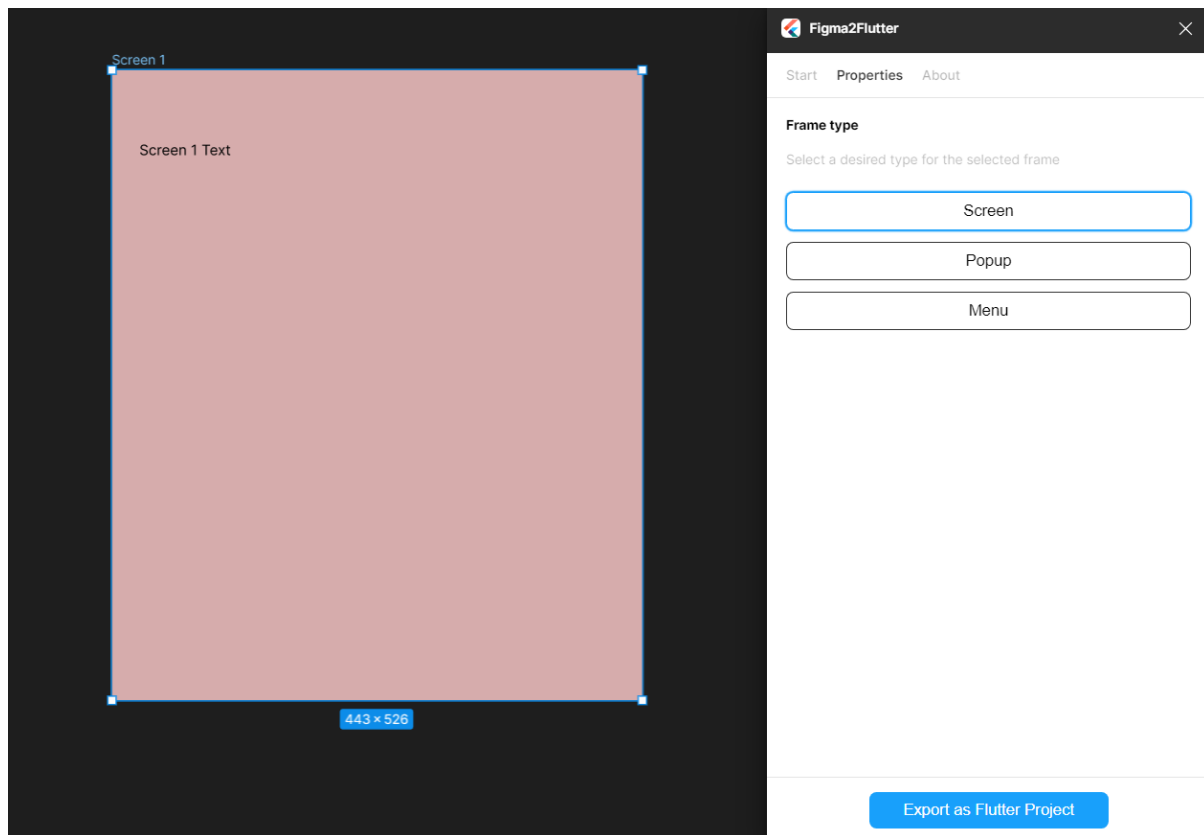
To use the Figma2Flutter plugin, we need to go to the resource section in figma, search for the plugin and run it:



Part 1- Navigation

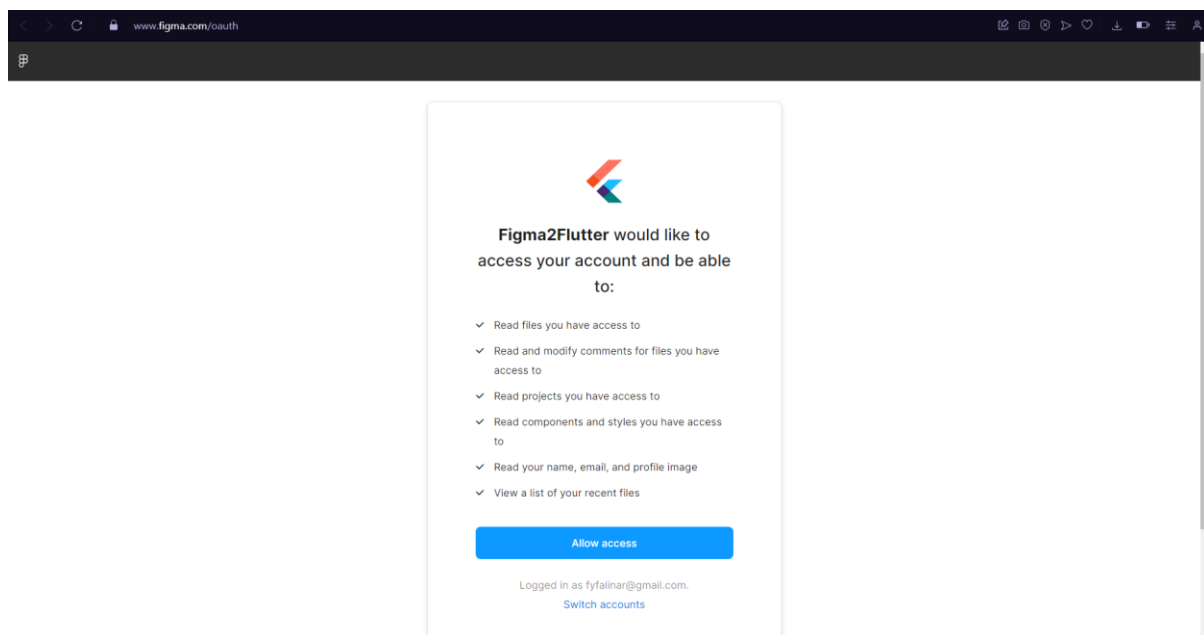
In this part, we will learn how to create a flutter app with navigation from a figma design prototype.

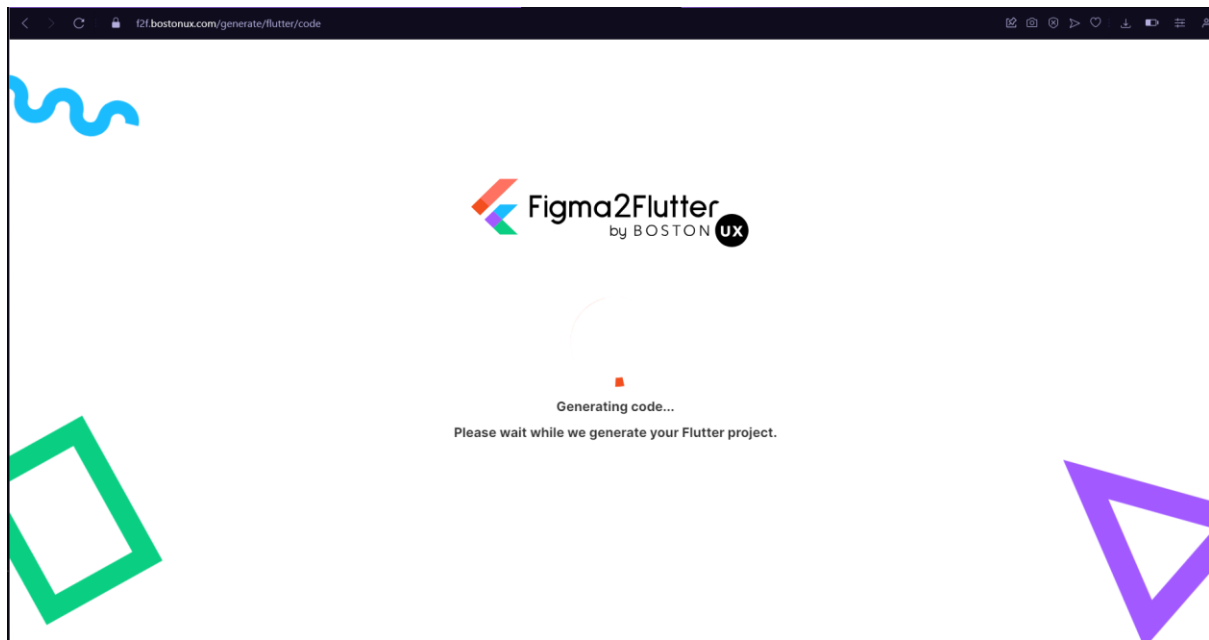
Step 1: Create the first screen of the app, open the Figma2Flutter plugin and define the frame type.



Step 2: Export the flutter project.

Your browser will prompt you to allow access to your account before generating the code.





Step 3: Download the project



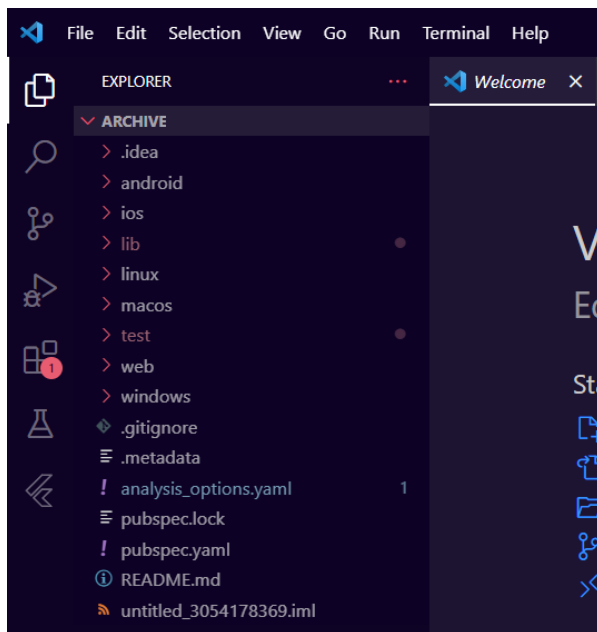
Success!

Your project is ready.

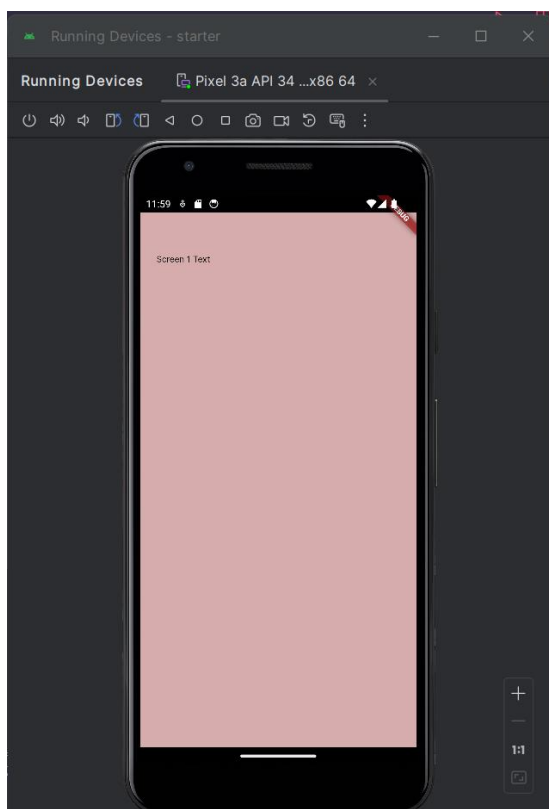
Download project

Add as Dependency

For more information, see [Usage Guide](#) and [Figma to Flutter Documentation](#)

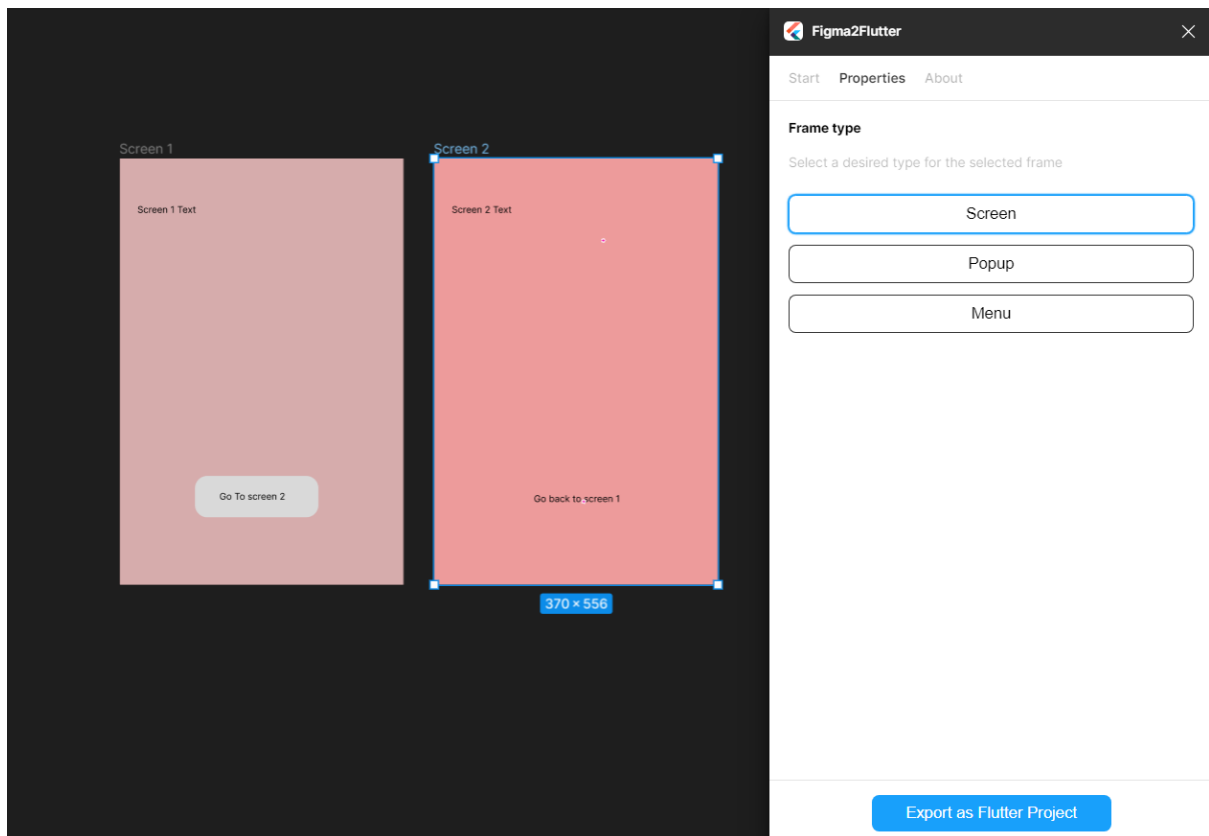
Step 4: Open the archive file in Visual Studio Code

Remember to run *“flutter pub get”* to get all the necessary dependencies. You can also run *“dart fix – apply”* to fix any errors in the dart file, usually VS Code will prompt you to do so if any.

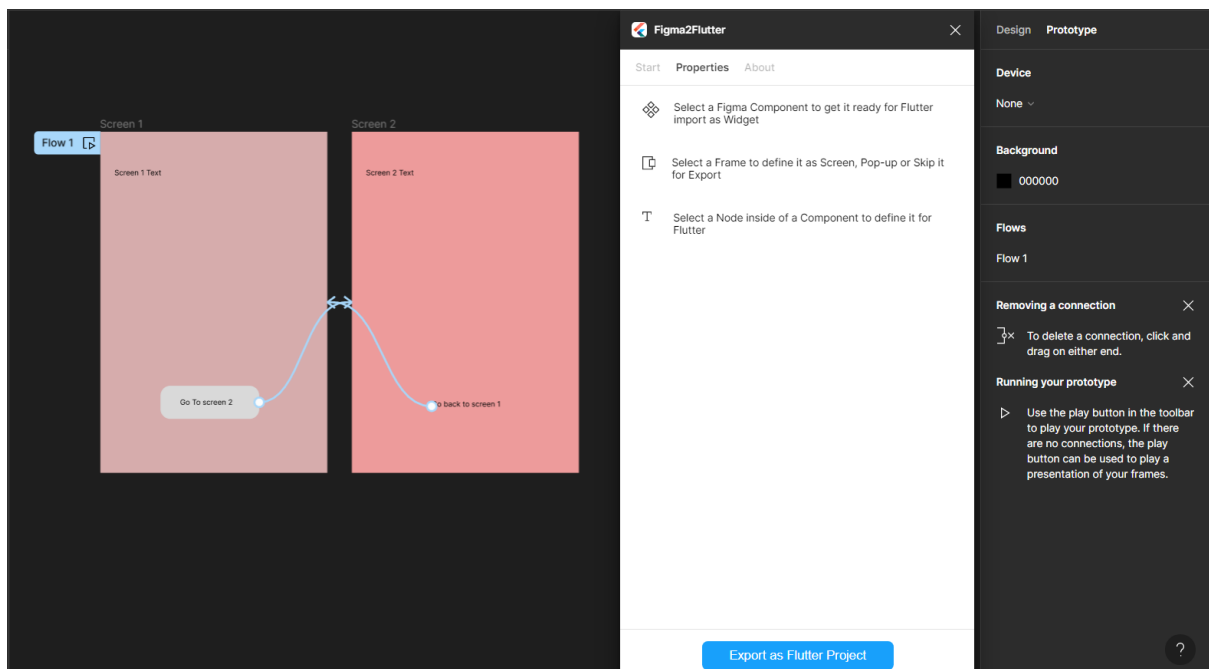
Step 5: Run the project and test the navigation

We can see that the design has been successfully converted to a flutter project.

Step 6: We can go back to figma to create another screen and buttons for the navigation. Make sure to define the frame type in Figma2Flutter.



Step 7: Implement the navigation using prototype section in figma and export the flutter project a second time. After the code is generated, you do not need to download it again.



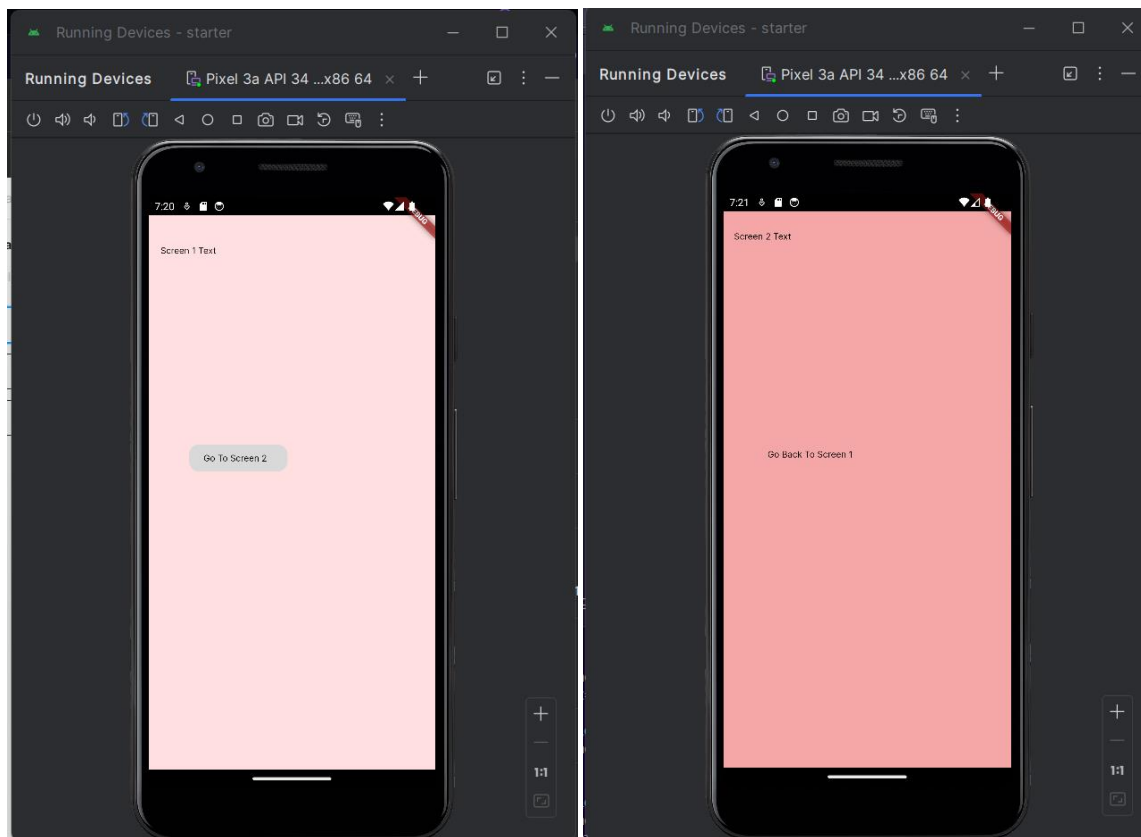
Step 8: To apply the change made to the design, we will need to run the *“flutter packages upgrade”* command.

```
PS C:\Dev\archive> flutter packages upgrade
Resolving dependencies... (9.3s)
  flutter_blurhash 0.7.0 (0.8.2 available)
  flutter_lints 2.0.3 (3.0.1 available)
  google_fonts 5.1.0 (6.1.0 available)
  intl 0.18.1 (0.19.0 available)
  js 0.6.7 (0.7.0 available)
  lints 2.1.1 (3.0.0 available)
  matcher 0.12.16 (0.12.16+1 available)
  material_color_utilities 0.5.0 (0.8.0 available)
  meta 1.10.0 (1.11.0 available)
  octo_image 1.0.2 (2.0.0 available)
```

This line here, shows that the change were identified and loaded.

```
~ untitled_3054178369_f2f 0.0.1 from git https://f2f.bostonux.com/packages/untitled_3054178369_f2f at 755ff4 (was 0.0.1 from git https://f2f.bostonux.com/p
ackages/untitled_3054178369_f2f at a3cc5f)
```

Step 9: Run the project.

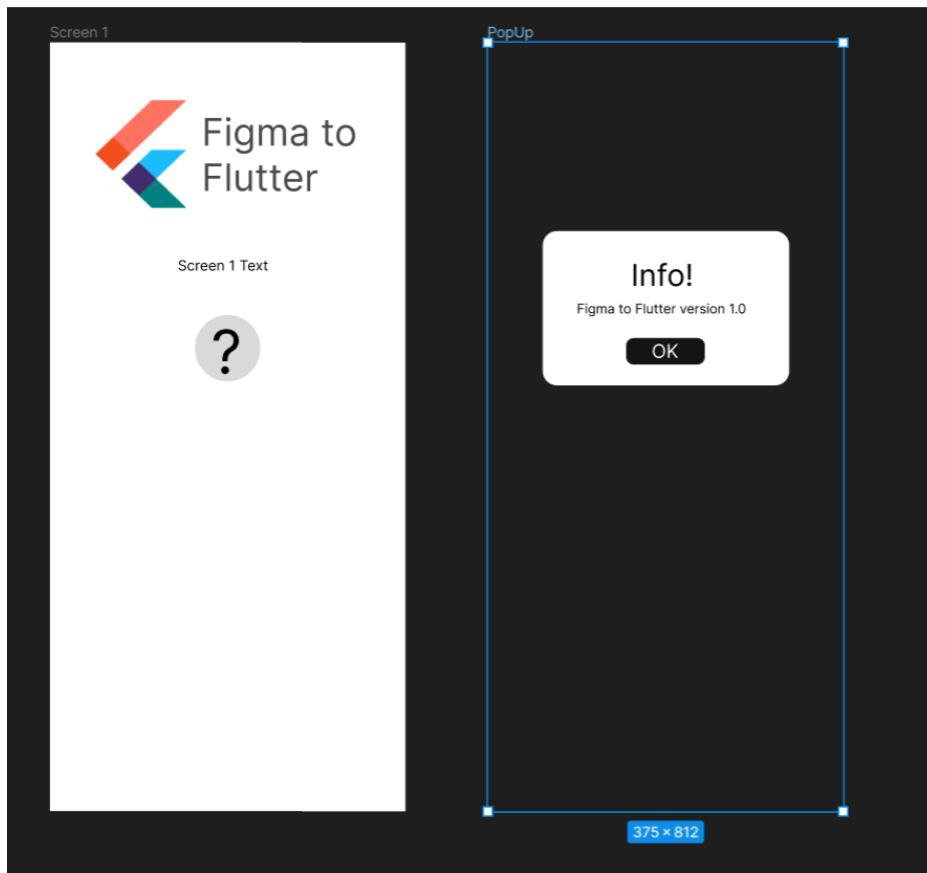


After testing, we can conclude that the navigation is successfully implemented.

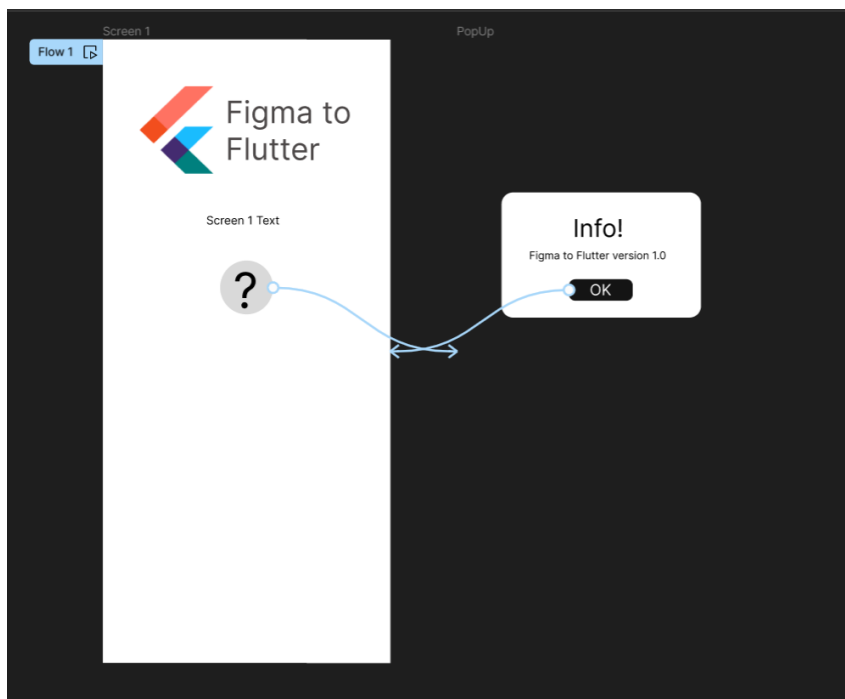
Part 2- Popups and Images

In this part, we will try to implement pop up and add image in the figma design and convert it to a flutter project.

Step 1: Create a screen and a pop-up frame. Add images as you want. Pay attention to the pop-up frame opacity.



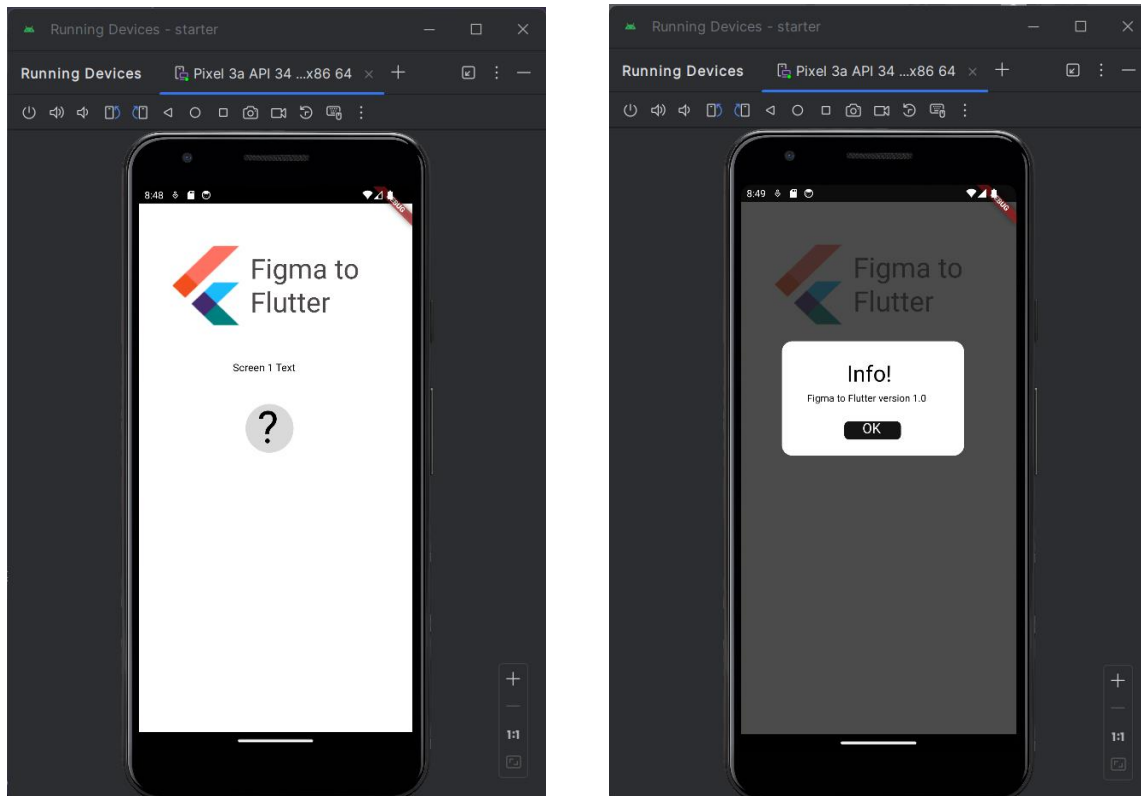
Step 2: Add navigation by implementing flow using prototype.



Step 3: Define the frame type in Figma2Flutter for both the screen and the PopUp Frame.

Step 4: Export the flutter project and open the downloaded archive file in VS Code.

Step 5: Run *"flutter pub get"* to get all the necessary dependencies and run the project.



After testing, we can see the popup screen is displayed as desired.

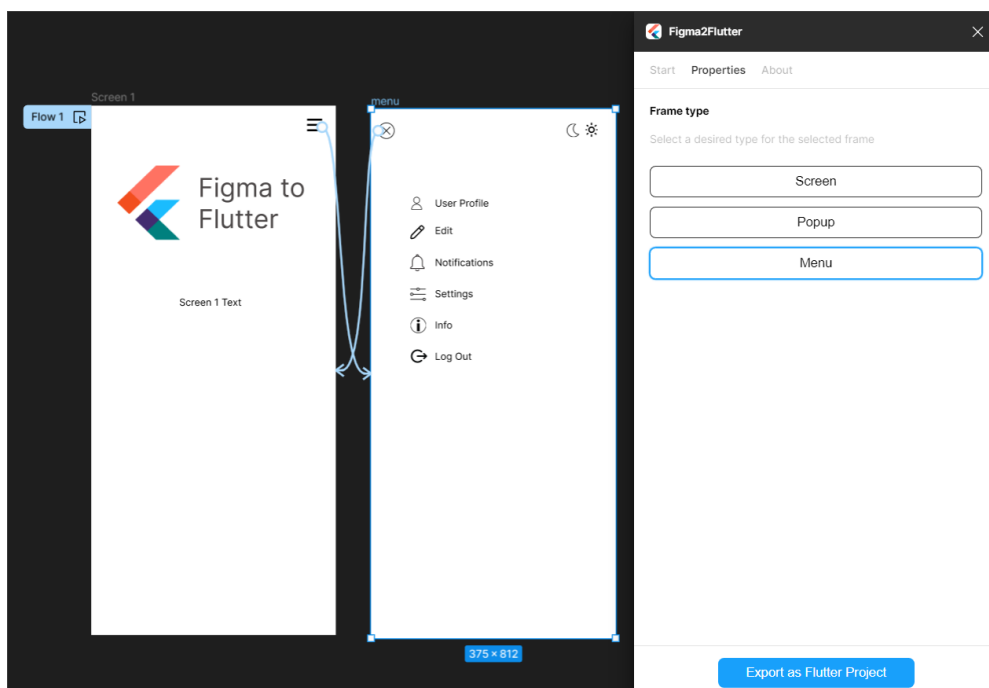
Part 3 – Menus

In this part, we will implement flutter app with menu using Figma2Flutter plugin.

Step 1: Create the frames for the screen and the menu.

Step 2: Establish navigation using figma prototype.

Step 3: Define the frame type for the screen and the menu in Figma2Flutter.



Step 4: Export the flutter project and download it.

Step 5: Open the downloaded archive file in VS Code.

Step 6: Run *"flutter pub get"* to get all the necessary dependencies and run the project.

