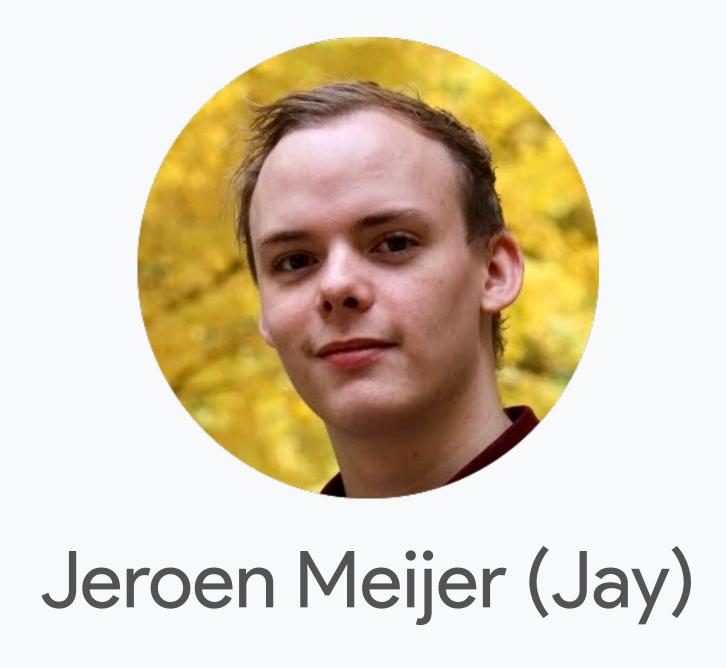
Flutter After Hello World











#DevFest





Who am





Who am

- Jeroen Meijer (Jay)
- Dart & Flutter GDE
- Flutter freelancer
- Admin and Head of GitHub for the Flutter Community
- In love with Flutter for 2 years.
- Writer of the VS Code extension Pubspec Assist





Flutter





Flutter

- Portable UI toolkit
- Open source
- Native apps on almost any platform (iOS, Android, Web)
- High performance
- Uses custom rendering engine and UI elements
- Complete control over the screen









Choose your editor (VS Code, IntelliJ/Android Studio, Other)





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- Learn your editor (extensions, breakpoints, hotkeys)





- Choose your editor (VS Code, IntelliJ/Android Studio, Other)
- Learn your editor (extensions, breakpoints, hotkeys)
- Use linters (clean code, consistency, readability)







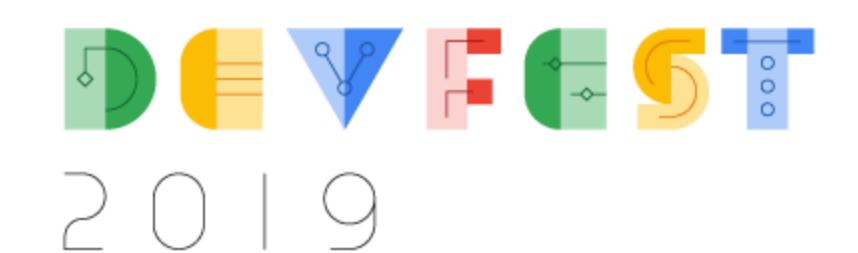


flutter run -d DEVICE_ID



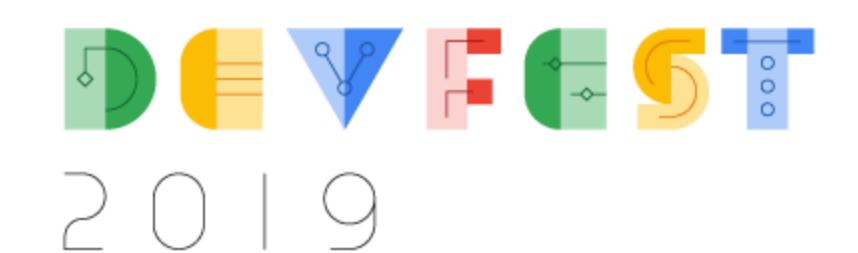


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Immutable Classes, PODOs (Plain Old Dart Objects)



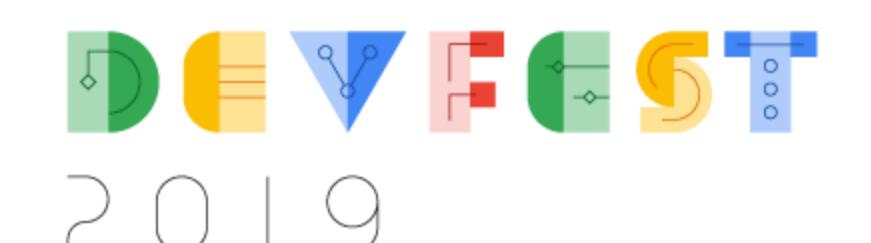


- Immutable Classes, PODOs (Plain Old Dart Objects)
- 2 types: StatelessWidget and StatefulWidget



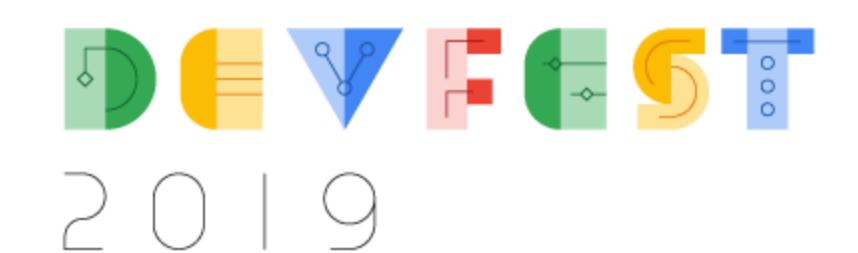


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 - Functions _onTap() { ... }
 - Getters get _displayedNames \Rightarrow names.take(3);









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- "There's a widget for that!"
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- If something's missing, look for well-maintained packages (Badly maintained packages can cause trouble.)
- Multiple types of widgets (visual, layout, functional)









Provider Get It Redux

MobX Bloc ChangeNotifier





Provider Get It Redux

MobX Bloc ChangeNotifier

Which one is the best?





Provider Get It Redux

MobX Bloc ChangeNotifier

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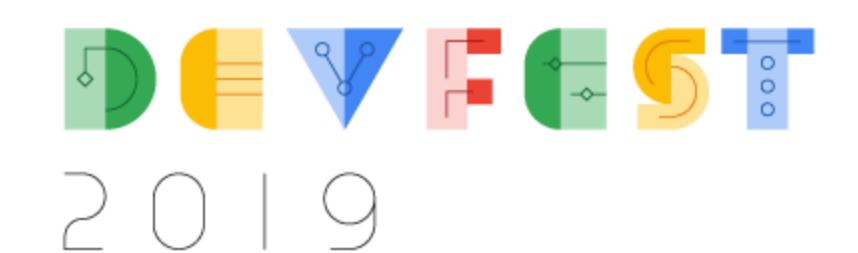


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State Management

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- How to choose the best one for your project:
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 - What state management pattern does my team know?
 - How complex is my app and will it grow in the future?









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- Use whatever pattern works for you
- Recommended: abstract API class + repository pattern









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- Tip: Use Pubspec Assist to easily add and update dependencies.









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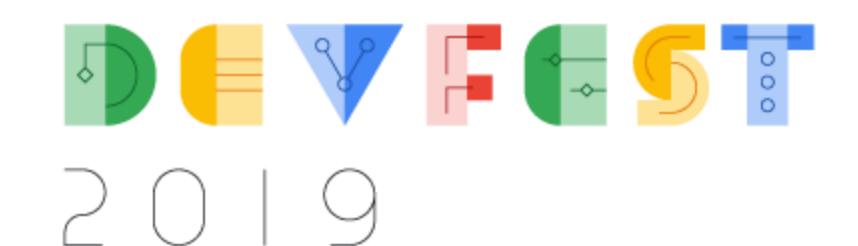


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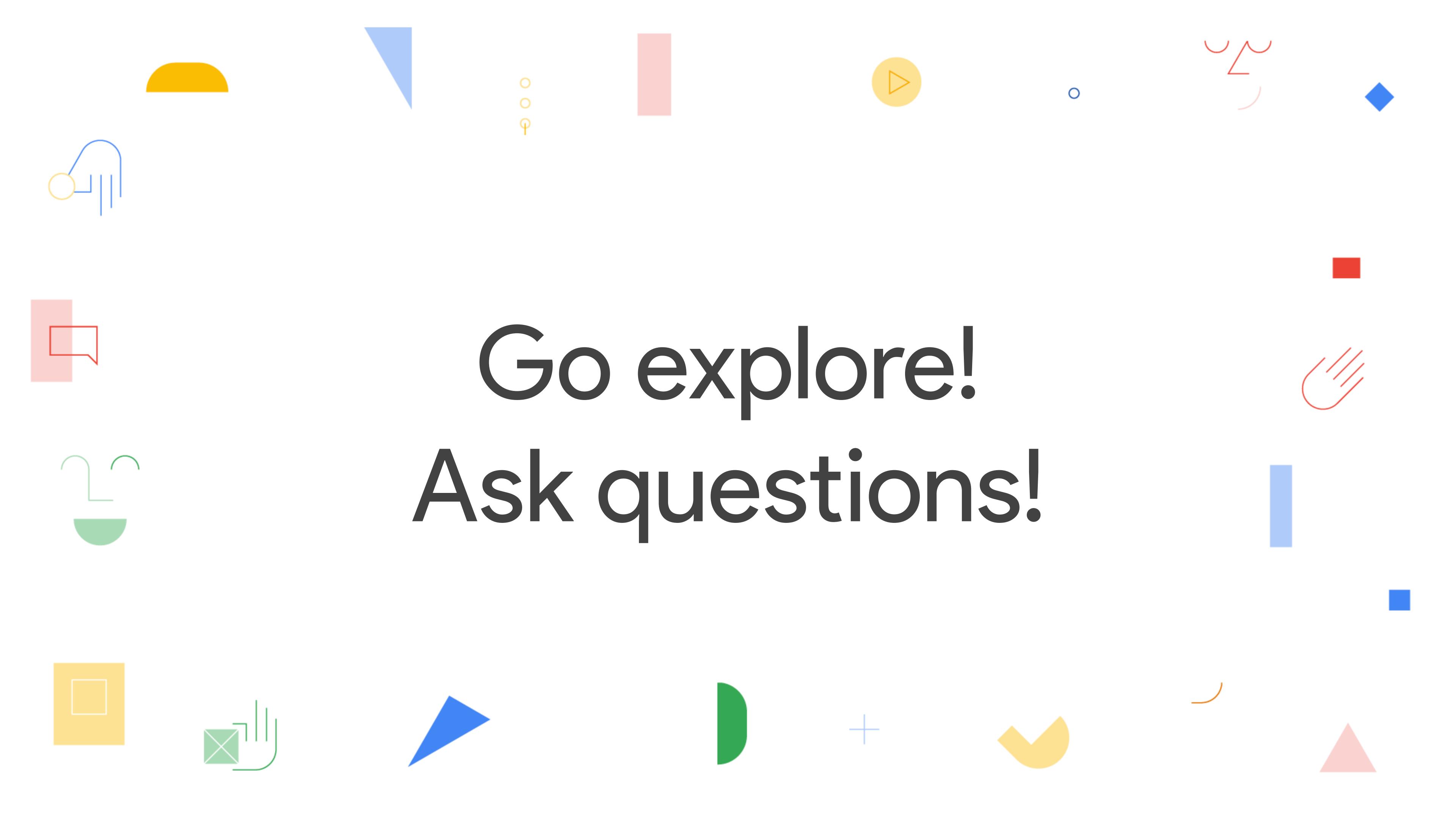




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- Allows two-way communication between Dart and the native platform code
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- Wrap your existing Java/Kotlin and Objective C/Swift code.
- camera, bluetooth, connectivity, firebase









Flutter
After Hello World

Thank you for your attention.



https://jfk.dev (**)

@JFKDEV (**)
/jeroen-meijer (**)

Slides and code available at: https://jfk.dev/talks

