

Biomedical Wearable Technologies for Healthcare and Wellbeing

Dart 101 – Part 2

A.Y. 2021-2022

Giacomo Cappon

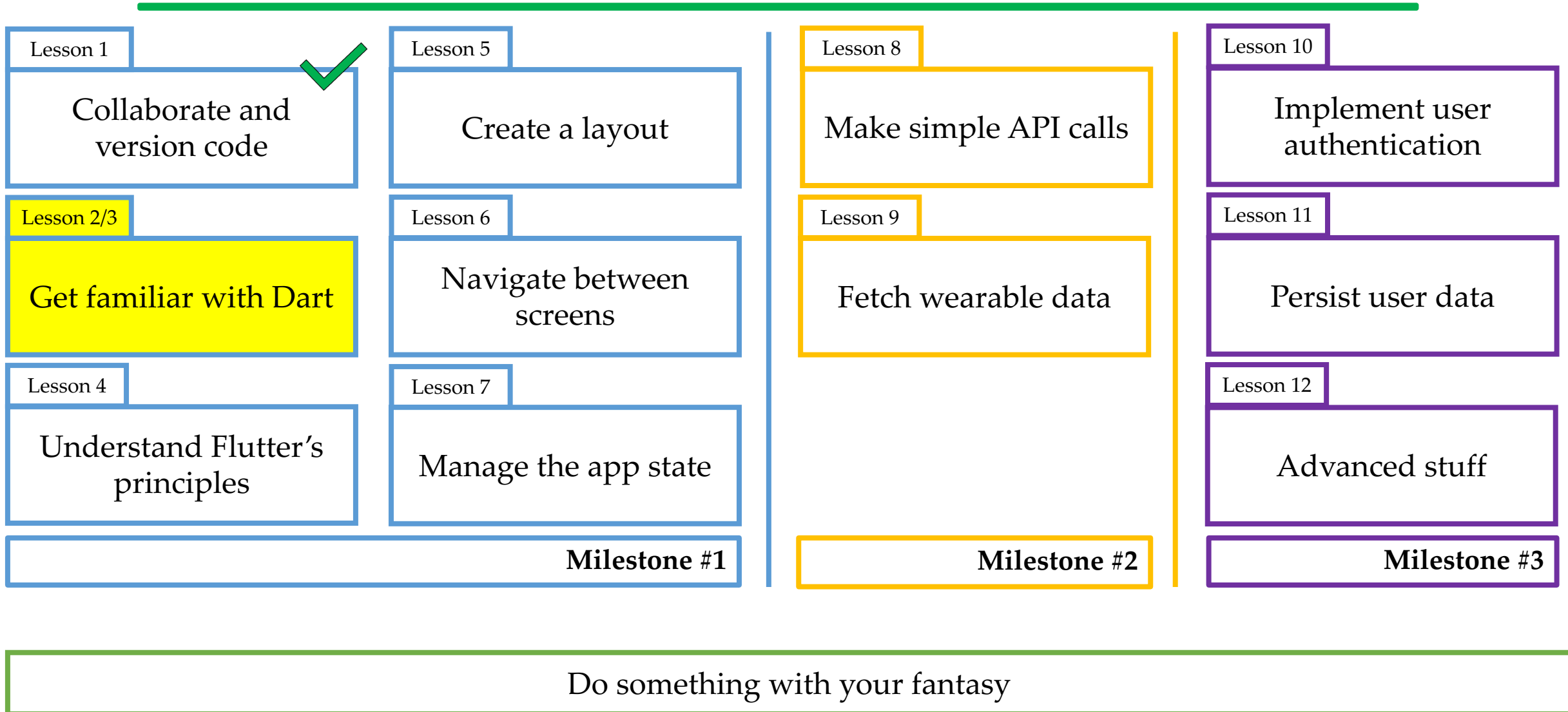


Outline

- **Recap**
- Classes
- Inheritance
- Other things
- Asynchrony

- Exercises
- Homework
- Resources

Recap



Recap

➤ What is Dart?

- Dart is a object-oriented, open source, and reactive language
- It is pretty new (2011)
- Cross-platform oriented



➤ What we learned last time?

- How to write and run programs in Dart
- Dart's syntax
- How to write functions in Dart

➤ Today we will dive into classes

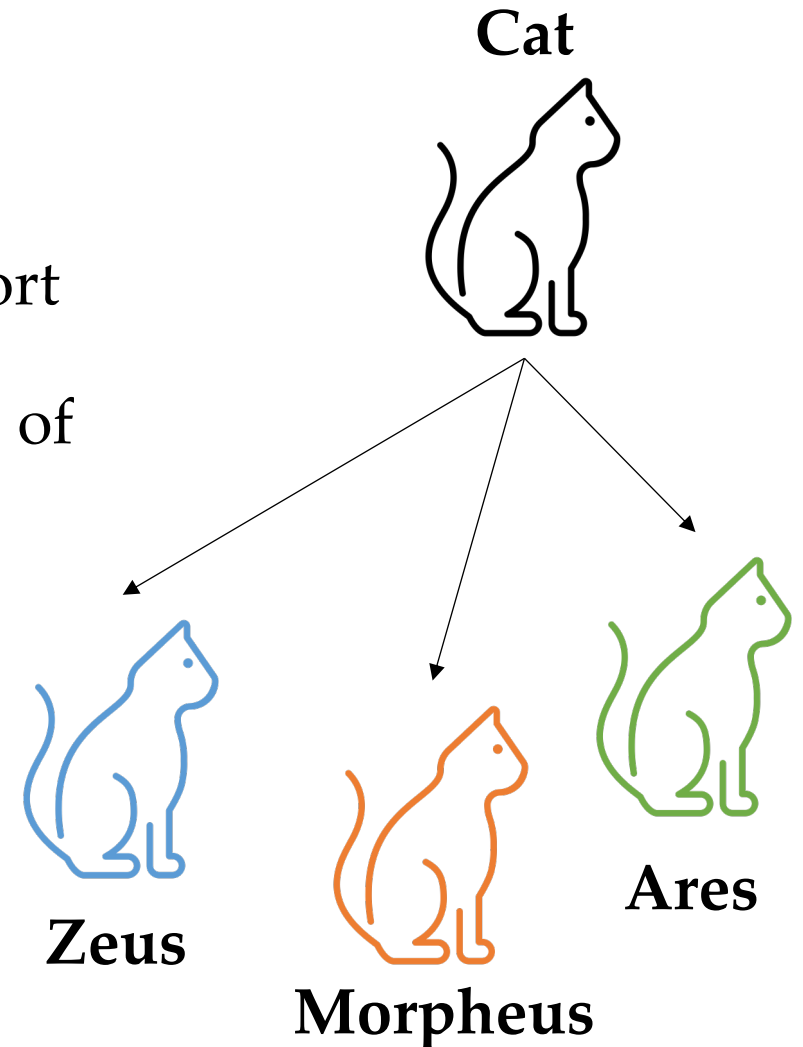
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Recap: Classes and Objects

- The core concepts in every object-oriented programming (OOP) language: **classes** and **objects**.
- A class is a sort of blueprint for creating objects (a sort of data structure), providing initial values for state (defined by a set of variables), and implementations of behavior (defined by a set of methods)
- An object is an instance of a class.



How to define a class

- A class can be defined using the synthax:

```
class className{  
    listOfStateVariables;  
    listOfConstructors;  
    listOfMethods;  
}
```

Used to define the state of an object

Used to create objects

Used to define the behaviour of an object (what we can do with it)

How to define a class

- Let's try to create a class for Animals

```
class Animal{  
    double? weight;  
    String? name;  
} //Animal
```

Note: Instance variables that are uninitialized have the value null (that's why we put the ? there)

Create (construct) an object

- To create objects of a class we have to define constructors: special methods that are used for the purpose. In Dart, constructors are:
 - **Unnamed:** using the synthax
`ClassName(parameterList){}`
 - **Named:** using the synthax
`ClassName.name(parameterList){}`
- Each class can have 1 unnamed constructor, and multiple named constructors.

Constructors

- Let's try to create a class for Animals

```
class Animal{  
    double? weight;  
    String? name;  
  
    //Unnamed constructor  
    Animal();  
  
    //Named constructor 1  
    Animal.withName(this.name);  
  
    //Named constructor 2  
    Animal.withWeight({this.weight});  
  
    //Named constructor 3.  
    Animal.fuffy() : name = 'Fuffy', weight = 2;  
  
} //Animal
```

Note: This is equivalent to write

```
Animal(String? name){  
    this.name = name;  
} //Animal
```

Constructors follows the same synthax rules as functions regarding parameters.

It is possible to use the so-called “Initializer list”

Create and use objects

➤ Then we can finally create and use objects!

```
void main(List<String> args) {
```

```
    var animal = Animal();
```

```
    var animal2 = Animal.withName('GoodBoy');
```

```
    var animal3 = Animal.withWeight(weight: 10);
```

```
    var animal4 = Animal.fuffy();
```

```
    animal.weight = 100;
```

```
    print(animal.weight); // This will print '100.0'
```

```
    assert(animal.name == null); // This will print 'null'
```

```
} //main
```

How to create an object using the unnamed constructor

How to create an object using the named constructors

Instance variables of animal can be accessed using the dot notation

Methods

- Methods defines the behaviour of an object. Defining a method is similar to defining a function:

```
class Car{

    //Instance variables can be final. In this case, they must be set only once (in the constructor).
    final String? manufacturer;
    bool? isEletric;
    int? mileageSinceRevision;

    //Constructors
    Car({this.manufacturer});
    Car.used({this.manufacturer, this.mileageSinceRevision});

    //A method that performs a revision of the Car
    void doRevision(){
        mileageSinceRevision = 0;
        //...other revision things...
    }//doRevision
}//Car
```

Using methods

- Similarly, using methods is pretty straightforward:

```
void main(List<String> args) {  
  
    //Buy a used Ferrari that needs a revision  
    var car = Car.used(manufacturer: 'Ferrari',  
        mileageSinceRevision: 1000);  
  
    //Do revision (methods can be used through the dot notation)  
    car.doRevision();  
  
    print(car.mileageSinceRevision); // This will print 0  
  
} //main
```

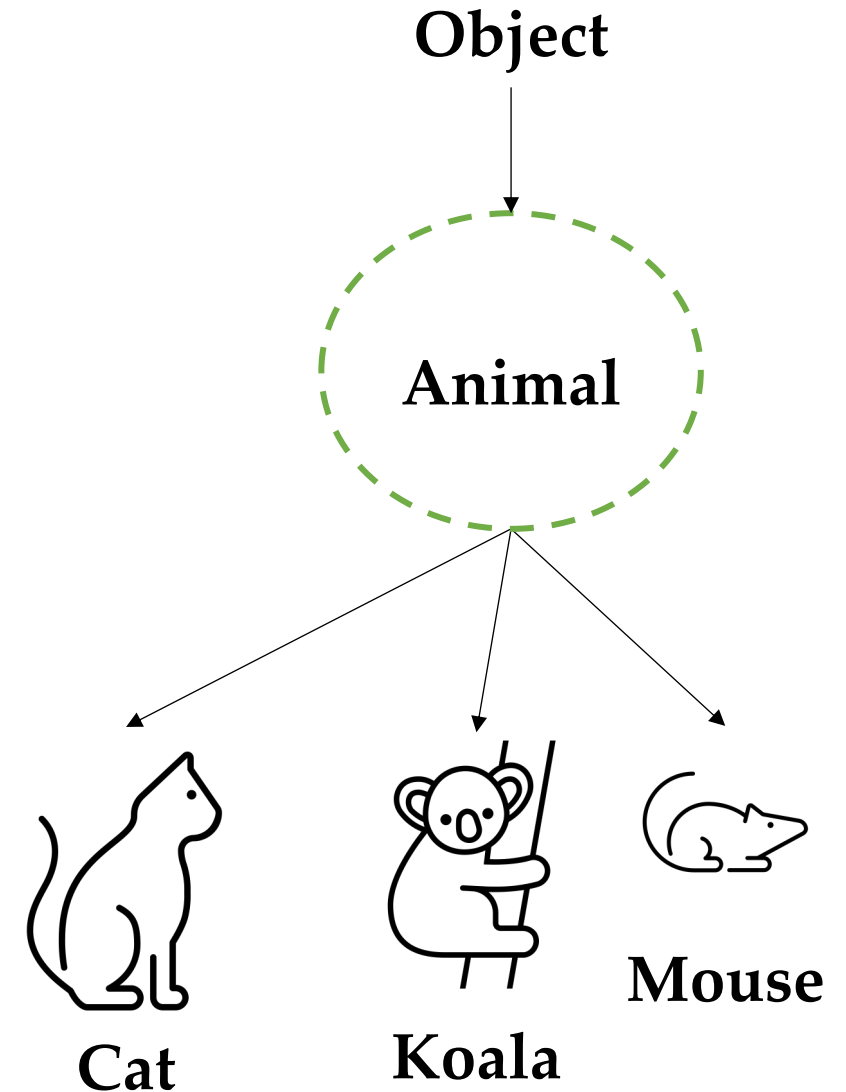
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Recap: Inheritance

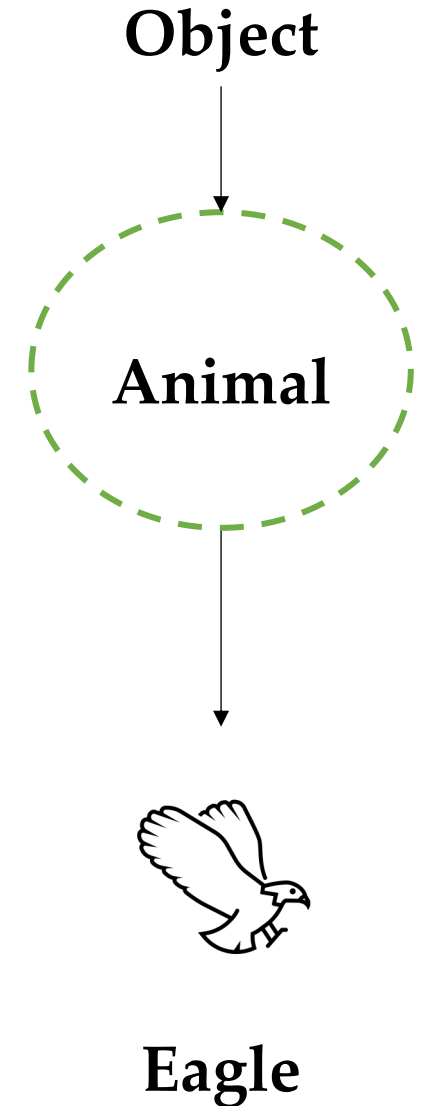
- VERY important concepts in OOP: **inheritance**
- A class can **extend** another (more generic) class the aim being:
 - Defining specific behaviors
 - Reusing the “superclass” code
 - Redefining (overriding) superclass’ methods



Inheritance (example)

➤ Let's write the generic Animal class

```
class Animal{  
  
    double? weight;  
    String? name;  
  
    void jump(){  
        print('Jump');  
    }//jump  
  
    void eat(){  
        print('Omnivorous');  
    }//eat  
  
}//Animal
```



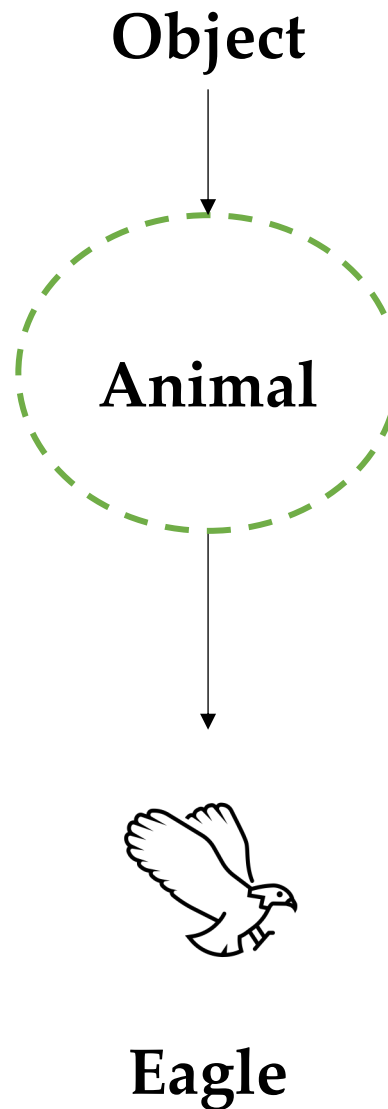
Inheritance (example)

- Let's also redefine (override) a special method of the Object superclass: **toString()**

```
class Animal{  
  
  double? weight;  
  String? name;  
  
  Animal();  
  Animal.withName(this.name);  
  
  void jump(){  
    print('Jump');  
  }//jump  
  
  void eat(){  
    print('Omnivorous');  
  }//eat  
  
  @override  
  String toString() {  
    return '(weight: $weight, name:  
$name)';  
  }//toString  
  
}//Animal
```

The override decorator is used to tell Dart that we are redefining a method of the superclass we are inheriting from

toString() is a special method that is called when we want to print the state of an object (see next slides...)



Inheritance (example)

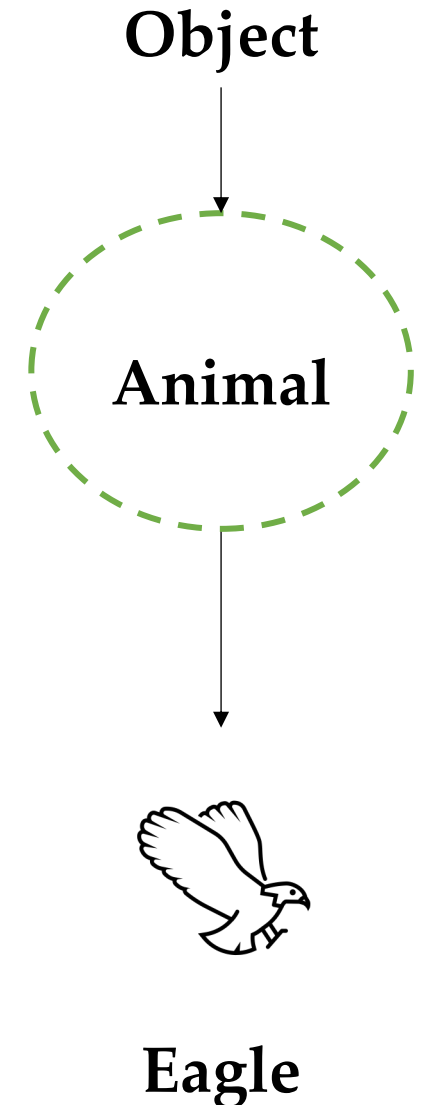
➤ Let's specify (extend) the Animal class:

```
class Eagle extends Animal{  
  
    Eagle() : super();  
    Eagle.withName(name) :  
        super.withName(name);  
  
    void fly(){  
        print('Fly');  
    }//fly  
  
    @override  
    void eat(){  
        print('Carnivorous');  
    }//eat  
  
    @override  
    String toString() {  
        return super.toString();  
    }//toString  
}//Eagle
```

Extend a class using the **extends** keyword

Note: in Animal we did not explicitly extend the **Object** class (this is automatic if not specified)

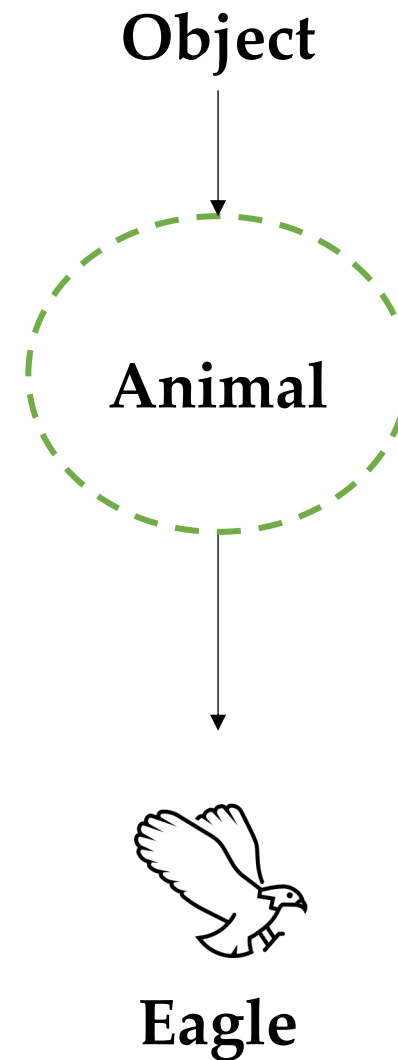
super is a special keyword that refers to the superclass



Inheritance (example)

➤ Let's use it

```
void main(List<String> args) {  
  
    Animal animal = Animal();  
    animal.jump();  
    animal.eat();  
    animal.weight = 10;  
    print(animal);  
  
    Eagle eagle = Eagle();  
    eagle.jump();  
    eagle.eat();  
    eagle.name = 'Bob';  
    print(eagle);  
  
} //main
```



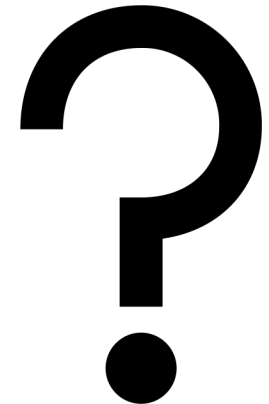
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Other things...

- Unfortunately, we do not have time to review:
 - The 1000 ways to define and use constructors and methods
 - Enumerated types
 - Abstract classes
 - Interfaces
 - Generics
 - Mixins
 - Visibility
 - Libraries
- What's the spirit? If you'll need to use these concepts and you do not know how
 - It is very easy to find answers online (Google, Stackoverflow,...)
 - You can ALWAYS ask us



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New concept: asynchrony

- Let's learn something (I believe) new.
- Dart (and Flutter) is full of asynchronous functions: they return after doing **something** possibly time consuming without waiting for that **something** to complete
- Common asynchronous operations:
 - Fetching data over the net
 - Writing/Reading data from a database
 - Load and show an image stored within the phone
- This is a problem because this
 - `fetchDataFromFacebook(); // <-- asynchronous stuff`
`print('Done');`
Can possibly print 'Done' before actually finishing fetching data!
- We need to learn how to manage asynchronous code in a synchronized fashion!

Key terms

- **synchronous operation:** A synchronous operation blocks other operations from executing until it completes.
- **synchronous function:** A synchronous function only performs synchronous operations.
- **asynchronous operation:** Once initiated, an asynchronous operation allows other operations to execute before it completes.
- **asynchronous function:** An asynchronous function performs at least one asynchronous operation and can also perform synchronous operations.

Future

- Dart manages asynchrony using the **Future** class
- A future (lower case “f”) is an instance of the **Future** class. A future represents the result of an asynchronous operation, and can have two states: uncompleted or completed.
 - **Uncompleted:** When you call an asynchronous function, it returns an uncompleted future. That future is waiting for the function’s asynchronous operation to finish or to throw an error.
 - **Completed:**
 - **With a value:** A future of type `Future<T>` completes with a value of type `T`. For example, a future with type `Future<String>` produces a string value. If a future doesn’t produce a usable value, then the future’s type is `Future<void>`.
 - **With an error:** If the asynchronous operation performed by the function fails for any reason, the future completes with an error.

Future (wrong example)

```
Future<void> fetchUserOrder() {  
    return Future.delayed(const  
        Duration(seconds: 2), () =>  
        print('Large Latte'));  
} // fetchUserOrder
```

→ The future doesn't produce a usable value, then we return `Future<void>`

```
void main() {  
  
    print('Fetching user order...');  
    fetchUserOrder();  
    print('Done');  
  
} // main
```

→ **Note:** main is an asynchronous function now

→ **Note:** 'Done' will be print before 'Large latte'. How to fix this?

Async and Await

- The **async** and **await** keywords provide a declarative way to define asynchronous functions and use their results. Remember these two basic guidelines when using **async** and **await**:
 1. To define an asynchronous function, add **async** before the function body and wrap its return type in a **Future**.
 2. The **await** keyword is used to wait for the result of an asynchronous function before going on and works only inside asynchronous functions.

Fixing the main function

➤ Let's then fix the main function:

- First, add the `async` keyword before the function body

```
void main() async {}
```

- Then, wrap the return type in a `Future`:

```
Future<void> main() async {}
```

➤ Now that you have a correctly defined `async` function, you can use the `await` keyword to wait for a future to complete:

```
await fetchUserOrder();
```

Fixing the fetchUserOrder function

➤ To fix the `fetchUserOrder` function we can proceed in a similar way

- First, add the `async` keyword before the function body

```
void fetchUserOrder() async {}
```

- Then, wrap the return type in a `Future` (it was already done):

```
Future<void> fetchUserOrder() async {}
```

Future (correct example)

```
Future<void> fetchUserOrder() async {  
    return Future.delayed(const  
        Duration(seconds: 2), () =>  
        print('Large Latte'));  
}//fetchUserOrder
```

```
Future<void> main() async{  
  
    print('Fetching user order...');  
    await fetchUserOrder();  
    print('Done');  
  
}//main
```

Note: Now 'Done' will be
print AFTER 'Large latte'.

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Exercises

➤ Exercise 02.01

- Create a class `Vehicle` with `max_speed`, `is_moving` and `mileage` instance variables (properly choose the type of the variables). `max_speed` is constant. `is_moving` and `mileage` must be properly initialized.
- Create an unnamed constructor with the minimum amount of input arguments.
- Create also a named constructor `Vehicle.used` that creates a new `Vehicle` with a given mileage.
- Implement two methods `start` and `stop` that properly set `is_moving`
- Implement also the `toString()` method of the `Vehicle` class.
- Create a method `addMiles` that takes a named parameter `miles`, adds that value to the current mileage, and return the new mileage.
- Properly test the created class capabilities in the main function.

➤ Exercise 02.02

- Create a `Bus` class that extends the `Vehicle` class and inherit everything from it.
- Properly inherit the superclass constructors
- A bus must retain also the `current_number_of_passengers` and the `max_number_of_passengers`.
- Each `Bus` has a constant `max_number_of_passengers` equal to 20 and the initial `current_number_of_passengers` is always 0.
- Implement a method `board` that increments the number of passengers by a given value (as much as possible) and return the new number of passengers.
- Remember to correctly manage the `toString()` method.
- Properly test the created class capabilities in the main function.

Exercises

➤ Exercise 02.03

- Write an asynchronous function `fetchUserRole()` that after 3 seconds returns the String 'admin'. Then, use that function in the main function to print the provided and properly produce the following output:

```
Fetching user role...  
The user is an admin.
```

➤ Exercise 02.04

- Use the `fetchUserRole()` function developed in 02.04 to create a new function `isAdminUser()` that checks if the string provided by `fetchUserRole()` is 'admin' and returns the respective boolean. Use the new function in the main to produce the following output:

```
Checking if user is an admin...  
Ok, access granted! (if the user is an admin)  
Access denied! (if the user is not an admin)
```

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Homework

- (Try to) Do all the exercises
- Get familiar with Dart 101 (part 1 & 2)
- Get familiar with OOP
- Take a look at Streams <https://dart.dev/tutorials/language/streams>
- Be sure that the Flutter SDK is working and correctly installed

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Resources

- Code repository of today's lesson and exercises solution
 - https://github.com/gcappon/bwthw/tree/master/lab_03-dart_101_part_2
- Dart language tour
 - <https://dart.dev/guides/language/language-tour>
- Async and await codelabs
 - <https://dart.dev/codelabs/async-await>
- Streams tutorial
 - <https://dart.dev/tutorials/language/streams>