

# What if Ruby & JavaScript had a Baby?




+



#dartlang



A photograph of a dimly lit room, possibly a bar or a party space. The room has wood-paneled walls and a dark ceiling. A string of warm white lights is strung across the room. In the center, a cluster of colorful balloons (yellow, green, blue, and white) is hanging from the ceiling. A person is standing in the middle ground, looking towards the right. In the foreground, there is a long table with several red plastic cups and bottles. A small table with more bottles is also visible. The overall atmosphere is warm and festive.

Who is this Guy?

@\_\_tosh

#dartlang



# blossom

## Lean Product Management

Project Management is a critical Part of growing a Lean Startup, Blossom looks like a promising Product.



Hiten Shah,  
Co-Founder of KISSmetrics



If you are looking for Lean Product Management, check them out.



Fred Destin,  
Partner at Atlas Capital



# What if Ruby & JavaScript had a Baby?



+



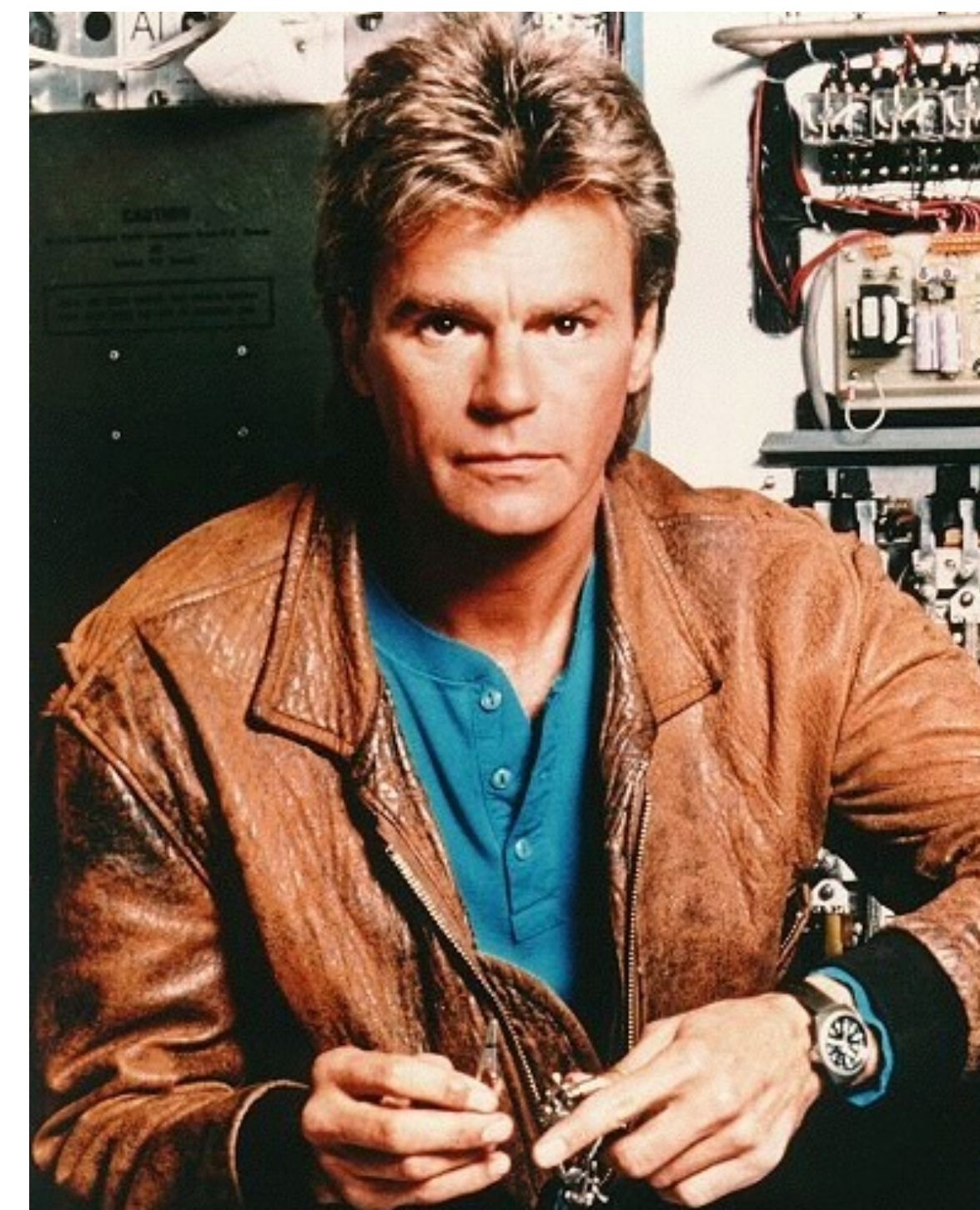
#dartlang



# What if Ruby & JavaScript had a Baby?



+

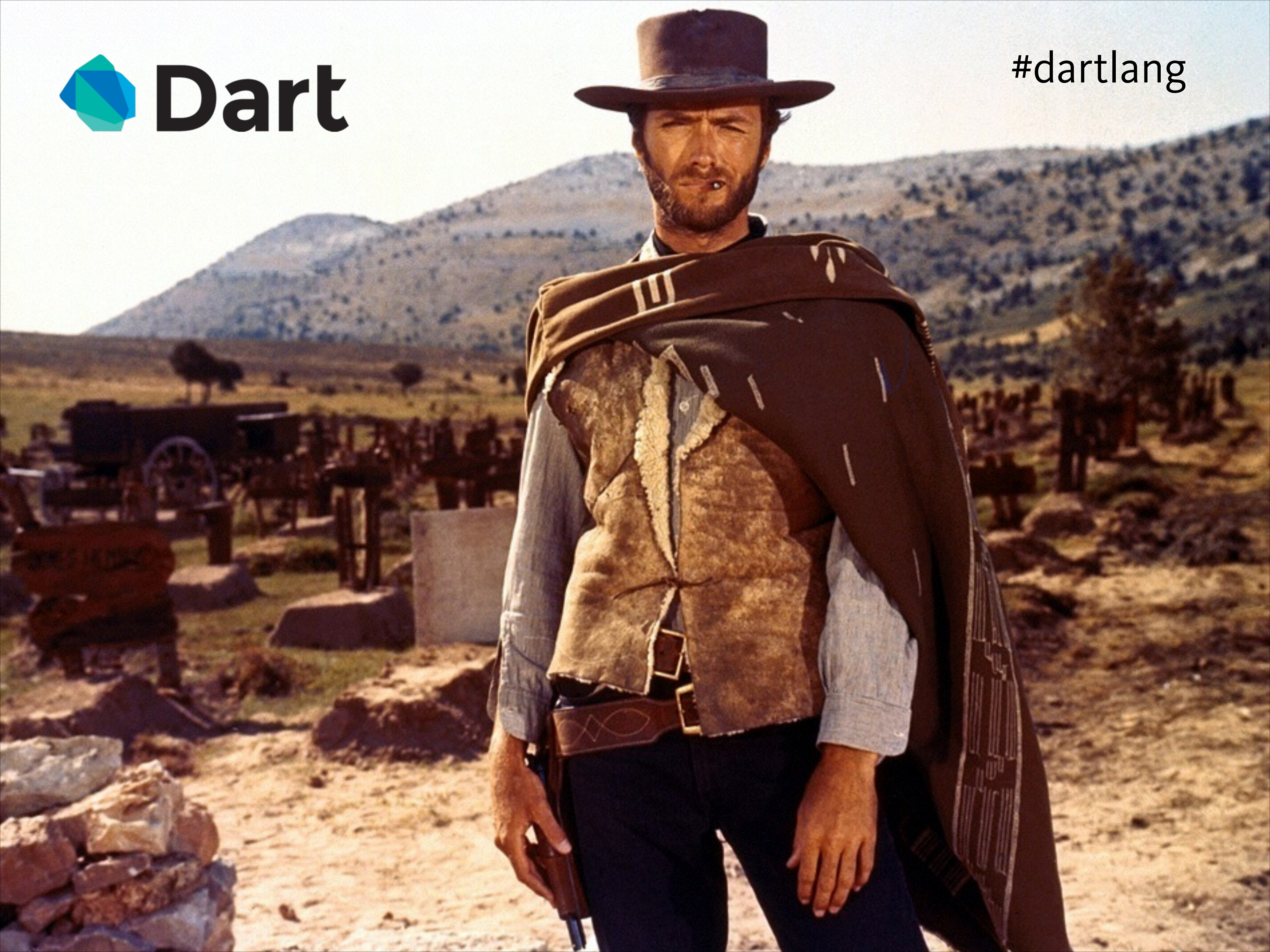


#dartlang





#dartlang





# Collections

```
var teas = ['green', 'black', 'chamomile', 'earl grey'];

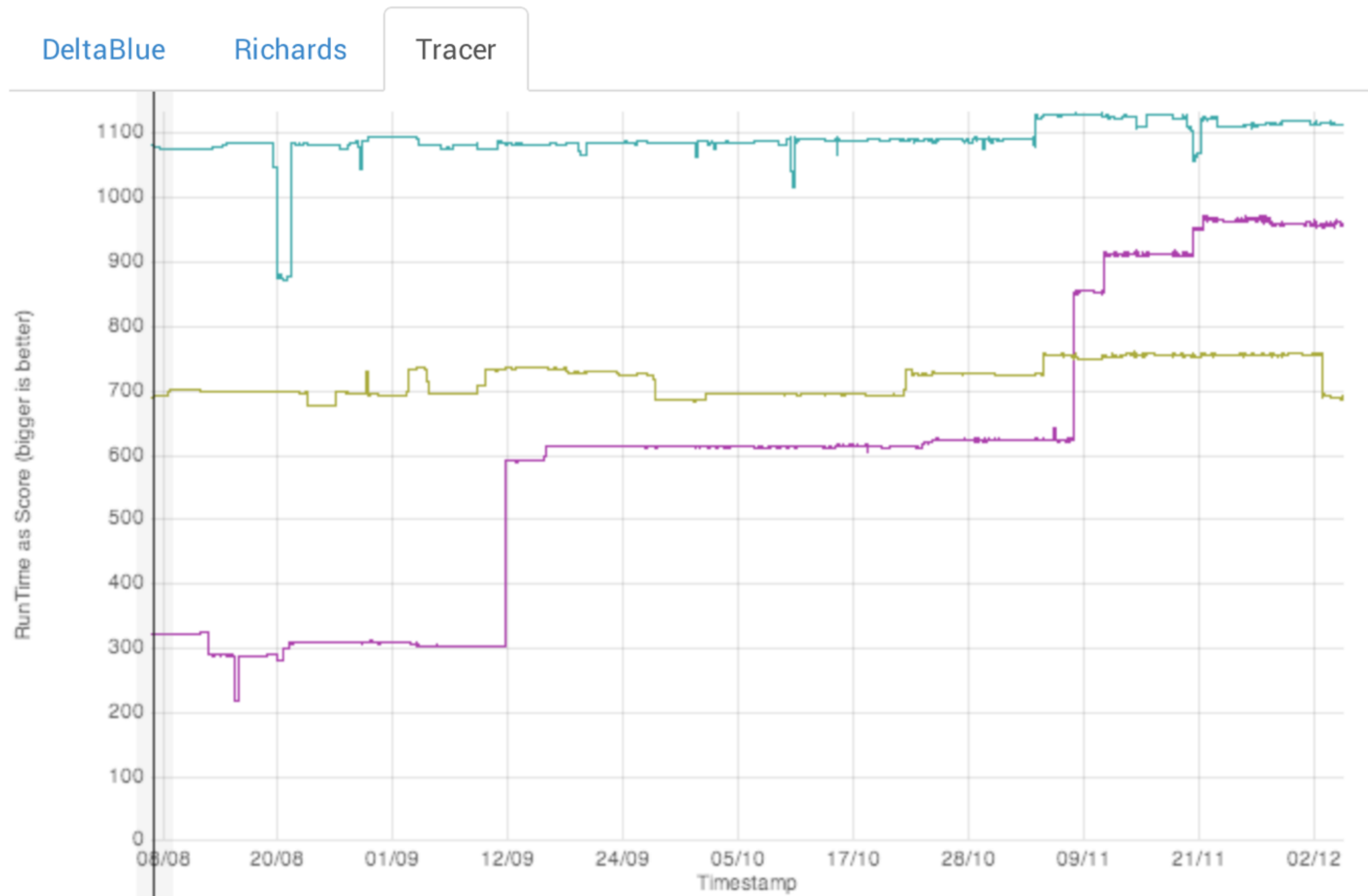
// Chamomile is not caffeinated.
bool isDecaffeinated(String teaName) => teaName == 'chamomile';

// Use where() to find only the items that return true
// from the provided function.
var decaffeinatedTeas = teas.where((tea) => isDecaffeinated(tea));
// or teas.where(isDecaffeinated)

// Use any() to check whether at least one item in the collection
// satisfies a condition.
assert(teas.any(isDecaffeinated));

// Use every() to check whether all the items in a collection
// satisfy a condition.
assert(!teas.every(isDecaffeinated));
```

# Performance



#dartlang



# Classes

```
class Point {  
  num x;  
  num y;  
}  
  
main() {  
  var point = new Point();  
  point.x = 4;           // Use the setter method for x.  
  assert(point.x == 4);  // Use the getter method for x.  
  assert(point.y == null); // Values default to null.  
}
```




# Optional Types

```
Point(this.x, this.y);  
Point operator +(Point other) {  
    return new Point(x+other.x, y+other.y);  
}  
String toString() {  
    return "x: $x, y: $y";  
}  
  
main() {  
    var p1 = new Point(0, 0);  
    var p2 = new Point(10, 10);  
    |  
    int n = p1 + p2;  
  
    print(n);  
}
```

Problems  addpoints.dart

1 warning

Description

 'Point' is not assignable to 'int'

Location

addpoints.dart [line 16]

#dartlang

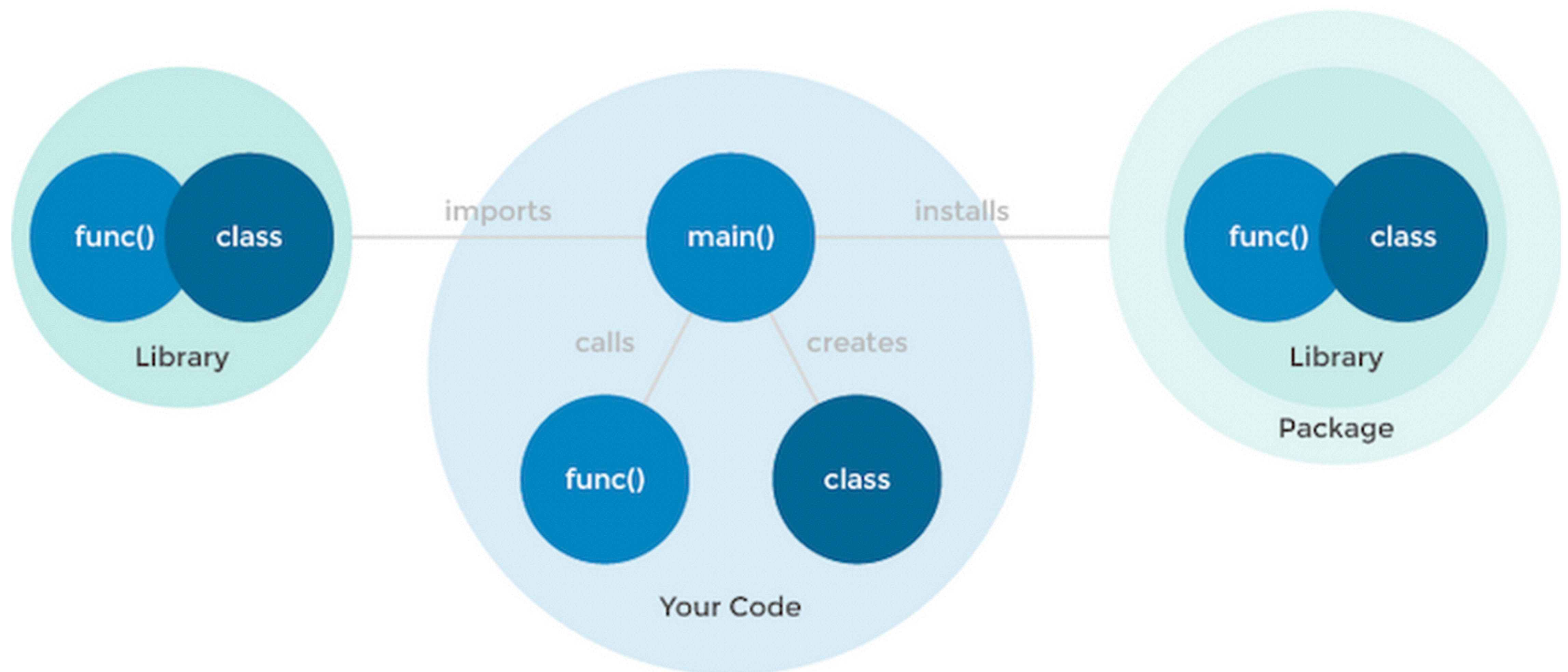


# Optional Types

```
Object lookup(String key) { /* ... */ } // a lookup method in a  
heterogenous table  
String s = lookup('Frankenstein');
```



# Modular



#dartlang



**Isolates**

**Standard Library**

**Package Manager**

**Web Components**

#dartlang





# Dart

#dartlang





#dartlang

