Flutter in 30 minutes

for iOS developers

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Flutter?? WTF???

Flutter is an open source SDK from Google that helps you create native apps for mobile platforms (currently, Android & iOS) from a single codebase.

Why we should not use Flutter

- New technology, APIs can change.
- No built in Flutter support for things like Maps, Camera. We must use native APIs.
- Not a lot of third party library support.

Why Flutter?

- It's magic ✨

Why Flutter: Dart

- Flutter apps are written in Dart.
- It gets ahead-of-time (AOT) compiled to machine code.
- No interpreter is involved when the app runs on a device.
- Dart is a pretty easy language to use. It's expressive and faster to write.

Why Flutter: The UI Framework

- Modern API
- Open Source
- Modern & fast tooling: IntelliJ IDEA, Atom, Microsoft Visual code
- Awesome package manager
- Fantastic support for unit testing

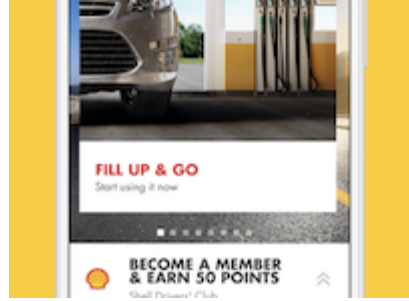
Why Flutter: Code and development cycle

- 95% code re-use across iOS and Android.
- **Hot reload** allows you to update the source of the app on the fly without having to restart it, it saves a lot of time.


Resultaat deze periode
€ 8.667,85
Recente transacties
Home
Opdrachten
Meer


19:00
De Wereld Draait Door
1u
KIJK TERUG
NPO 2
19:20
Typisch Kleiburg
35m
KIJK TERUG
NPO 3
19:25
First Dates
1u


Mijn boodschappenlijstje
25 producten
Zoek producten


FILL UP & GO
Start using it now
BECOME A MEMBER
& EARN 50 POINTS


De ontwikkeling van uw vermogen
9:41
Eui Beheer
108103
Ontwikkeling
Vermogen
Rendement
1M
1Q
YTD
ALL
2017


Kijk programma's
tot 7 dagen terug


9:41
PLUS
Overzicht
Profiel
Bestellingen
PLUS Amersfoort
Vandaag geopend: 8:00 - 21:00
Bekijk alle aanbiedingen
Zo. 4 mrt t/m za. 10 mrt 2018
Koken met korting


PAY & SAVE
Menu

- Consistent UI experience across all users, across all of mobile.
- Feeling very natural and feeling very native for users of both.

Why Flutter: Rendering and Performance

- Flutter focuses first on performance
- Flutter doesn't use the built-in UI widgets from either mobile platform.
- It uses a 2D graphics library, called skia, which serves as the rendering engine and draws Flutter UI widgets directly to the screen, bypassing the native UI (works with the GPU to render directly to canvas)
- Material (Android) widgets and "Cupertino" (iOS) widgets

Widgets

What are widgets? Your entire app is going to be made out of widgets. Your app is one huge widget, which has subwidgets, which has subwidgets, all the way down.

Create a Flutter app is simply creating multiple widgets and establishing parent-child relationships between them.

This composition architecture is very powerful. You can recompose the core widgets on Flutter into more beatiful, higher-level widgets.

all code.

```
class MyApp extends StatelessWidget
{
  @override
  Widget build(BuildContext context)
  {
    return new MaterialApp
    (
      title: 'Plantly',
      theme: new ThemeData(primarySwatch: Colors.green),
      home: new PlantsListPage(),
    );
  }
}
```

There's no markup, there's no XML, there's no other language you have to learn or build tools.
It's a single language and a single set of libraries for you to build your UI, manipulate your UI and build your business logic.

You get the power of code and the power of IDEs (refactoring, jump to

Clients want us to deliver value, not lines of code or overhead, they don't want us to reinvent the wheel.

Enjoy Flutter! 👍

https://github.com/yhatt/marp