

17-10-2018  
イエレン・マヤー

GIT: JEROEN\_MEIJER  
TWITTER: @JEROEN\_MEIJER98 / @GENERIC\_TYPING

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# REDUX IN FLUTTER AN INTRODUCTION



**WHO AM I**

# WHO AM I

- ▶ Jeroen Meijer (イエレン・マヤー)
- ▶ Software Developer intern at Fusion Systems Tokyo.
- ▶ In love with Flutter for 6 months.
- ▶ Writer of Pubspec Assist
- ▶ Still bad at Japanese



**SMALL APPLICATIONS / PROTOTYPES  $\neq$  BIG PROJECTS**

# SMALL APPLICATIONS / PROTOTYPES $\neq$ BIG PROJECTS

- ▶ Scope gets bigger
- ▶ Quick solutions become cumbersome later on
- ▶ Logic and UI requirements change
- ▶ State management can become complex
- ▶ Code can become less maintainable
- ▶ Adding or changing features can be a pain
- ▶ Testing becomes harder than it should be

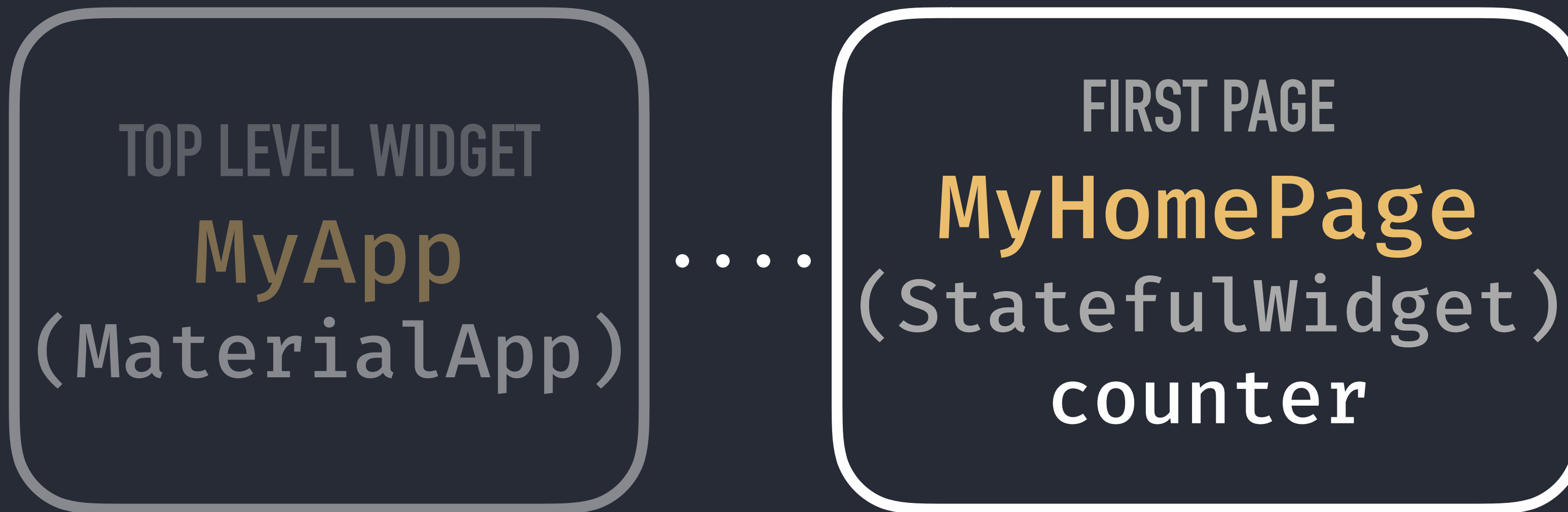
# EXAMPLE



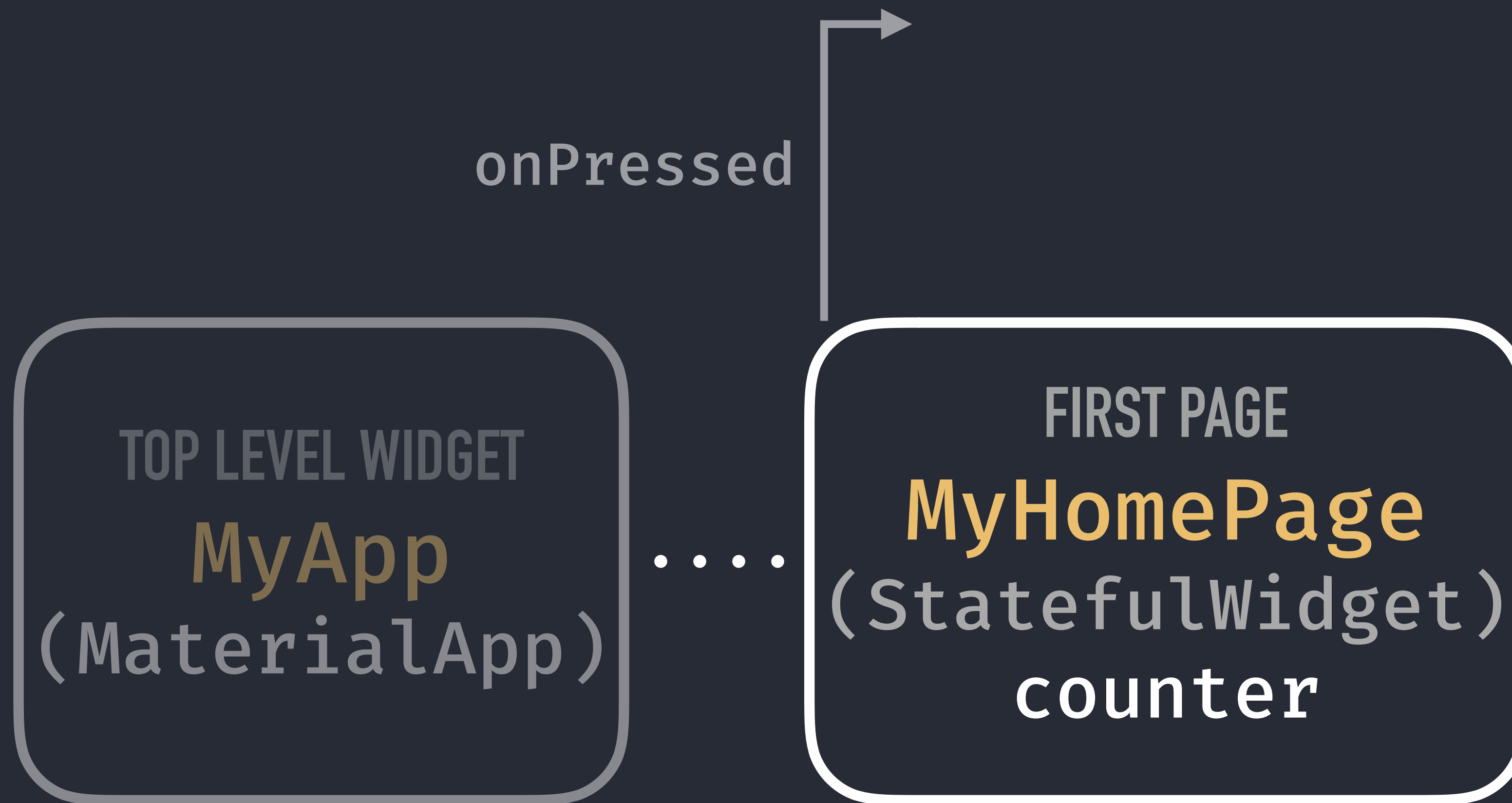
# EXAMPLE



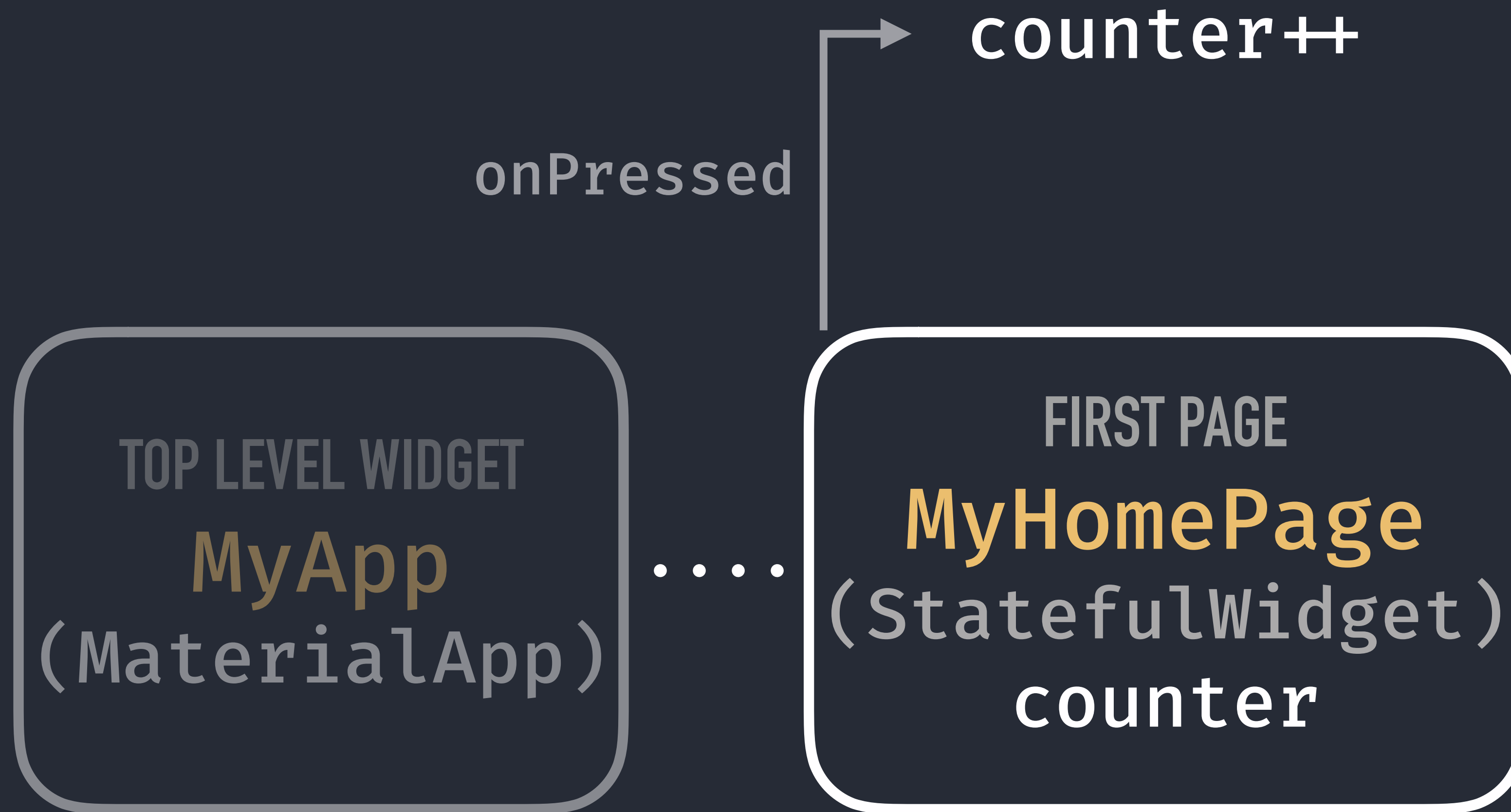
# EXAMPLE



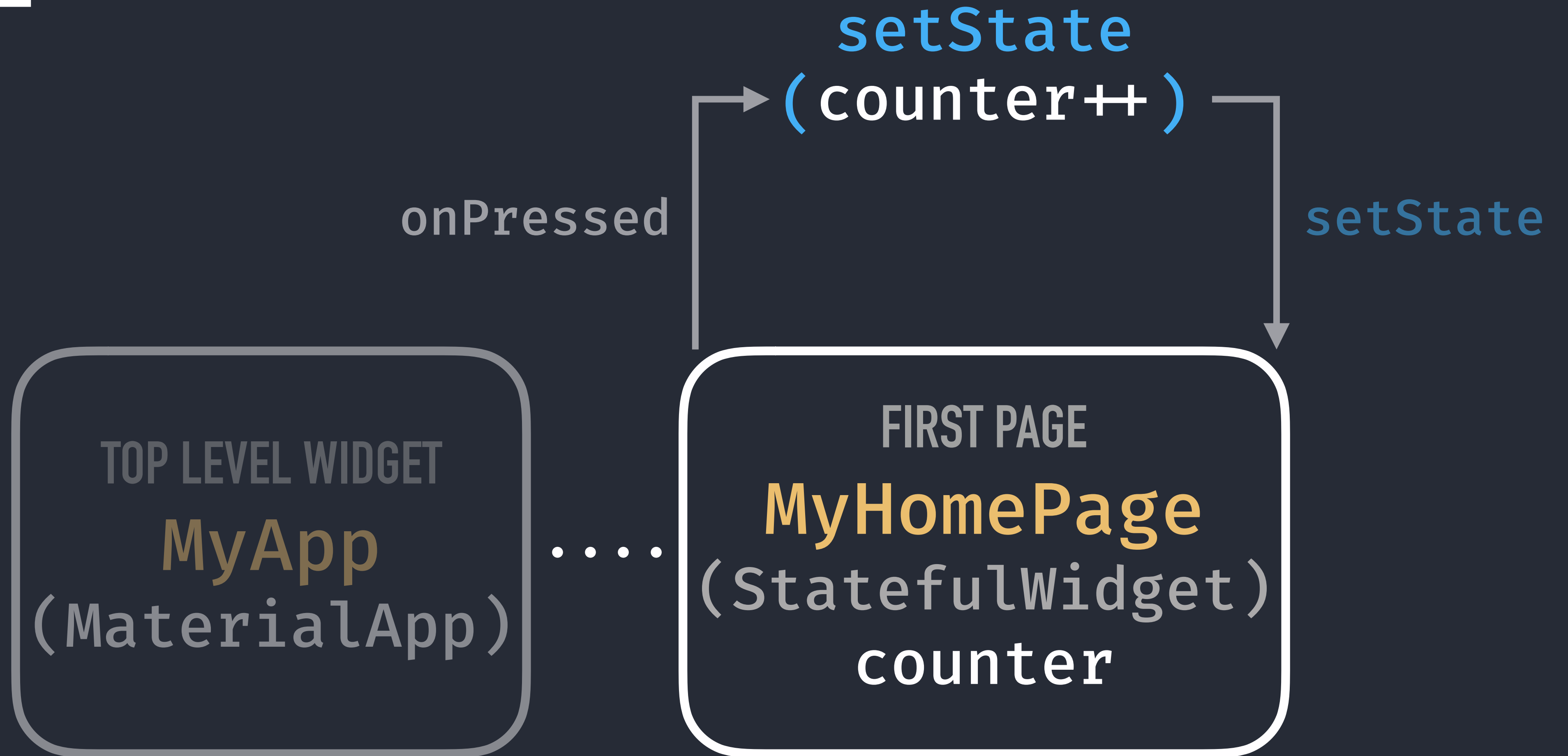
# EXAMPLE



# EXAMPLE



# EXAMPLE



**SOME CODE**

# SOME CODE

```
class MyApp extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return new MaterialApp(  
      title: 'Flutter Demo',  
      theme: new ThemeData(  
        primarySwatch: Colors.blue,  
      ),  
      home: new MyHomePage(title: 'Flutter Demo Home Page'),  
    );  
  }  
}
```

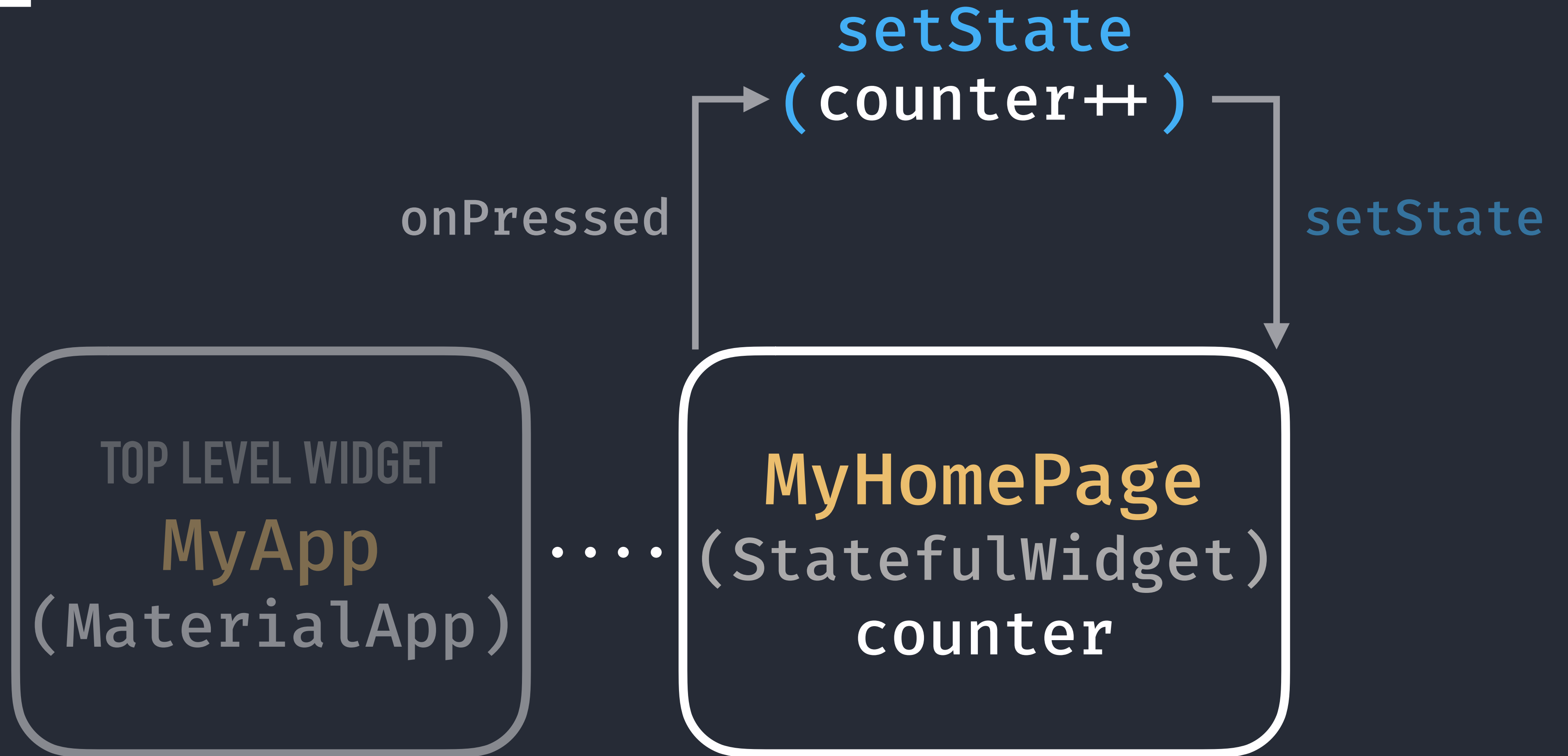
```
class MyHomePage extends StatefulWidget {  
  MyHomePage({Key key, this.title}) : super(key: key);  
  
  final String title;  
  
  @override  
  _MyHomePageState createState() => new _MyHomePageState();  
}
```



```
class _MyHomePageState extends State<MyHomePage> {  
  int _counter = 0;  
  
  void _incrementCounter() {  
    setState(() {  
      _counter++;  
    });  
  }  
  
  ...  
  floatingActionButton: new FloatingActionButton(  
    onPressed: _incrementCounter,  
    tooltip: 'Increment',  
    ...  
  ),  
}
```

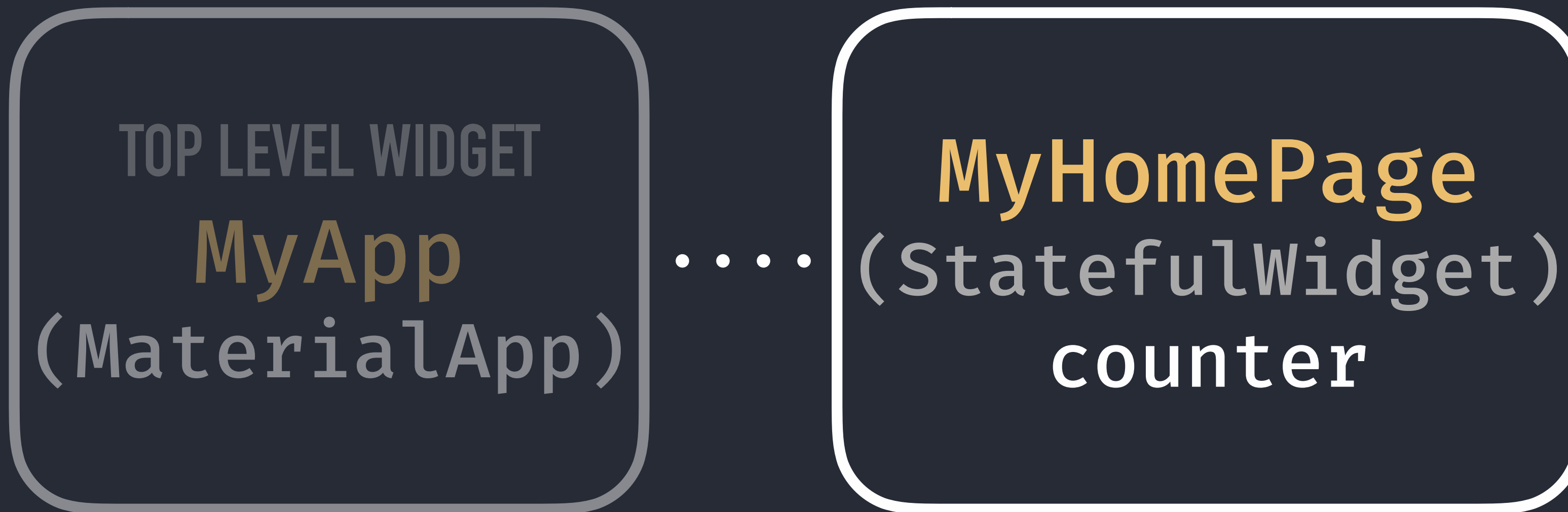
```
class _MyHomePageState extends State<MyHomePage> {  
  int _counter = 0;  
  
  void _incrementCounter() {  
    setState(() {  
      _counter++;  
    });  
  }  
  
  ...  
  floatingActionButton: new FloatingActionButton(  
    onPressed: _incrementCounter,  
    tooltip: 'Increment',  
    ...  
  ),  
}
```

# EXAMPLE

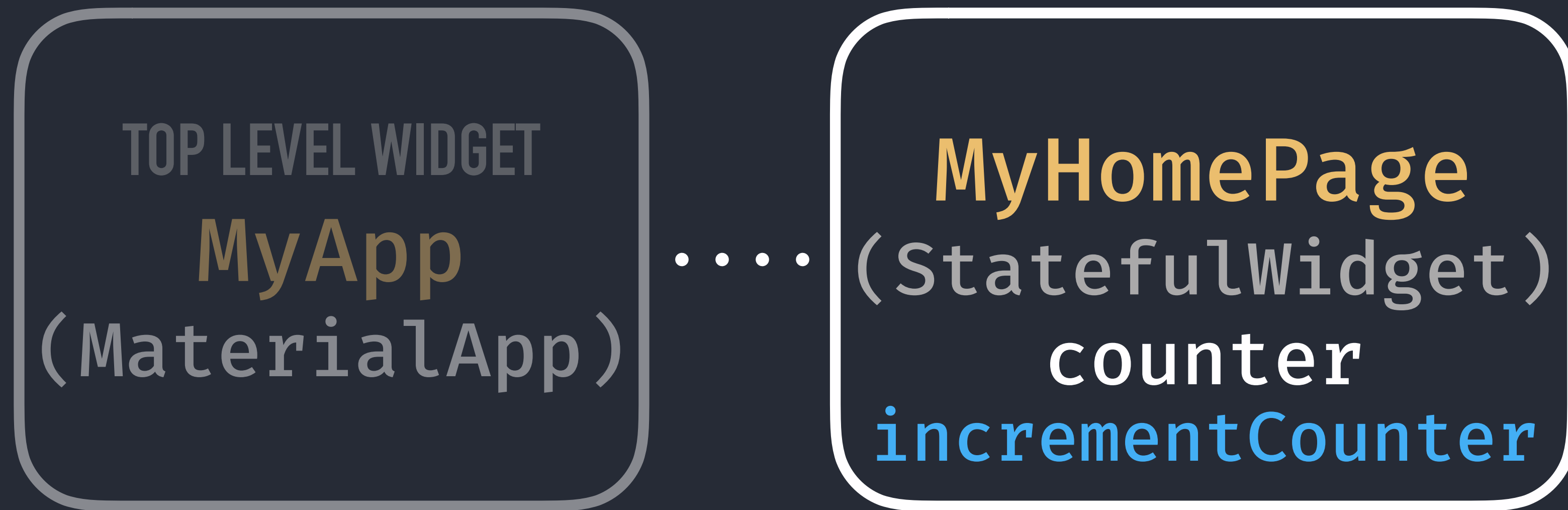


# EXAMPLE

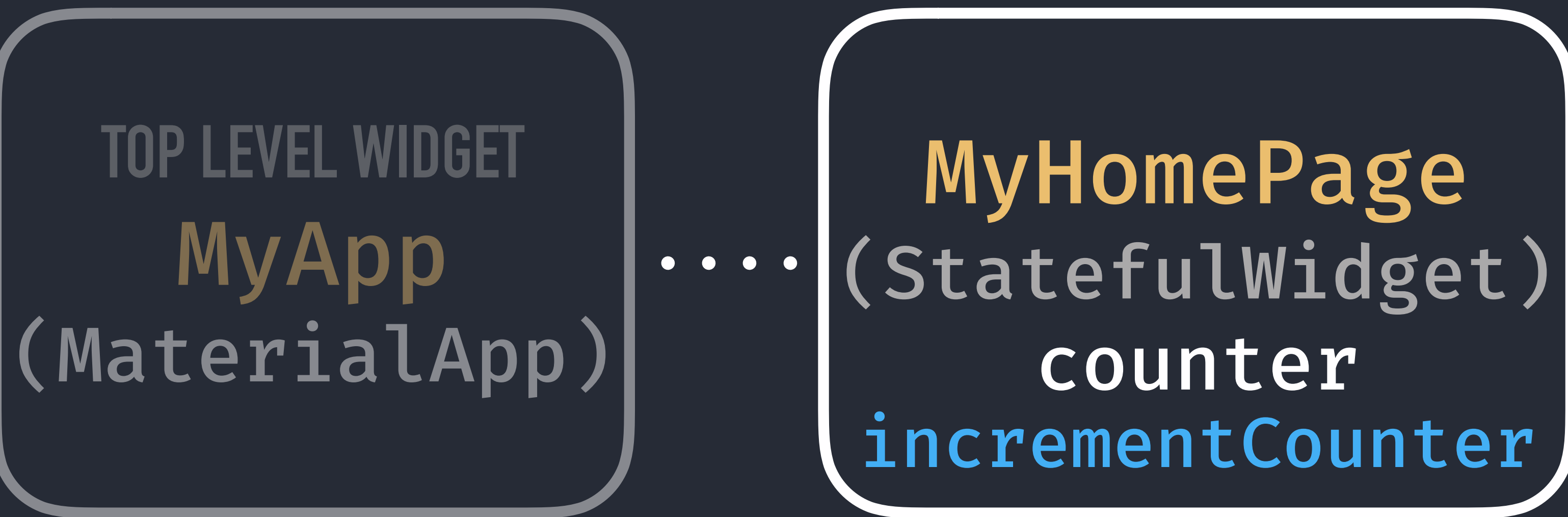
incrementCounter



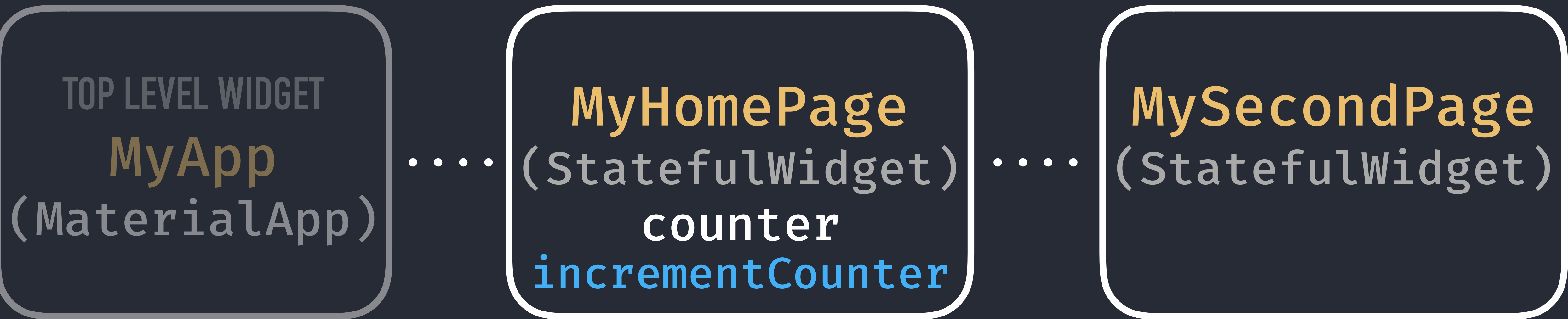
# EXAMPLE



# EXAMPLE



# EXAMPLE

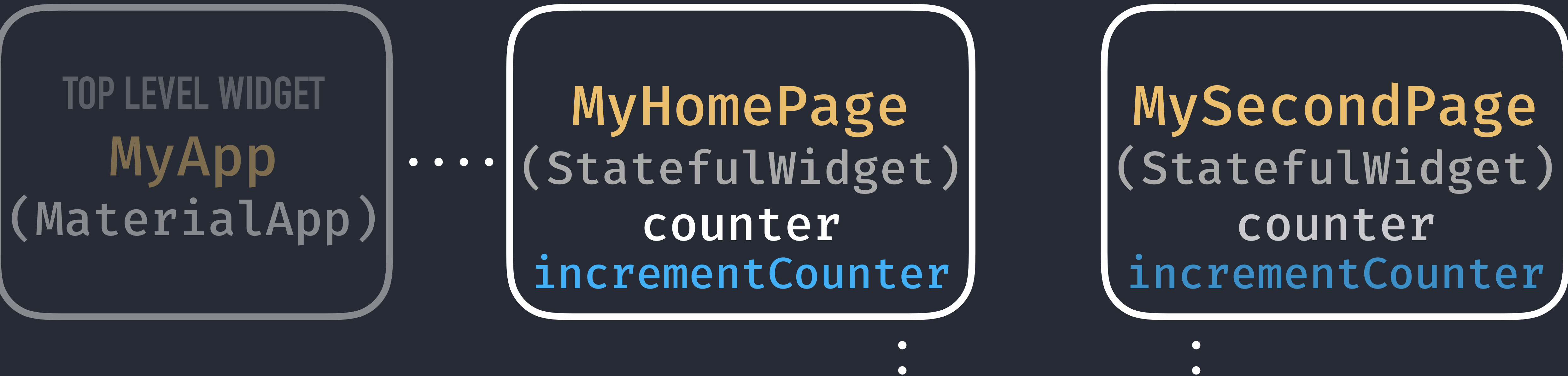


# EXAMPLE

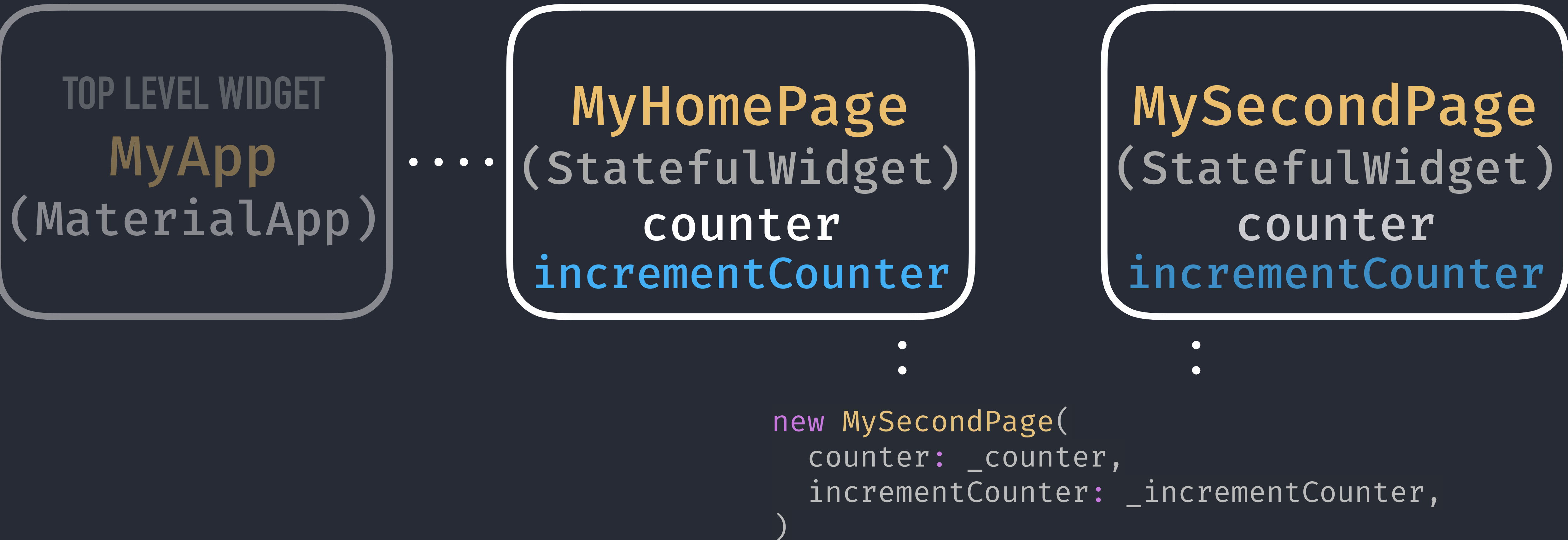




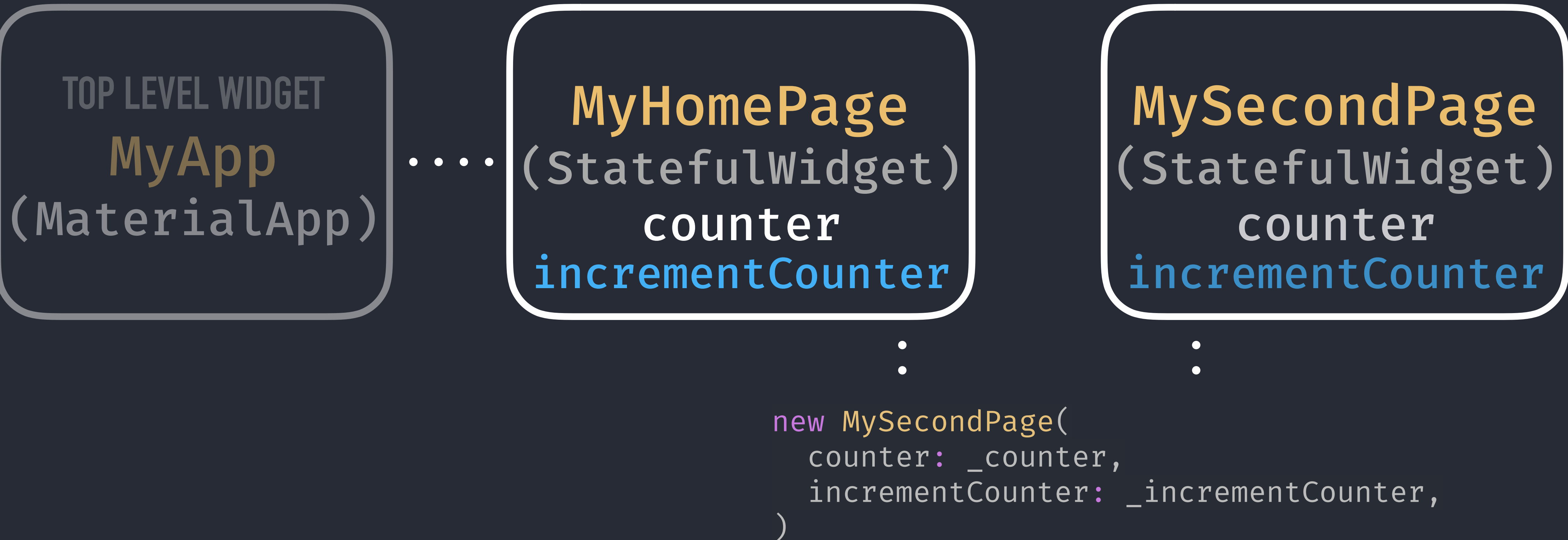
# EXAMPLE



# EXAMPLE



# EXAMPLE



# EXAMPLE

TOP LEVEL WIDGET  
**MyApp**  
(MaterialApp)

.....

**MyHomePage**  
(StatefulWidget)  
counter  
incrementCounter

**MySecondPage**  
(StatefulWidget)  
counter  
incrementCounter

# EXAMPLE

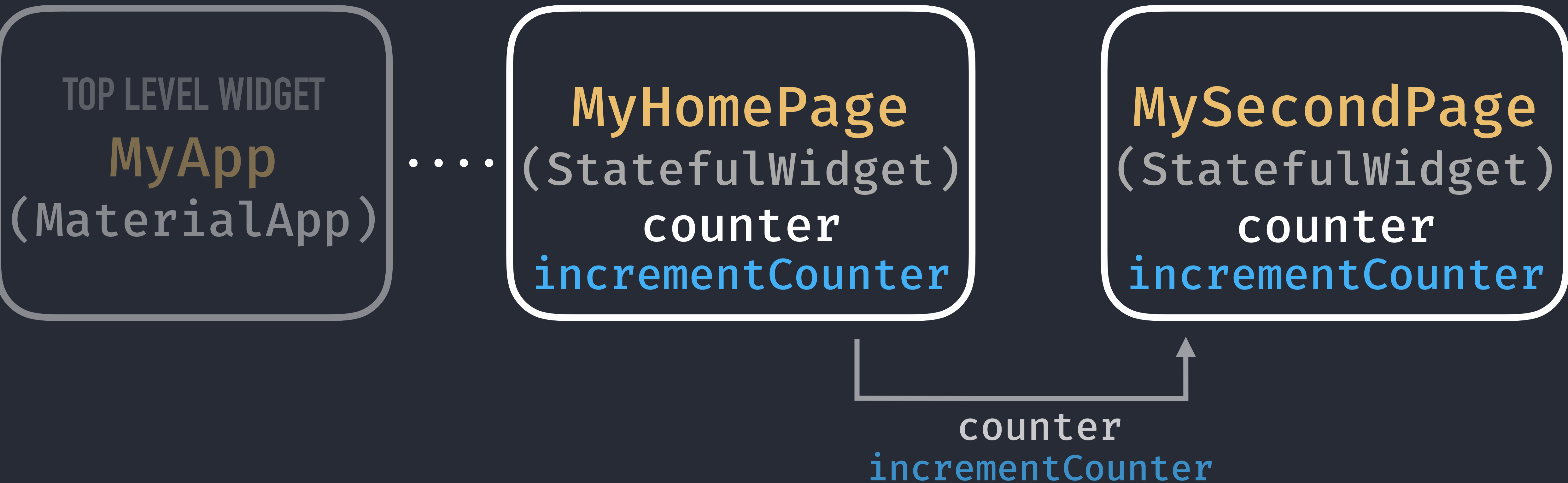
TOP LEVEL WIDGET  
**MyApp**  
(MaterialApp)

.....

**MyHomePage**  
(StatefulWidget)  
counter  
incrementCounter

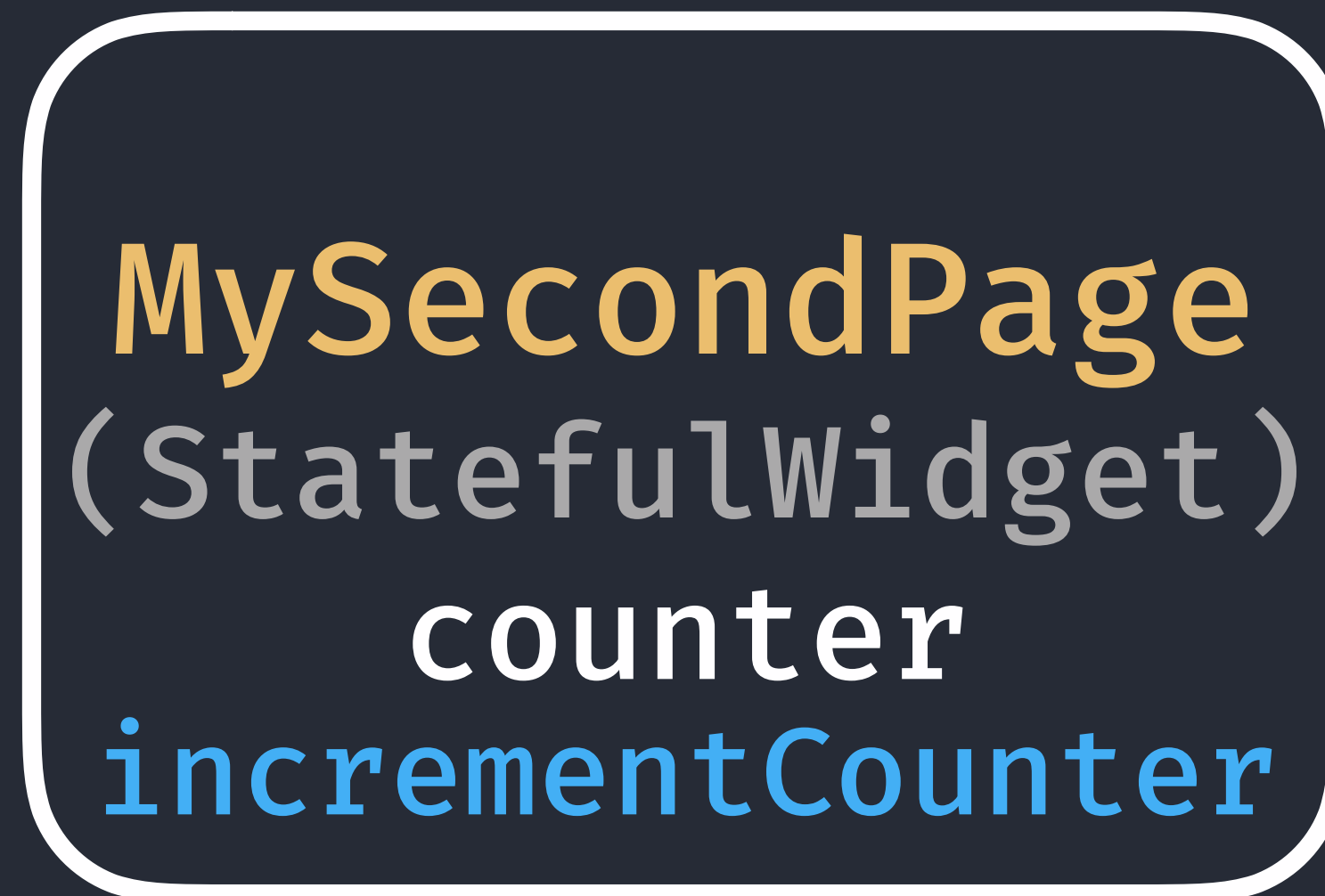
**MySecondPage**  
(StatefulWidget)  
counter  
incrementCounter

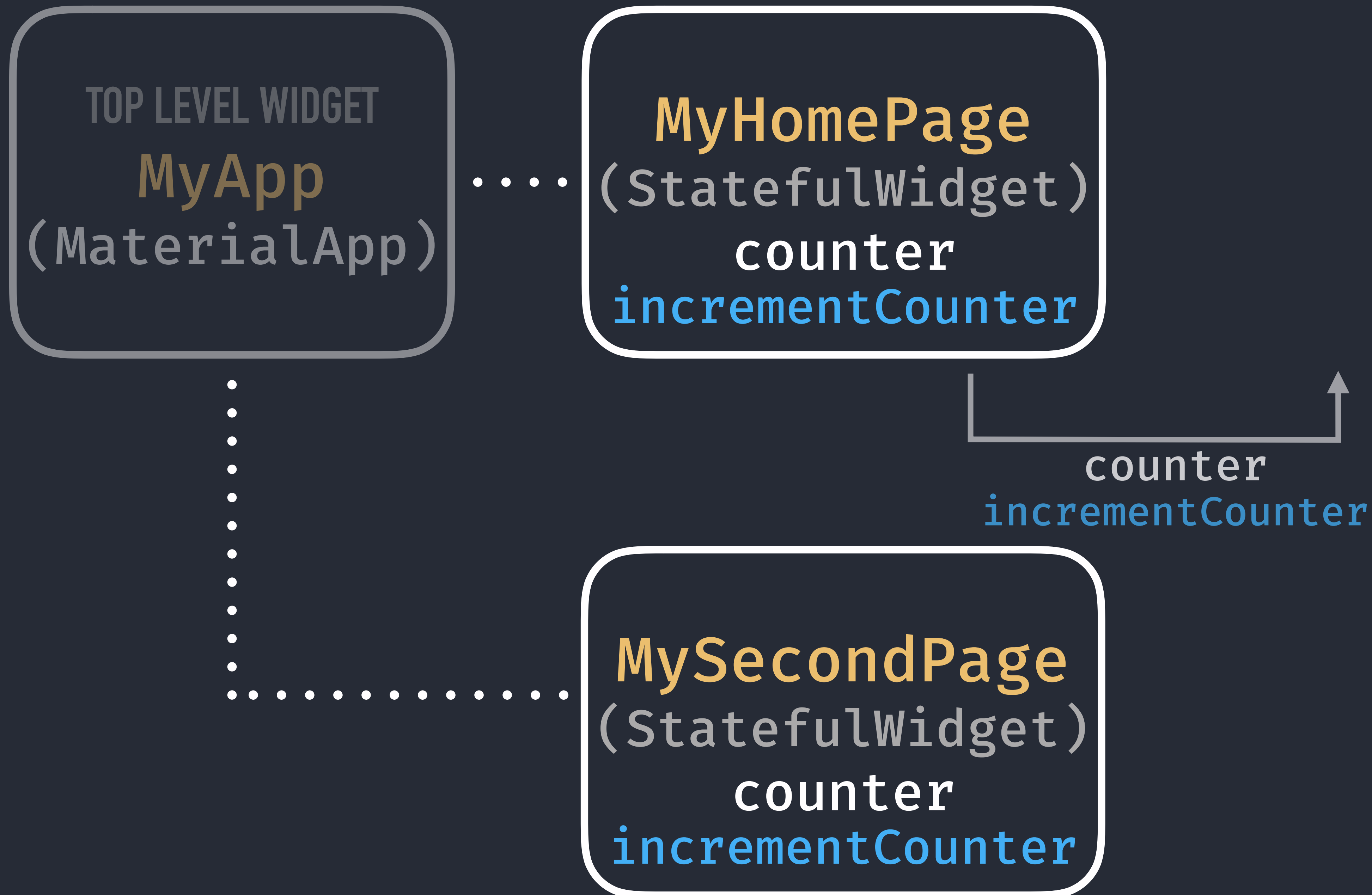
# EXAMPLE





.....

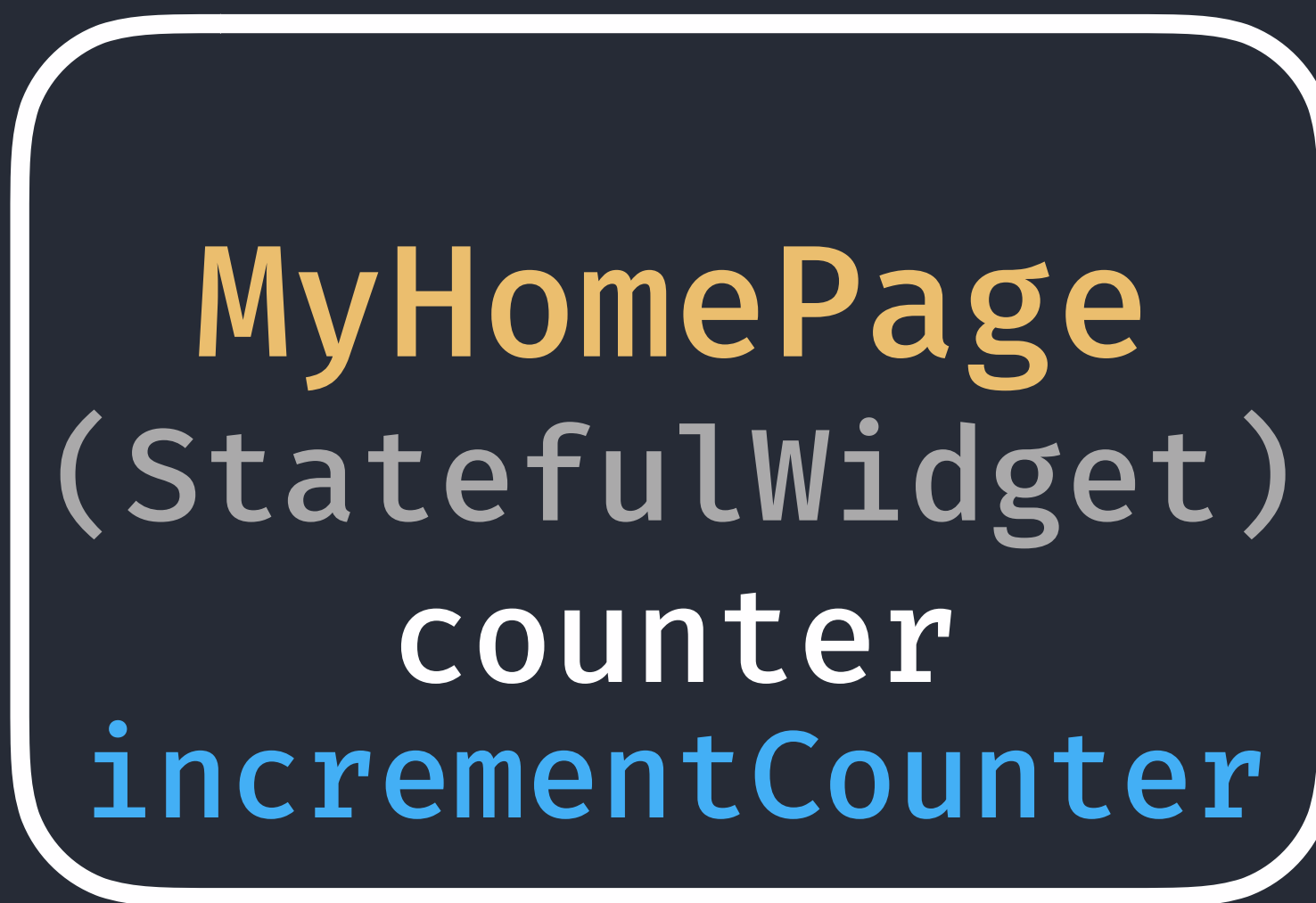




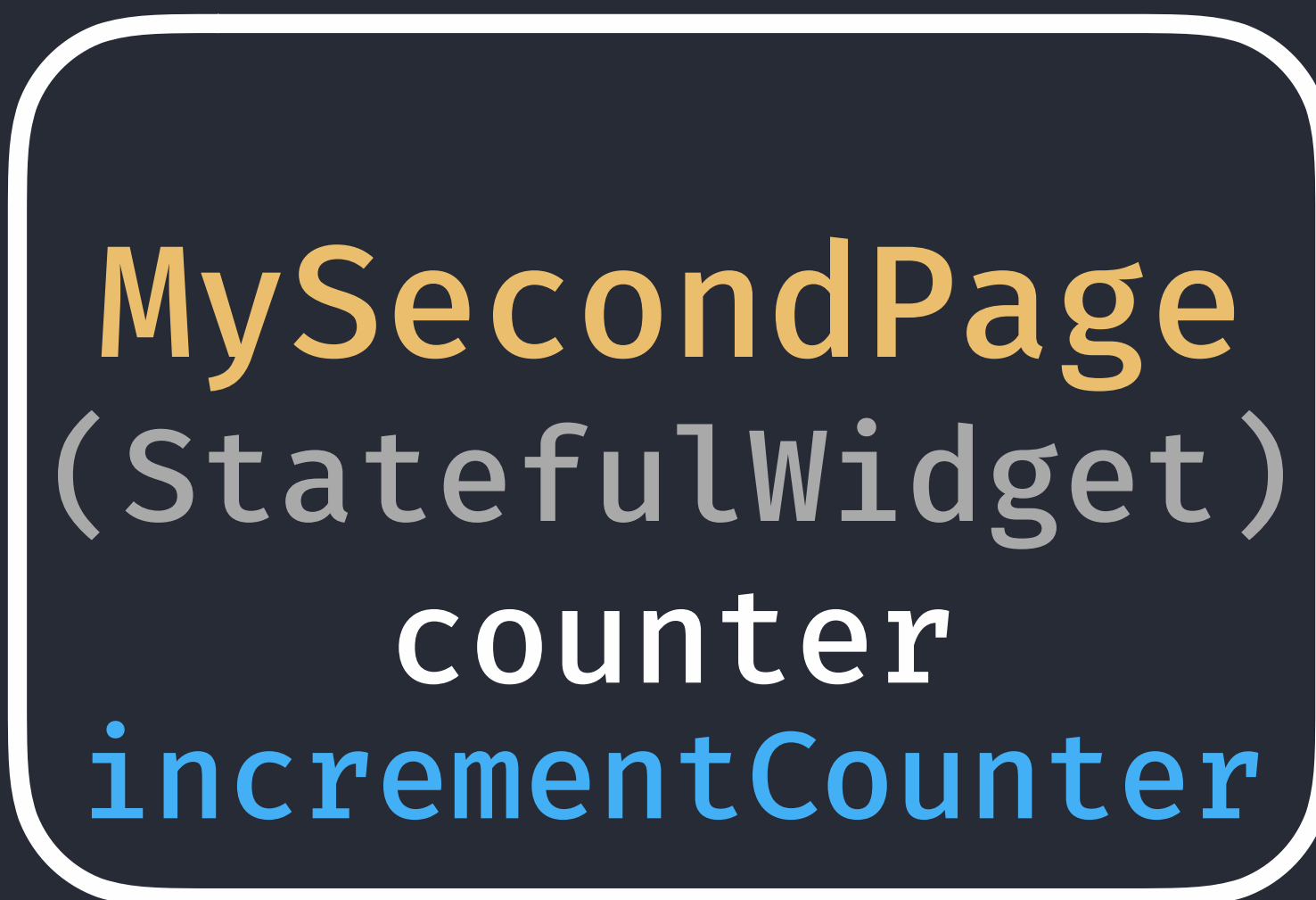


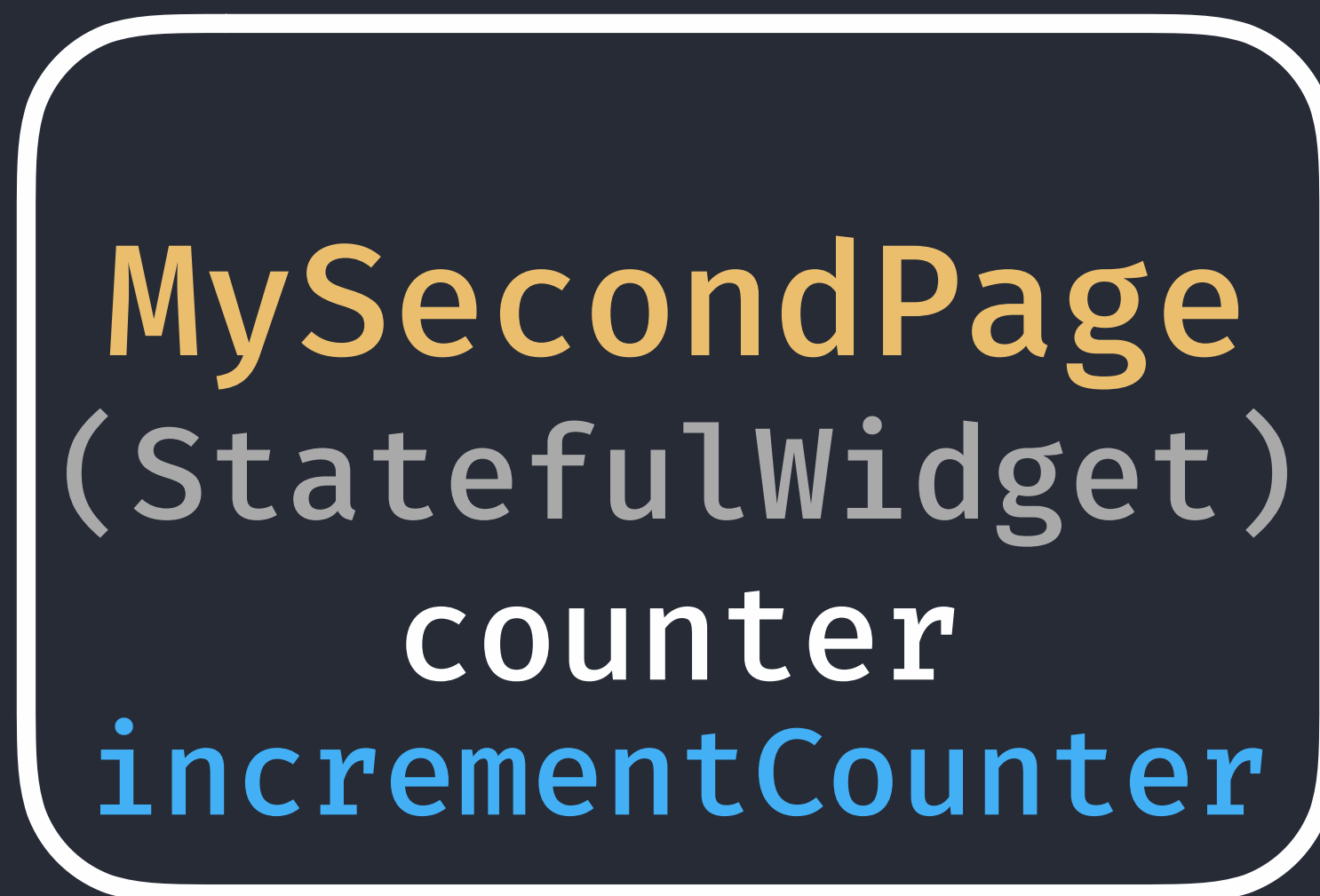
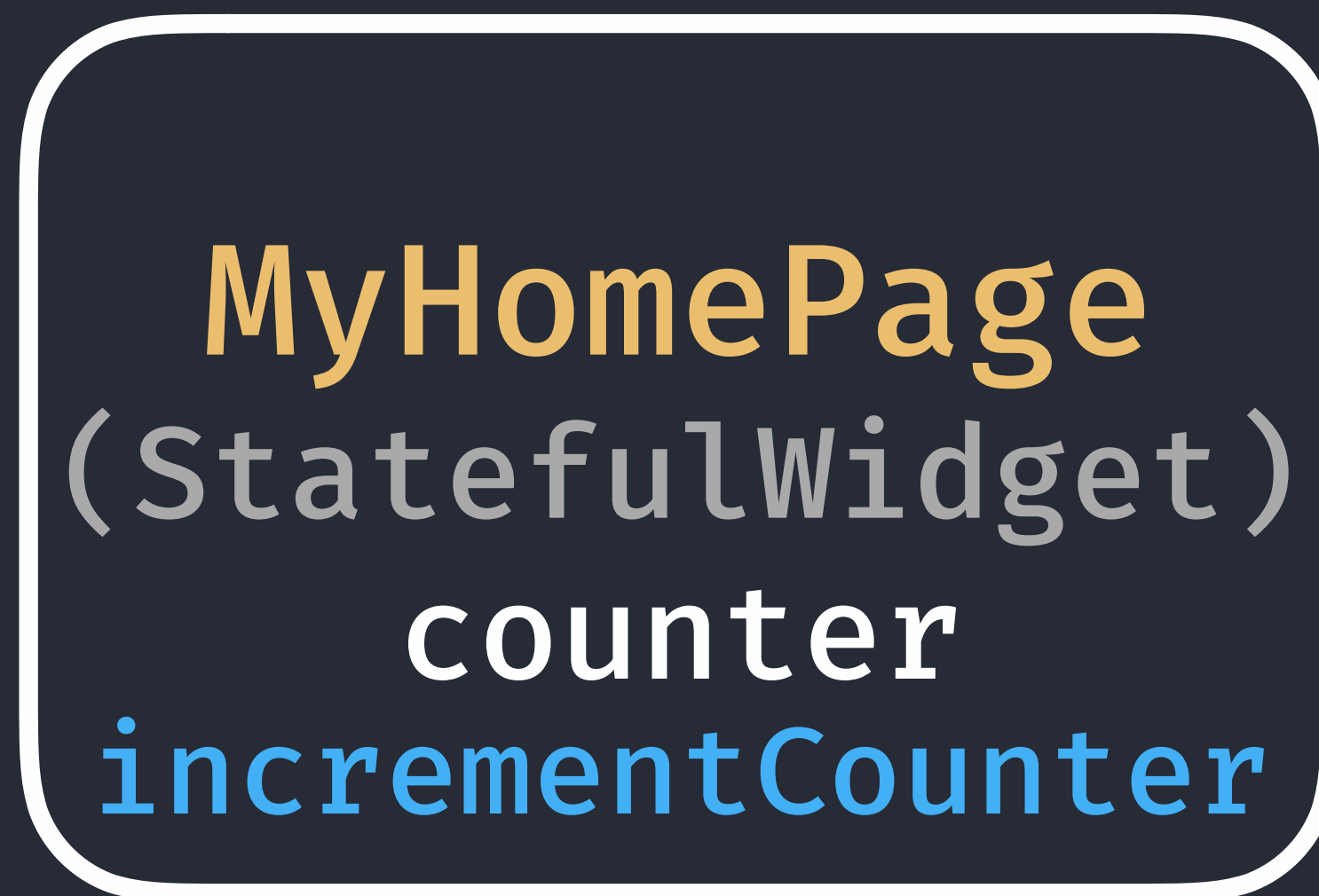


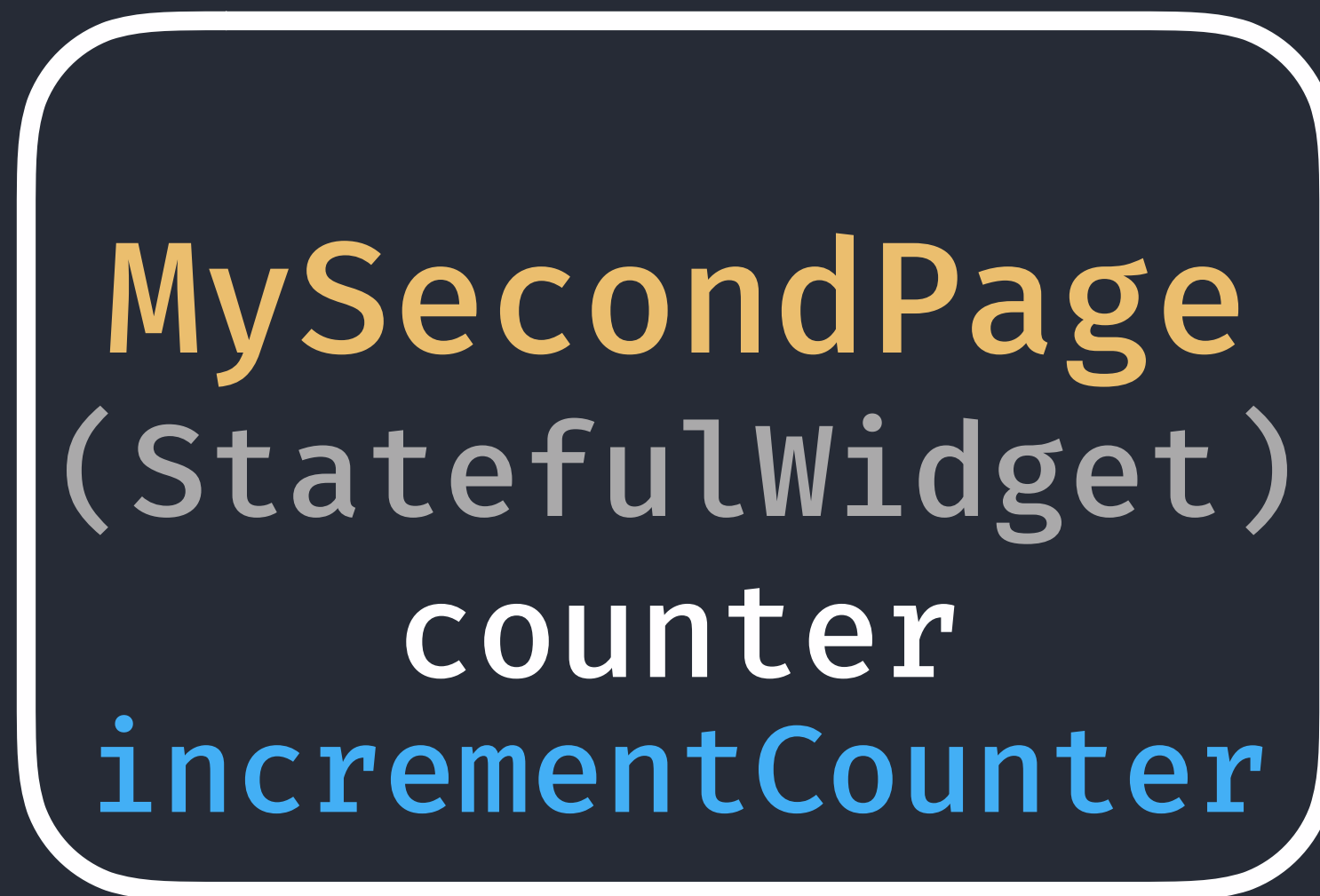
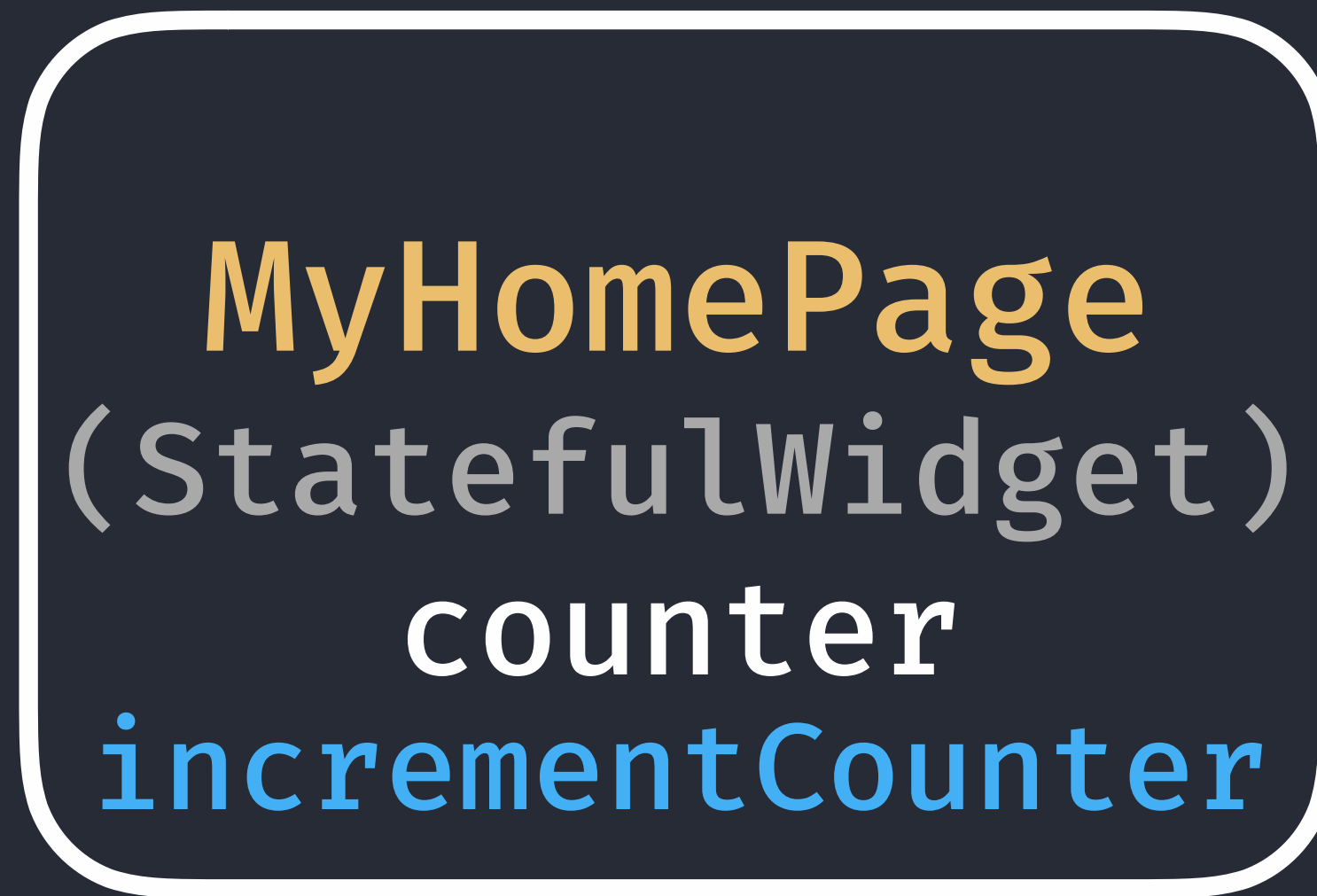
.....



.....







Stop please.

TOP LEVEL WIDGET

**MyApp**  
(MaterialApp)  
counter  
incrementCounter



**MyHomePage**  
(StatefulWidget)  
counter  
incrementCounter

AnotherPage

AnotherPage

This is too much

AnotherPage

Really?

AnotherPage



**MySecondPage**  
(StatefulWidget)  
counter  
incrementCounter

AnotherPage

# REDUX

# REDUX

# REDUX

flutter\_redux Brian Egan

redux Brian Egan  
John Ryan



This is a small and simple explanation.  
For more info, please see the  
`flutter_redux` and `redux`  
package pages on Dart pub.



# REDUX

Store  
state

MyHomePage  
(StatelessWidget)

# REDUX

Store  
state

StoreProvider

MyHomePage  
(StatelessWidget)

# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)

# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

onPressed

# REDUX

StoreProvider

Store  
state

store.dispatch  
( Increment )

MyHomePage  
(StatelessWidget)  
store.state.counter

onPressed



# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter



# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

# REDUX

StoreProvider !

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

# REDUX

StoreProvider

Store  
state

*rebuild!*

MyHomePage  
(StatelessWidget)  
store.state.counter

# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
`store.state.counter`

.....

MySecondPage  
(StatelessWidget)

# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

.....

MySecondPage  
(StatelessWidget)  
store.state.counter

# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

....

MySecondPage  
(StatelessWidget)  
store.state.counter



# REDUX

StoreProvider

Store  
state

MyHomePage  
(StatelessWidget)  
store.state.counter

...

MySecondPage  
(StatelessWidget)  
store.state.counter

⋮  
.....

MyThirdPage  
(StatelessWidget)  
store.state.counter

# REDUX IN ACTION

ありがとうございました

17-10-2018

Thank you.

Special thanks to [Brian Egan](#)

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