

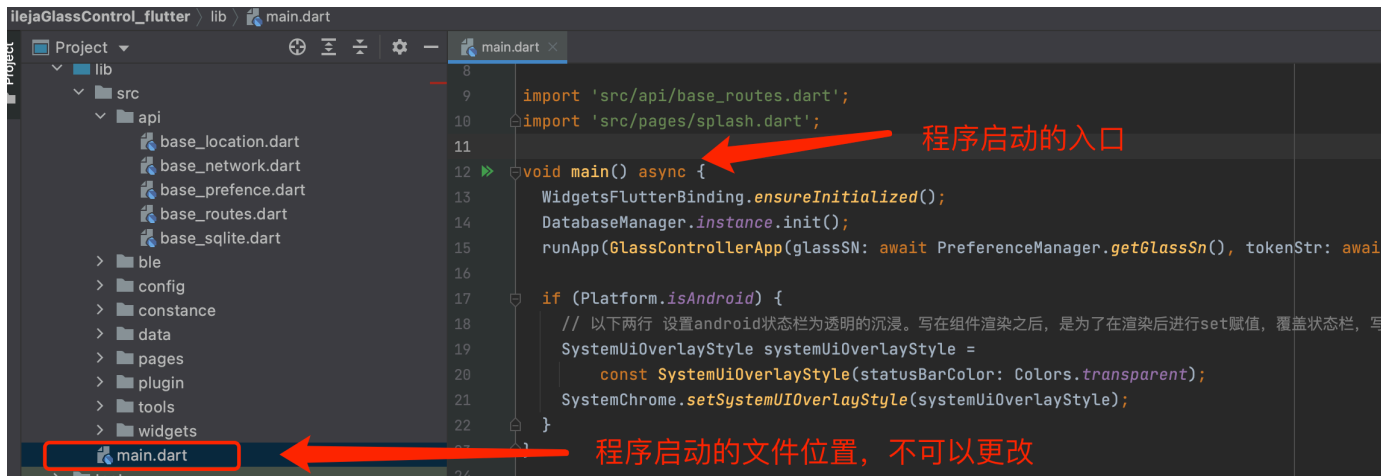
项目实战

| Flutter项目-AR眼镜控制端

个人开发中，当我们构建一个应用的时候，我们需要了解程序编译的入口、能力提供、UI界面这三个方面，下面我根据我们AR眼镜控制端的代码结构和大家简单描述一下。

程序编译入口

使用Flutter提供的默认的main()函数，实现程序的编译和运行。



能力提供

项目中需要的能力有网络请求、数据持久化存储、位置更新、蓝牙连接、路由跳转、插件实现双端native化等。

网络请求，使用pub.dev代码库中提供的dio插件实现。dio是Flutter的 HTTP插件。支持 iOS、Android 。dio是一个强大的Dart Http请求库，支持 Restful API、FormData、拦截器、请求取消、Cookie管理、文件上传/下载、超时、自定义适配器等。使用自定义的ApiService类实现网络请求。

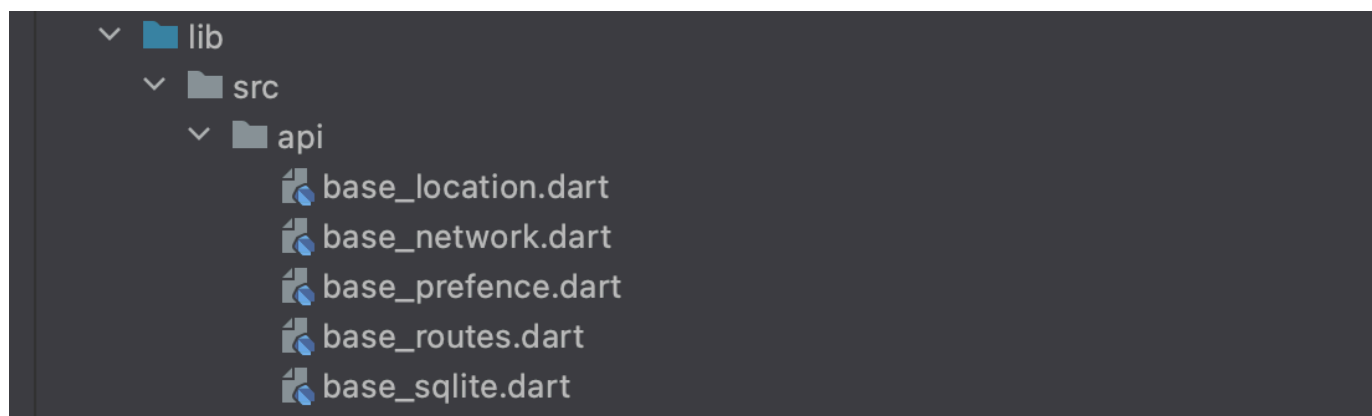
数据持久化存储（SharedPreferences+Sqlite），使用pub.dev代码库中提供的shared_preference插件和sqlite插件实现。shared_preference是Flutter的文件持久化存储，支持iOS、Android、Linux、web、windows。sqlite是Flutter的 SQLite 插件，支持 iOS、Android 和 MacOS。

路由跳转，使用MaterialApp中自带的routes管理路由，并将所有的路由声明和跳转放在RouterAPI中实现。

位置更新，使用pub.dev代码库中提供的amap_flutter_location插件实现。amap_flutter_location是Flutter的高德定位插件，支持iOS和Android。

插件实现双端native化，使用自定义的flutter_plugin实现iOS和Android的本地通信。主要用在高德搜索和自定义地图等方面。

项目中抽象能力调用的类如下：



项目中使用的能力如下：

```
dependencies:
  flutter:
    sdk: flutter

# The following adds the Cupertino Icons font to your application.
# Use with the CupertinoIcons class for iOS style icons.
cupertino_icons: ^1.0.4

#
animations: ^2.0.2

#
dio: ^4.0.4

#
device_info: ^2.0.3

#
shared_preferences: ^2.0.12

#
sqflite: ^2.0.1

#
permission_handler: ^8.3.0

#
amap_flutter_location: ^3.0.0

#bloc:
flutter_bloc: ^8.0.0
equatable: ^2.0.3

#
pin_code_fields: ^7.3.0

#rsa
encrypt: ^5.0.1

#
video_player: ^2.2.10

#Toast
fluttertoast: ^8.0.8

#tost
flutter_easyloading: ^3.0.3

#
webview_flutter: ^3.0.0

#
provider: ^6.0.2
```

```
#
flutter_blue: ^0.8.0

dev_dependencies:
  flutter_test:
    sdk: flutter
  flutter_lints: ^1.0.0
  flutter_native_splash: ^1.3.2

amap_flutter_map:
  path: ./flutter_plugins/amap_flutter_map
```

UI界面

UI界面使用继承StatelessWidget（无状态）和StatefulWidget（有状态）来实现。为了方便数据和界面的管理我们采用了Bloc模式进行开发和管理。

自定义的资源文件放在images和video文件夹中，并在pubspec.yaml中声明。

```
# The following section is specific to Flutter.
flutter:
  # The following line ensures that the Material Icons font is
  # included with your application, so that you can use the icons in
  # the material Icons class.
  uses-material-design: true
  assets:
    - images/
    - video/
```

自定义的页面的源文件放在src/pages目录下，并采用bloc设计模式实现。


```

└─ pages
  └─ device
  └─ home
    └─ home_mine
      └─ home_mine.dart
      └─ home_mine_bloc.dart
      └─ home_mine_event.dart
      └─ home_mine_state.dart
      └─ home_main.dart
      └─ home_scaffold.dart
    └─ login
      └─ inputSMSCode
      └─ loginMain
        └─ login.dart
        └─ login_bloc.dart
        └─ login_event.dart
        └─ login_state.dart
      └─ loginPassword
      └─ setPassword
      └─ login_agreement.dart
    └─ navi
      └─ route
        └─ route_search.dart
        └─ route_search_bloc.dart
        └─ route_search_event.dart
        └─ route_search_state.dart
      └─ search
      └─ splash.dart
```

项目源码地址


ssh://git@39.100.103.46:2223/software/ilejaGlassControl_flutter.git

software / ilejaGlassControl_flutter



This project Search

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Project

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flutter实现AR眼镜控制端

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Fork 0

SSH ssh://git@39.100.103.46:2223/sof



Files (60 MB)

Commits (137)

Branches (3)



Tags (0)


Add Changelog

Add License

Add Contribution guide

Set Up CI

 Global

bob5598f

perf(app): 优化持久化数据存储的文件位置 · 8 minutes ago by jiangfuwei

Flutter版本 - AR眼镜控制端

A new Glass Control Flutter application.

Getting Started

This project is a starting point for a Flutter application.

A few resources to get you started if this is your first Flutter project:

- [Lab: Write your first Flutter app](#)
- [Cookbook: Useful Flutter samples](#)

For help getting started with Flutter, view our [online documentation](#), which offers tutorials, samples, guidance on mobile development, and a full API reference.

Development Environment

Flutter SDK Version

- 2.8.1

Flutter SDK Download Url

- macOS : https://storage.flutter-io.cn/flutter_infra_release/releases/stable/macos/flutter_macos_2.8.0-stable.zip
- Windows : https://storage.flutter-io.cn/flutter_infra_release/releases/stable/windows/flutter_windows_2.8.0-stable.zip

Development Document

- [中文学习官方文档](#)
- [中文学习实战文档](#)
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