

Microsoft
Learn

STUDENT AMBASSADOR



Arduino and Flutter Communication using Bluetooth

Fernando Nicolei Esperida



WHO AM I?

Fernando Nicolei Esperida

- BSIT – Software Development
- Freelance Flutter Mobile Developer
- Founder of Nicolei Games
- Creator of Bulalord Extreme (2014)
- Programmers, Codeposting Administrator
- Microsoft Learn Student Ambassador



Become the next Microsoft Learn Student Ambassador!



What is Microsoft Learn Student Ambassador?

Microsoft Learn Student Ambassador (MLSA) are student technology leaders, empowered to build Microsoft communities on their campus and share their deep knowledge and passion for technology with their fellow classmates.



Why become one of the MLSAs?

The MLSA program is an educational and promotional program to sponsor undergraduate and postgraduate students majoring in disciplines related to technology and computer science.




Student Ambassador Roadmap



New to the program? Use this roadmap to get started on your journey.



Benefits of being an MLSA

- Office 365 subscription (Alpha)
 - Visual Studio Enterprise (like MSDN subscription) along with Azure credits worth \$150/month
 - LinkedIn Learning free for 6 months
 - Free trainings in Microsoft technologies via Microsoft Learn
 - Food and Beverage support in events through Subway (Beta)
 - Networking opportunity with Microsoft officials (Gold)
 - Chance to visit nearby Microsoft HQ for meetups or hackathons
 - Opportunity to be invited for annual regional MSP Summit (Beta)
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How to apply?

It's easy to apply in the Microsoft Learn Student Ambassador program. Just head over to <https://studentambassadors.microsoft.com> and click apply!



Agenda



Agenda

- What is Flutter?
- What is Dart?
- Installing Flutter and Visual Studio Code
- Create Flutter App from Scratch
 - Widgets
 - Packages



What is Flutter?



What is Flutter?



Flutter is an open-source UI toolkit for mobile, web and desktop applications from a single codebase.

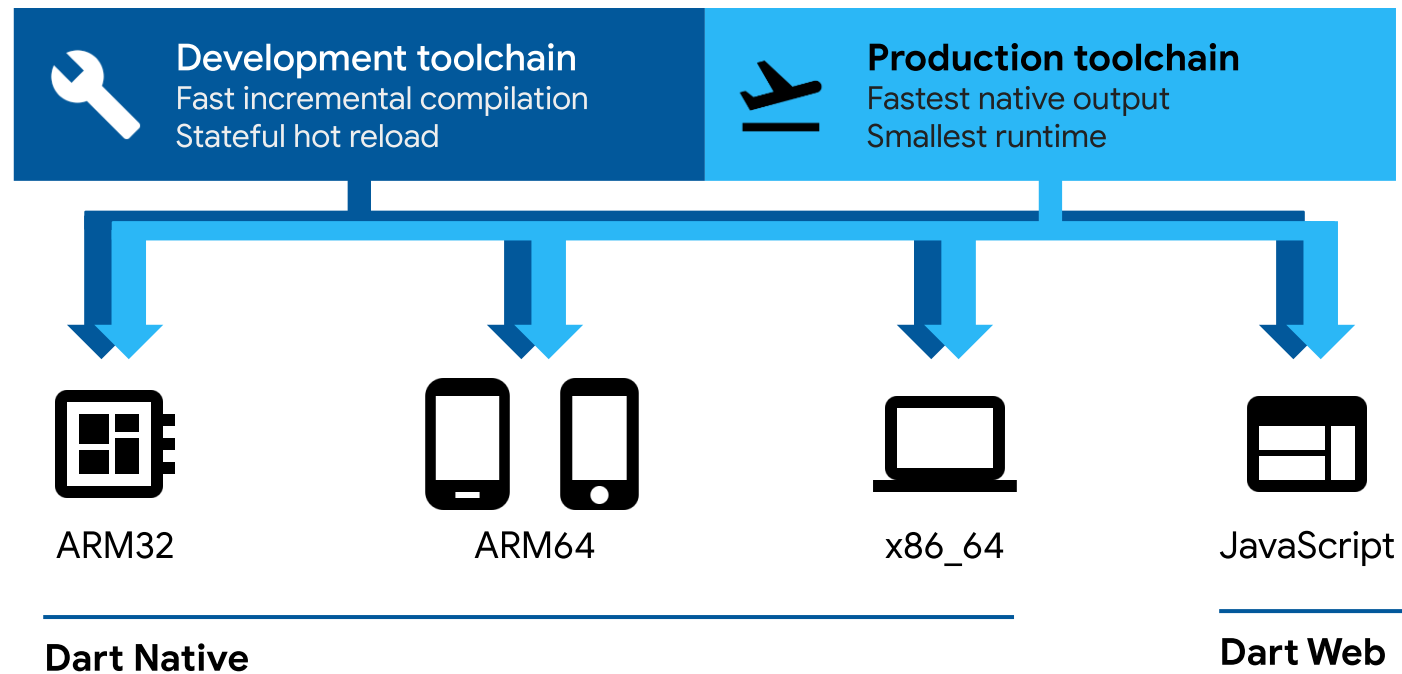
Flutter uses Dart language.



So, what is Dart Language?



Dart is a client-optimized language for developing fast apps on any platform.



Dart Language Sample Code Snippet



```
void main() {  
    print("Hello, World!");  
}
```

Dart Language Sample Code Snippet



```
void main() {  
    print(isEven(2));  
}  
  
bool isEven(int number) {  
    return number % 2 == 0;  
}
```


Dart Language Sample Code Snippet



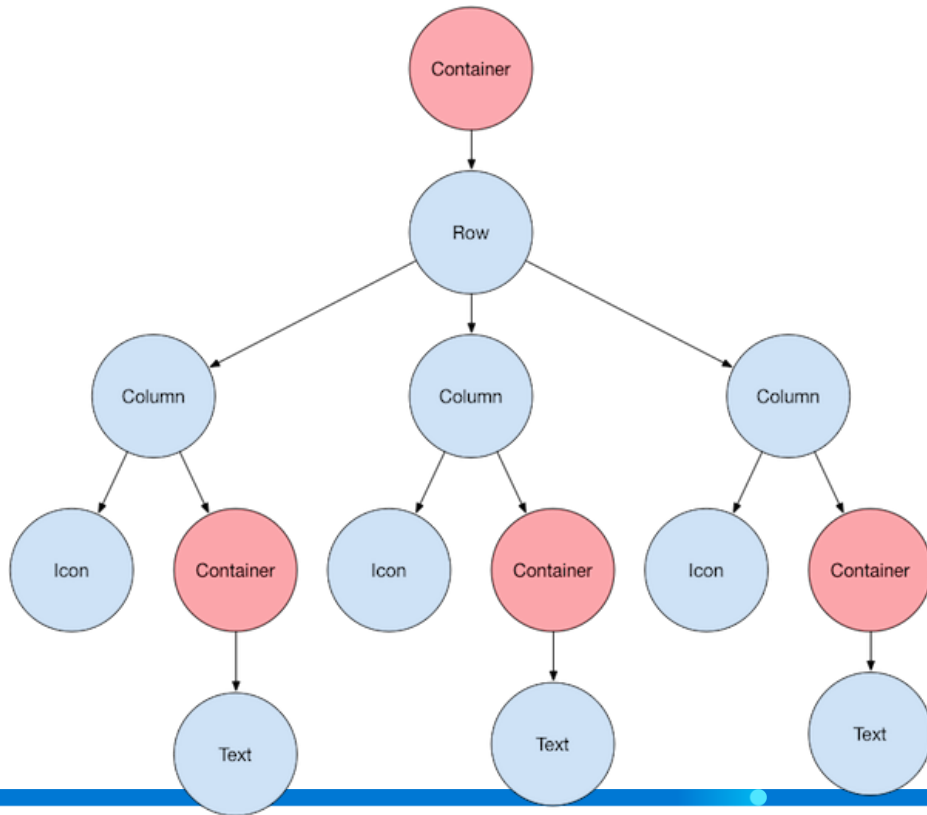
```
void main() {  
  var numbers = [1,2,3,4,5,6,7,8,9,10];  
  
  for(var count = 0; count < numbers.length; count++){  
    if(isEven(numbers[count])){  
      print(numbers[count]);  
    }  
  }  
}  
  
bool isEven(int number) {  
  return number % 2 == 0;  
}
```

Dart Language Sample Code Snippet

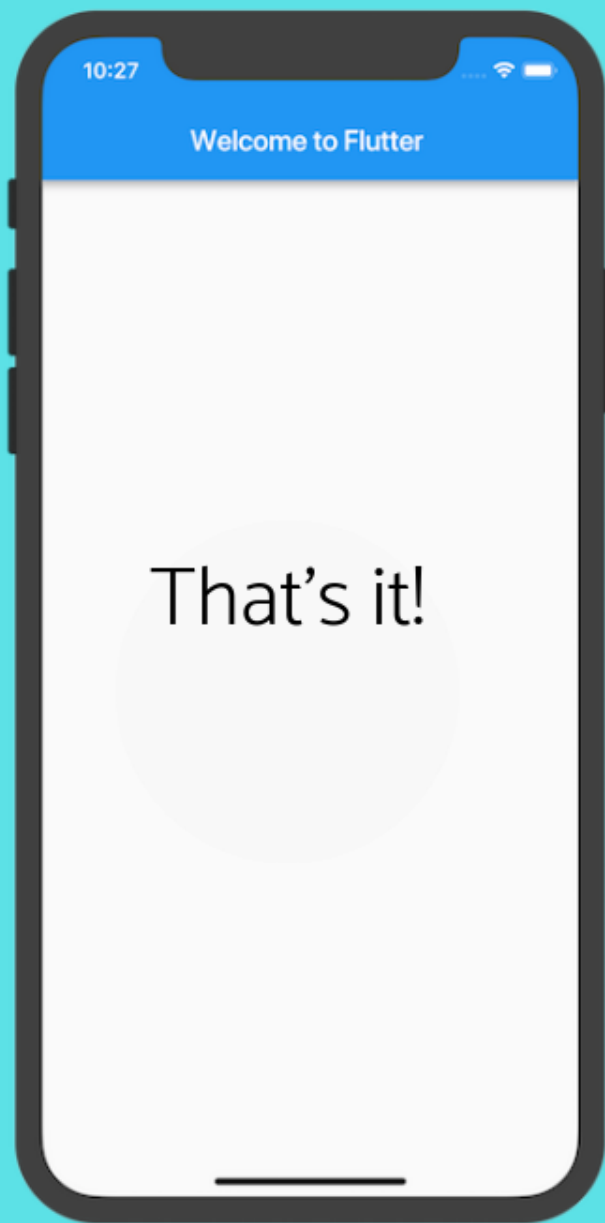


```
void main() {  
  var numbers = {1,2,3,4,5,6,7,8,9,10};  
  numbers.forEach((value) => {  
    if(isEven(value)){  
      print(value)  
    }  
  });  
}  
  
bool isEven(int number) {  
  return number % 2 == 0;  
}
```

Everything in Flutter is a Widget



```
Widget build(BuildContext context) {  
  return Scaffold(  
    appBar: AppBar(  
      title: Text(widget.title),  
    ),  
    body: Center(  
      child: Container(  
        height: 100,  
        width: 200,  
        child: Row(  
          mainAxisAlignment: MainAxisAlignment.spaceEvenly,  
          children: [  
            Column(  
              children: [  
                Icon(  
                  Icons.local_phone,  
                ),  
                Text('Call'),  
              ],  
            ),  
            Column(  
              children: [  
                Icon(  
                  Icons.near_me,  
                ),  
                Text('Route'),  
              ],  
            ),  
            Column(  
              children: [  
                Icon(  
                  Icons.share,  
                ),  
                Text('Share'),  
              ],  
            ),  
          ],  
        ),  
      ),  
    ),  
  );  
}
```



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

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

```
class MyApp extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      title: 'Welcome to Flutter',  
      home: Scaffold(  
        appBar: AppBar(  
          title: Text('Welcome to Flutter'),  
        ),  
        body: Center(  
          child: Text('That's it!'),  
        ),  
      ),  
    );  
  }  
}
```

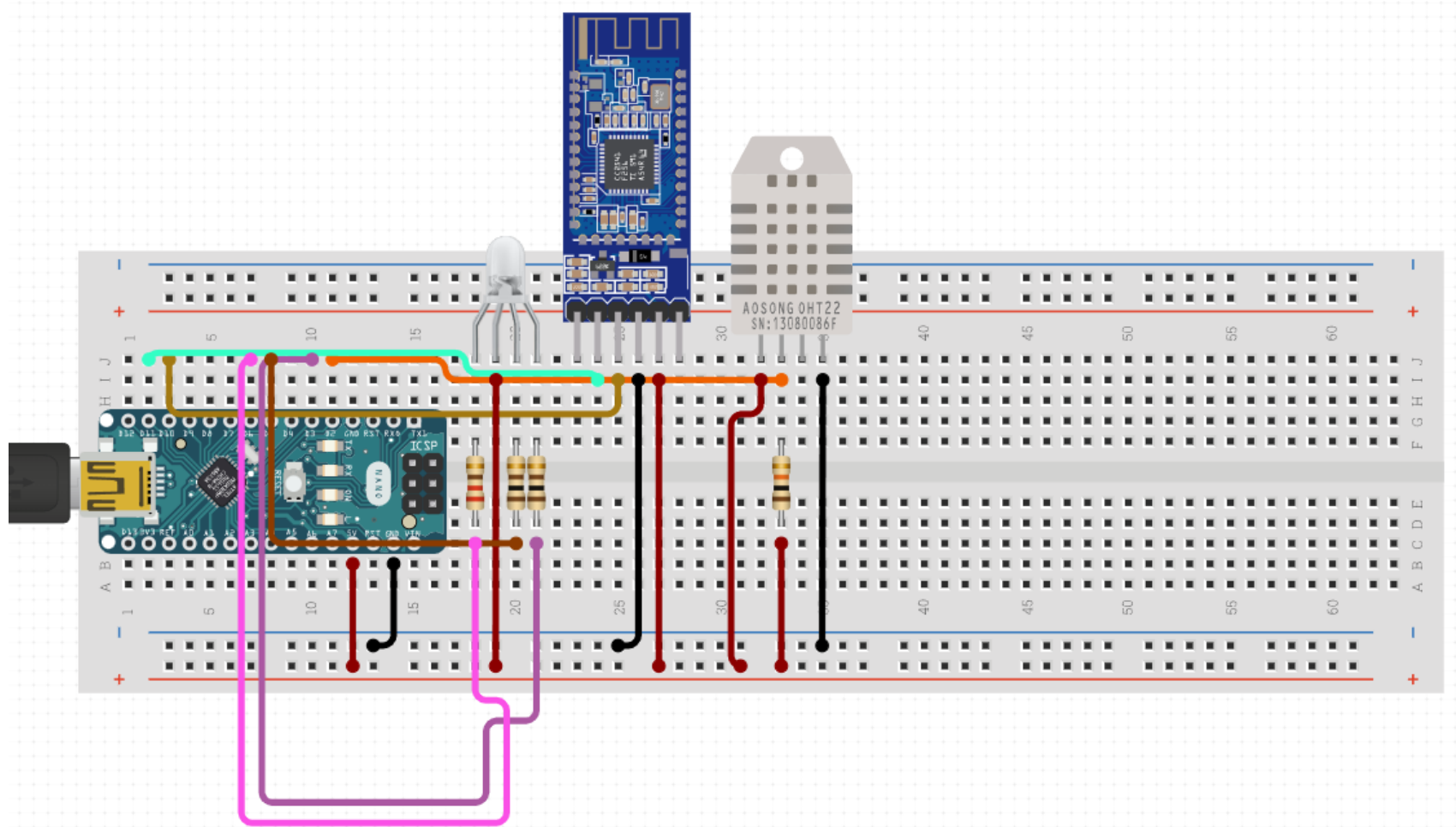
Installing Flutter and Visual Studio Code



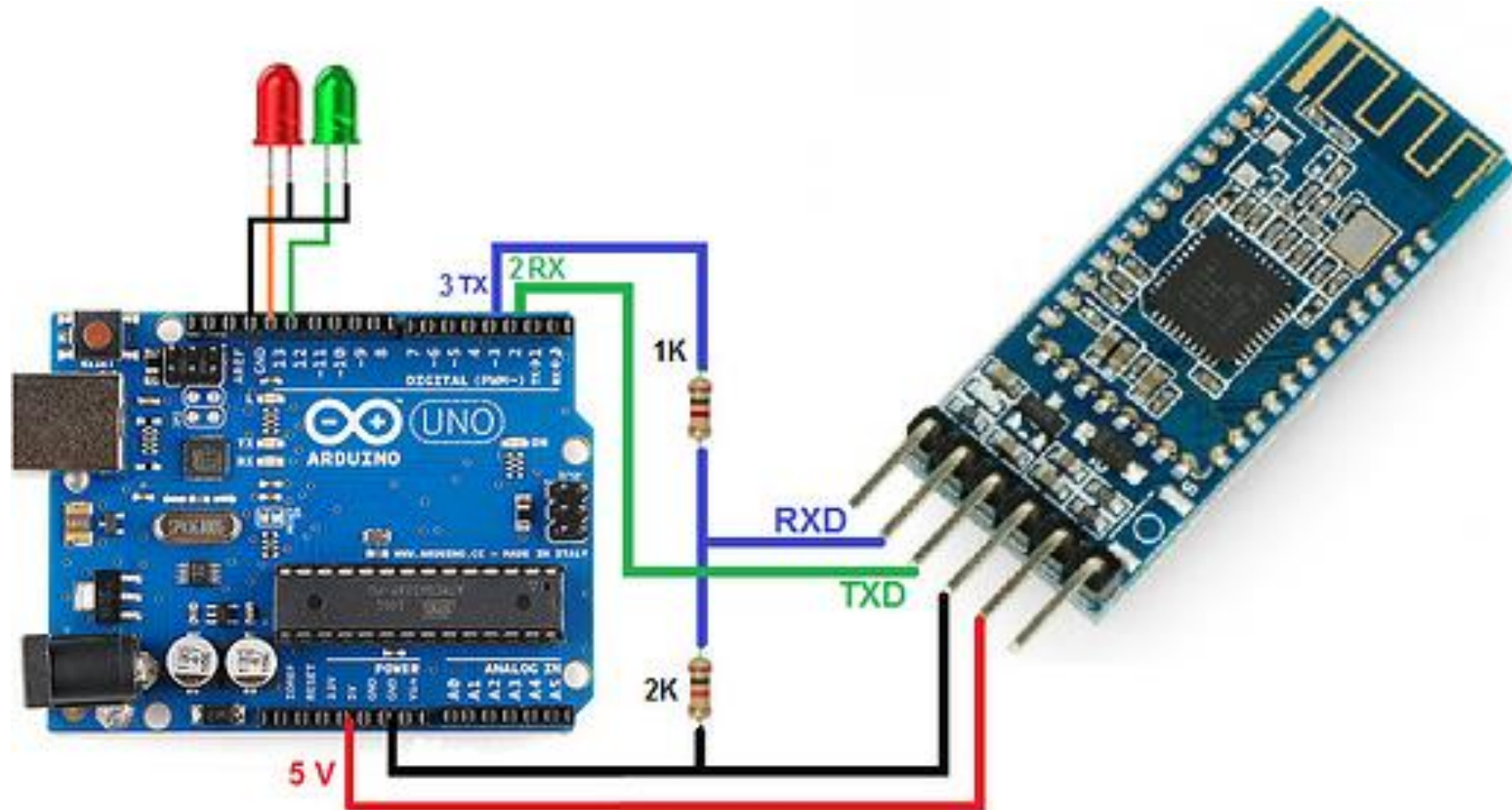
Exploring Arduino Nano and Circuit



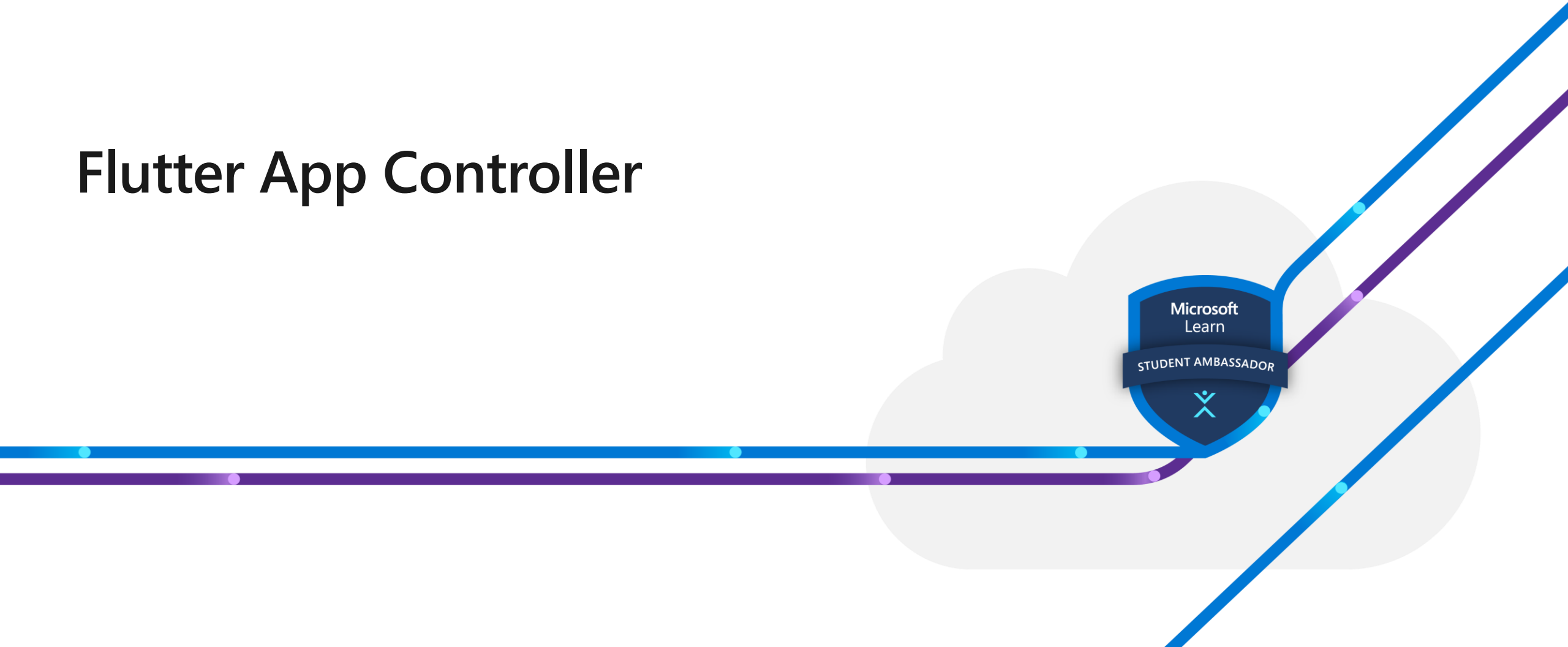
Arduino Circuit Diagram



Arduino Bluetooth Diagram



Flutter App Controller



Resources

- <https://flutter.dev/docs>
- <https://dart.dev/overview>
- <https://material.io/develop/flutter>
- <https://flutter.dev/docs/codelabs>
- <https://www.youtube.com/c/flutterdev/>
- <http://robojax.com/node/894>
- <https://medium.com/@yostane/using-the-at-09-ble-module-with-the-arduino-3bc7d5cb0ac2>



Resources

- https://github.com/haliknihudas666/flutter_arduino_day_demo



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