



 Flutter
12.01.2024

Julian Hartl



That's me



Julian Hartl

- Computer Science student at TUM
- Software Engineer at SelectCode for ~ 2 years
- Currently: Full stack development
- Before: Mainly Flutter

We **develop** the future

We are an IT agency for startups and medium-sized businesses



2017

Foundation

18

Team members

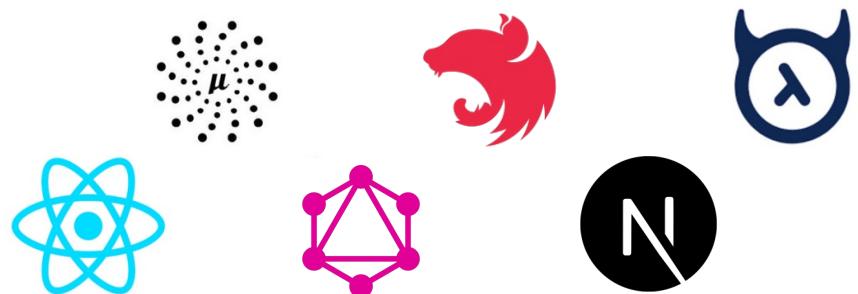
10+

Projects



We are an IT service provider to develop innovative and sustainable SaaS platforms, apps and AI-based tools to advance the technology of the future. With our development team in Munich and our strong ties to TUM, we are at the cutting edge of technology.

what we use besides Flutter:



Our Top 3 why...

...you should join the SelectCode



Working student team

currently 16 working
students



Events & Workshops

eg. SelectCode Weekend



Good salary

18 - 27 €

Still free on 19.01.?

Then take part in our Coding Escape Room competition!

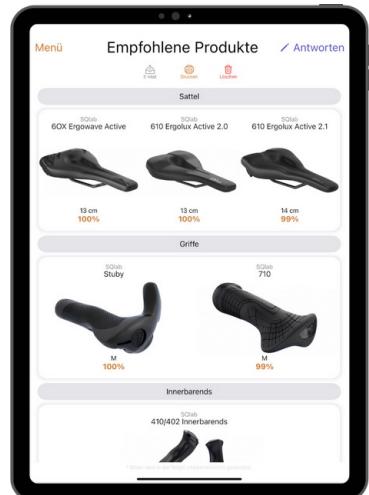


SQlab Profiler

Case Study



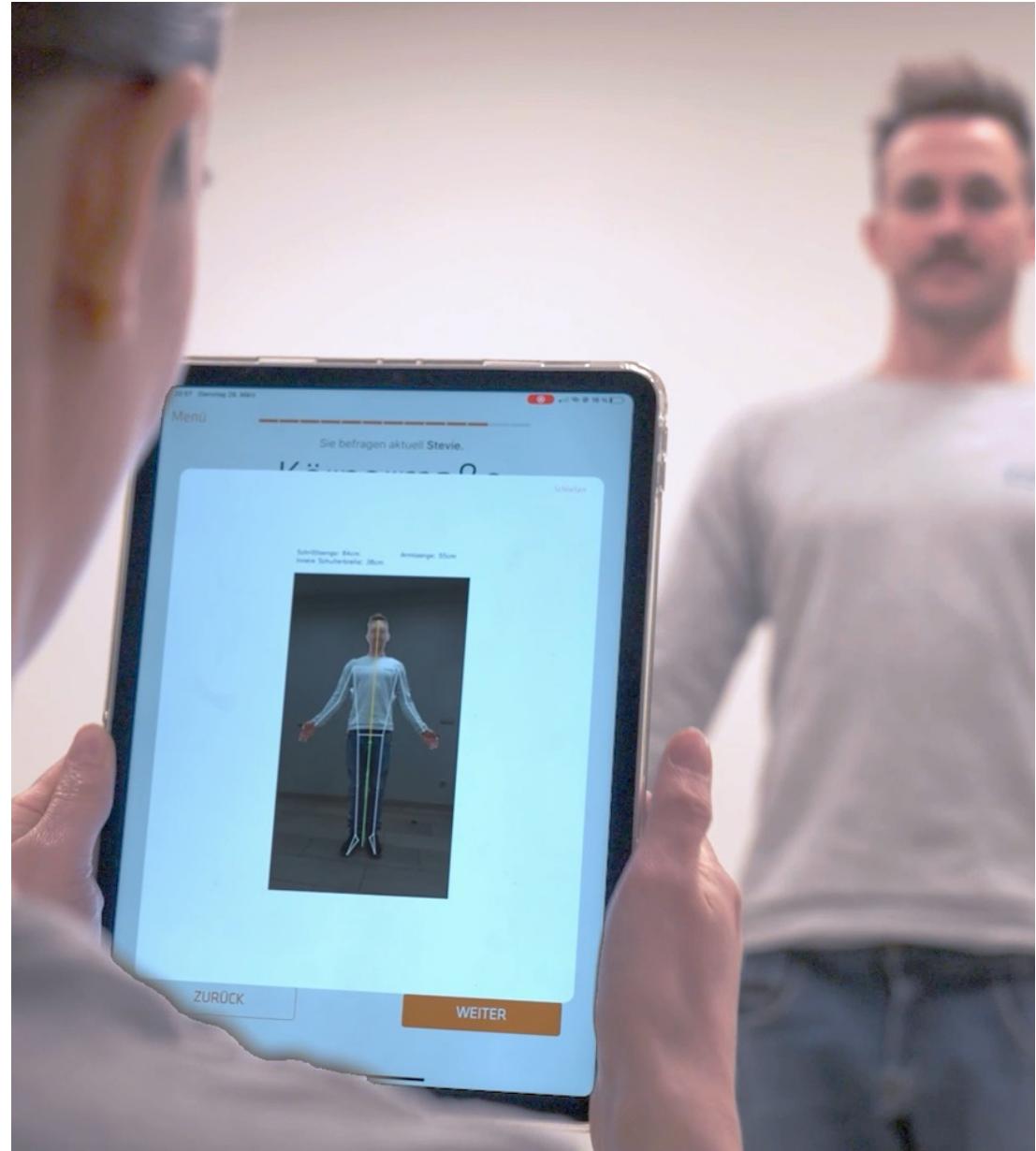
iPad app for 3D measurement and determination of suitable saddle, grip, etc.



→ Over 20.000 measurements worldwide

→ MVP after 2 months

A product for
 **SQlab**
SPORTS ERGONOMICS



Introduction to Flutter

Julian Hartl



Overview

Why Flutter?

Flutter Basics

Building a Chat-GPT Clone



Why Flutter?

What even is Flutter?

What even is Flutter?

“Flutter is an open source framework by Google for building beautiful, natively compiled, multi-platform applications from a single codebase.”

- Open source UI software development toolkit
- Supports many platforms
- Single codebase



Your experience with mobile development

Did you enjoy it? Why/Why not?

What does Flutter offer?

What does Flutter offer?

- Cross-Platform development (Android, iOS, Web, Windows, macOS, Linux, Fuchsia)
- Performant due to Ahead-of-Time (AOT) Compilation of Dart
- Expressive and flexible UI (large set of prebuilt components)
- Hot reload (instant UI updates)
- Consistent behavior across all platforms
- Strong community and ecosystem (wide adoption in the industry)

Applications in the wild



“Saved about 60-70% of their engineer’s time”



“Time saving & code-sharing”

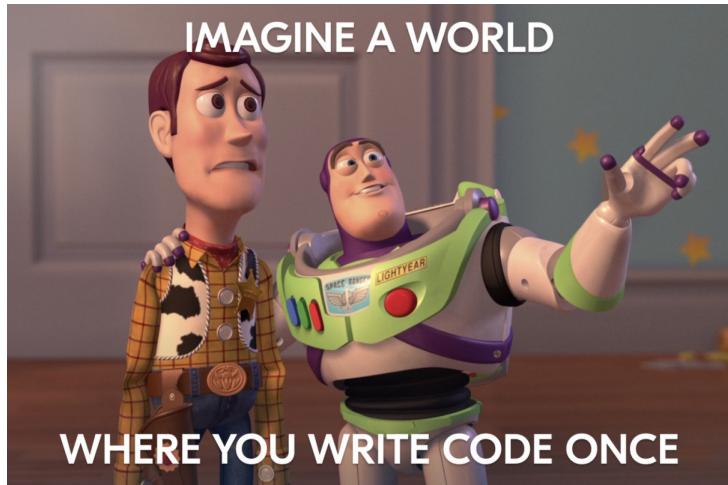


“No more troubleshooting cross-platform functionality”



“Build & design once”

Summary

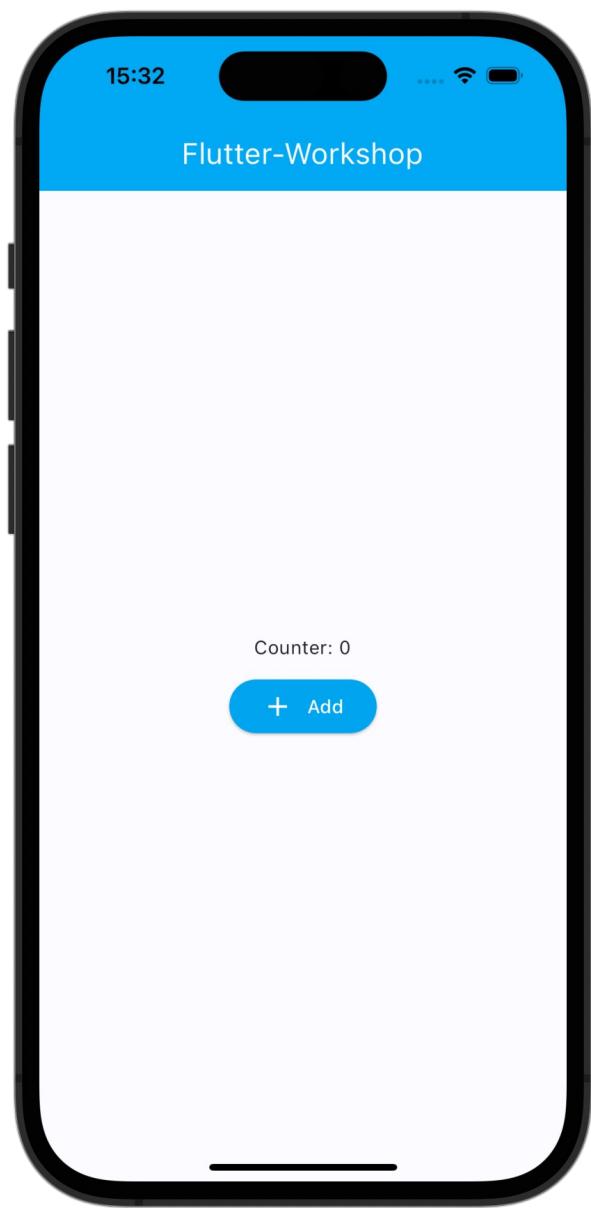


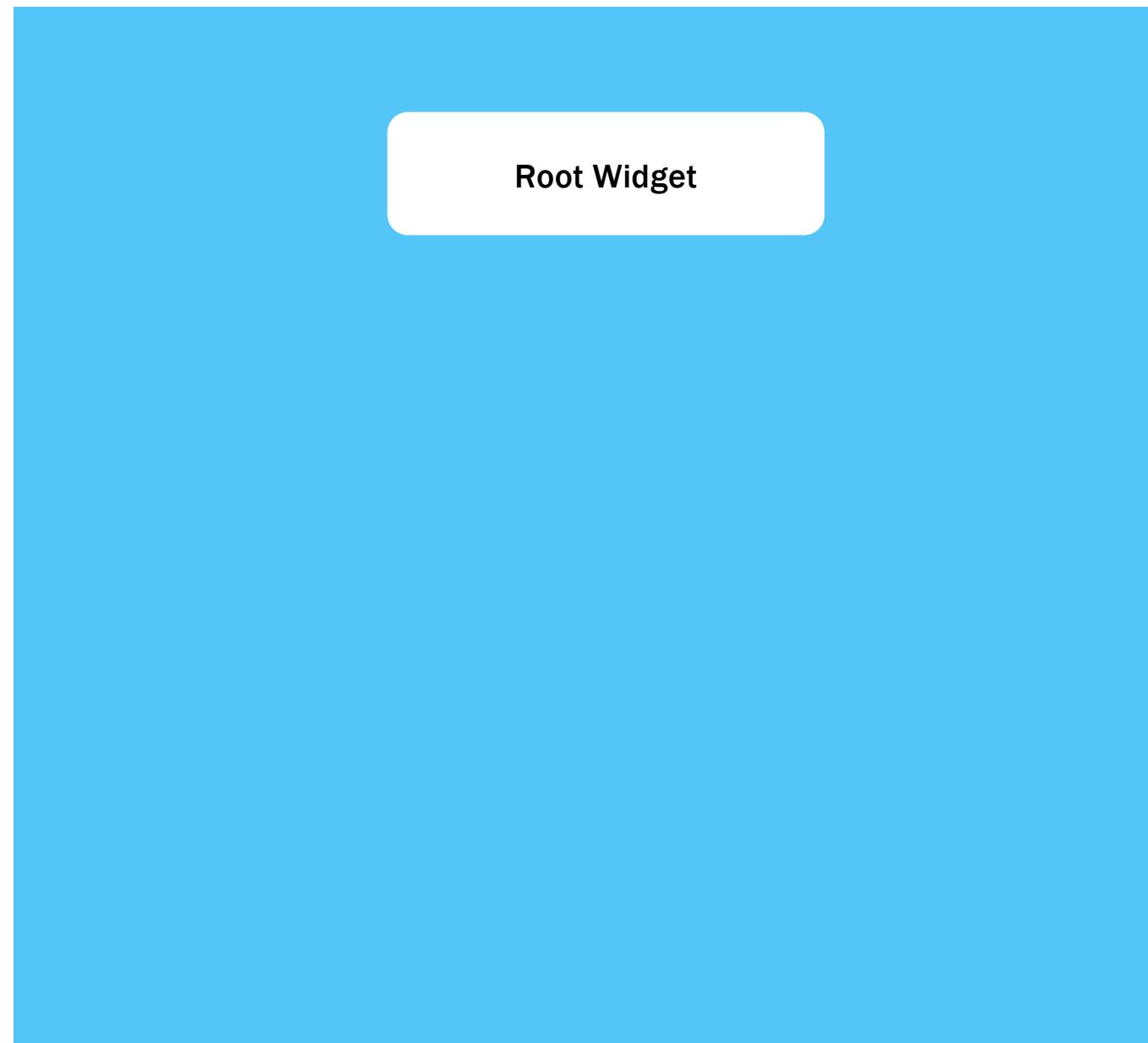
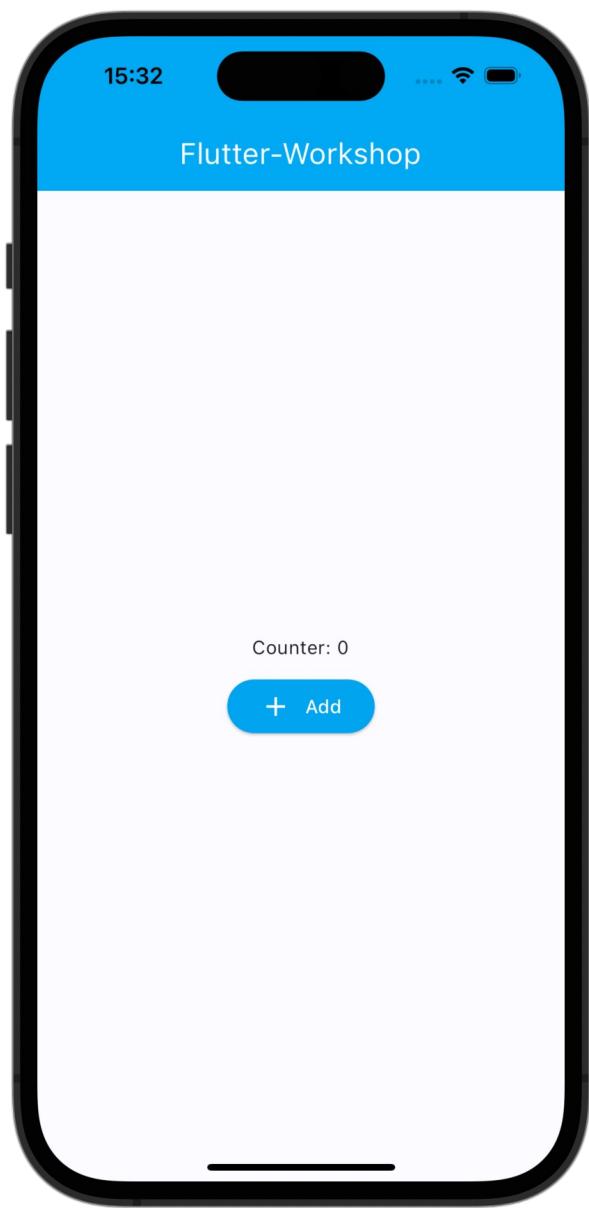
- Build once for all platforms
- Native performance
- Rich ecosystem & wide adoption

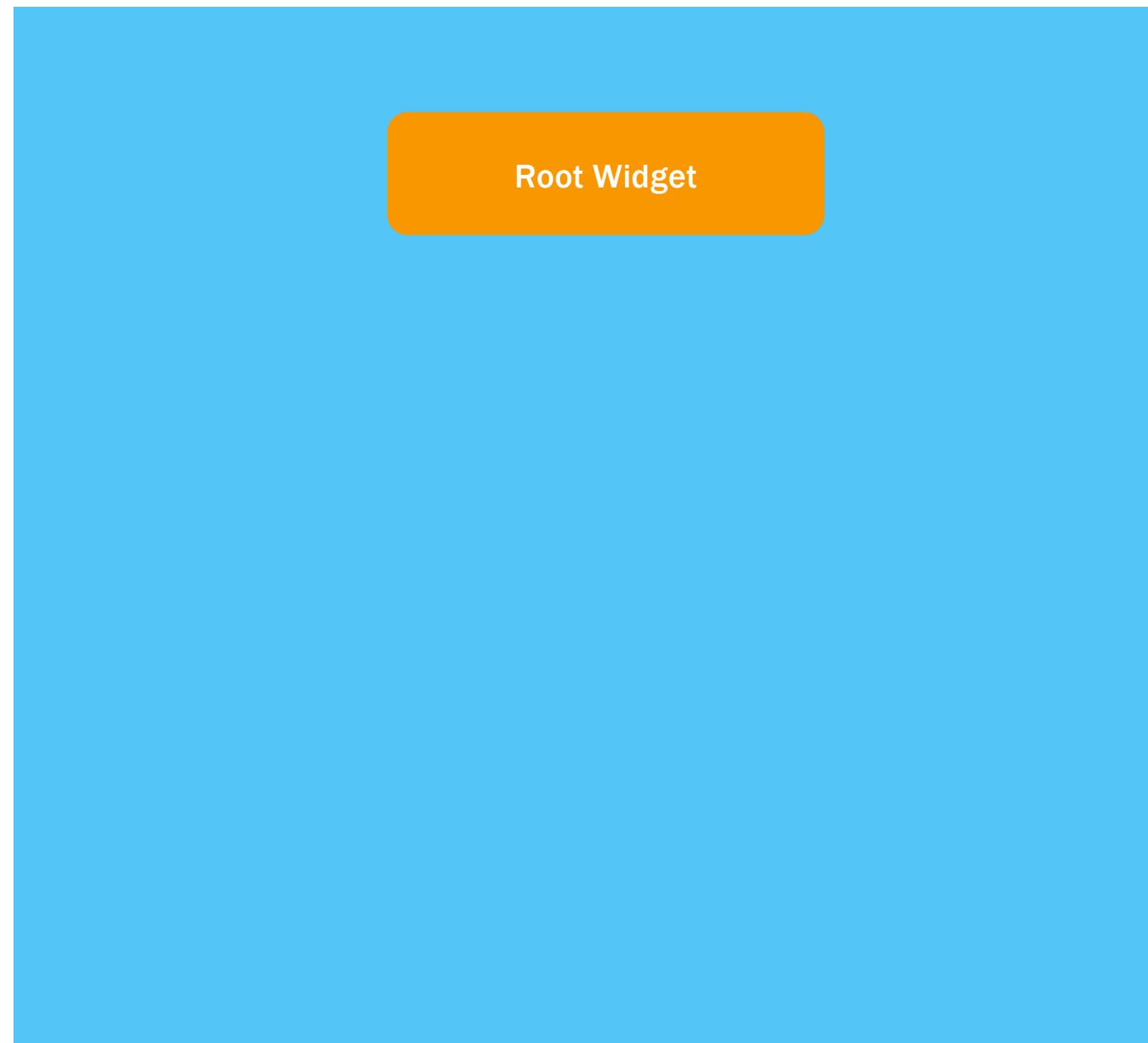
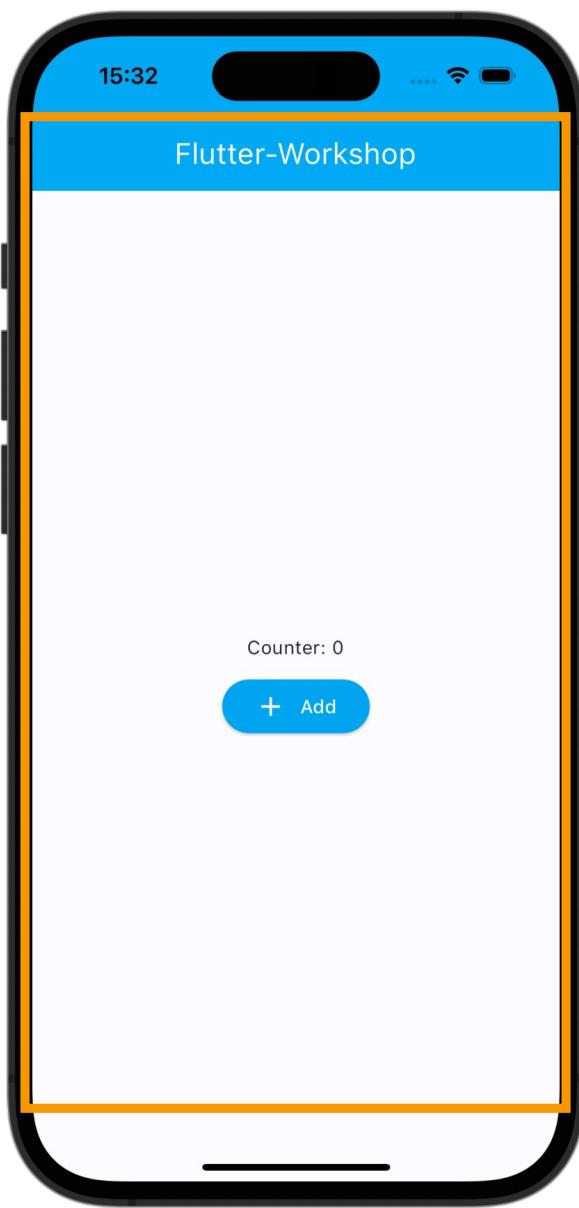
Flutter Basics

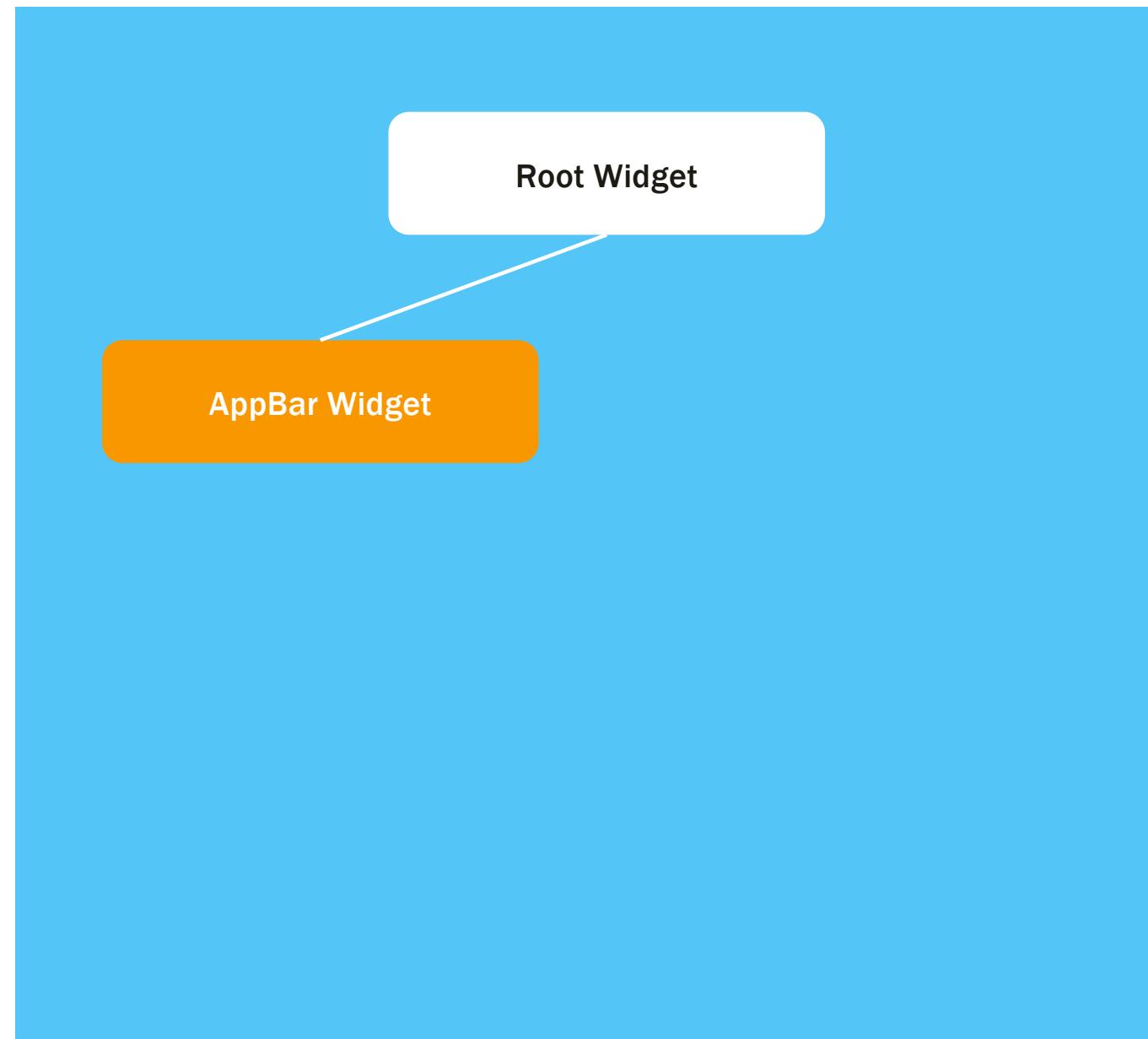
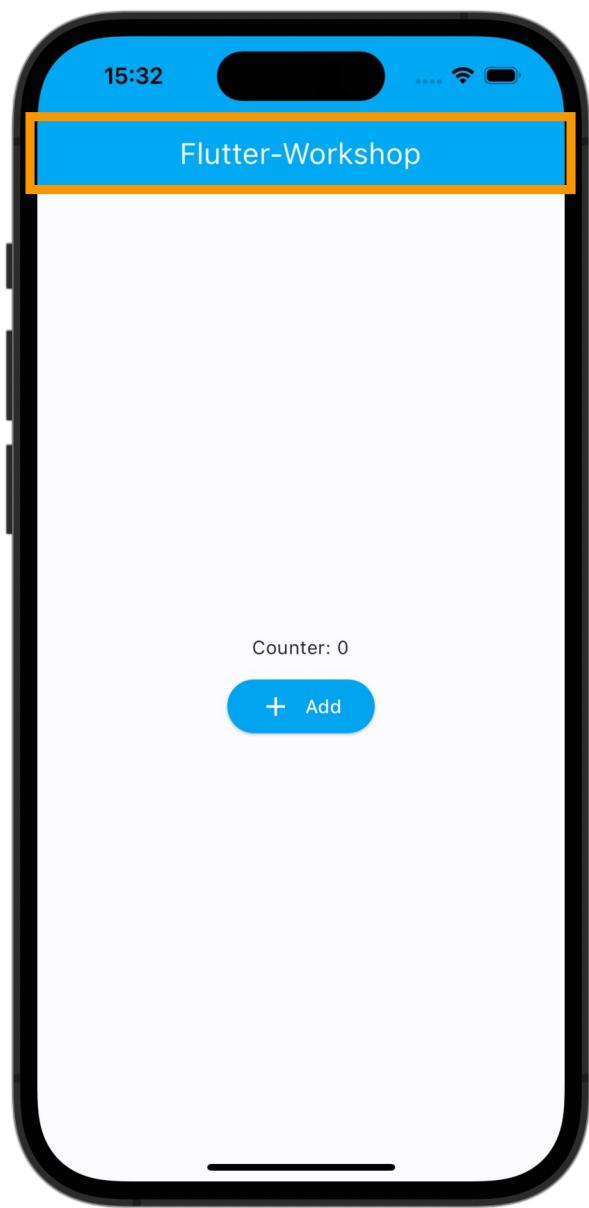
Widgets

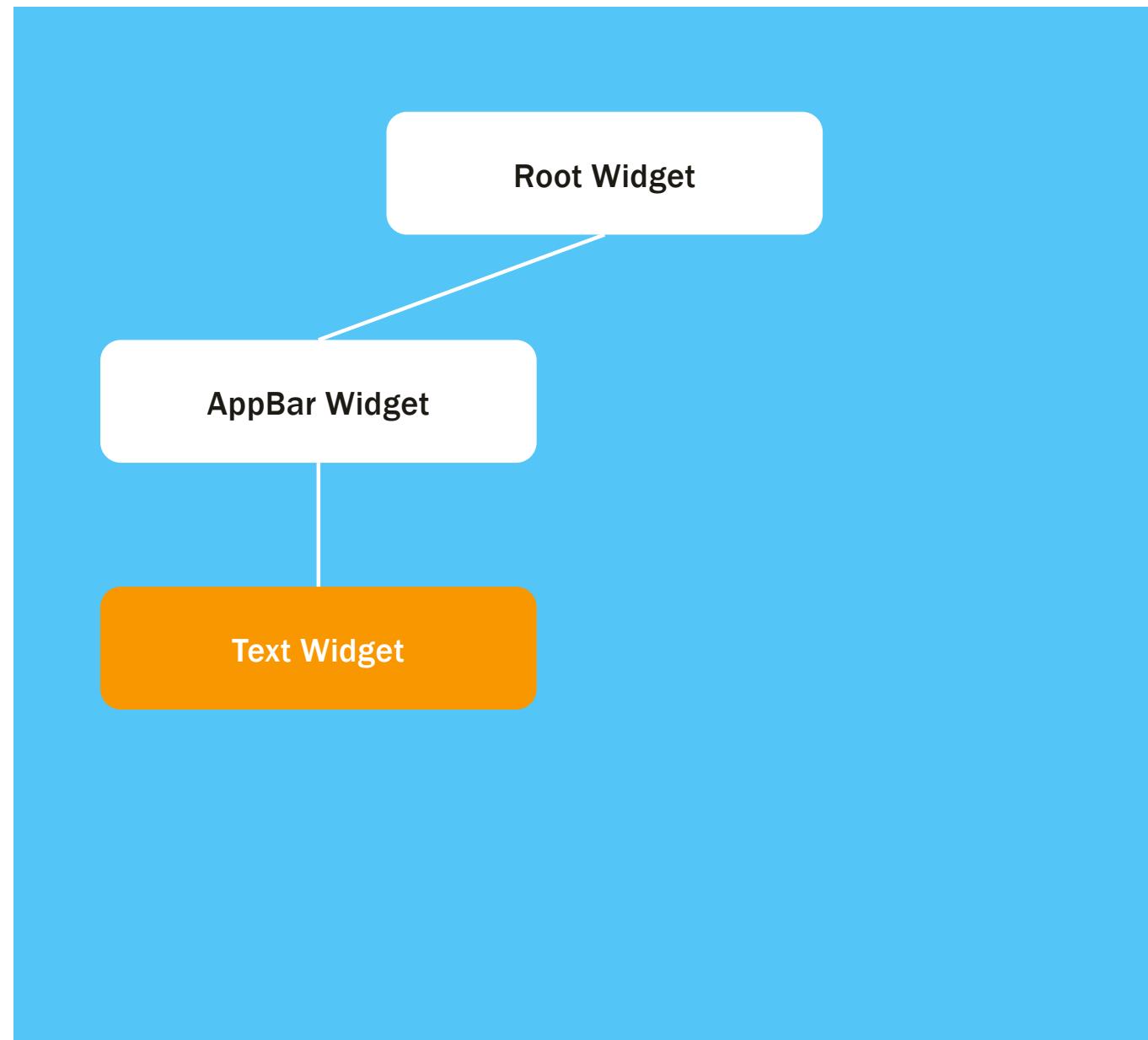
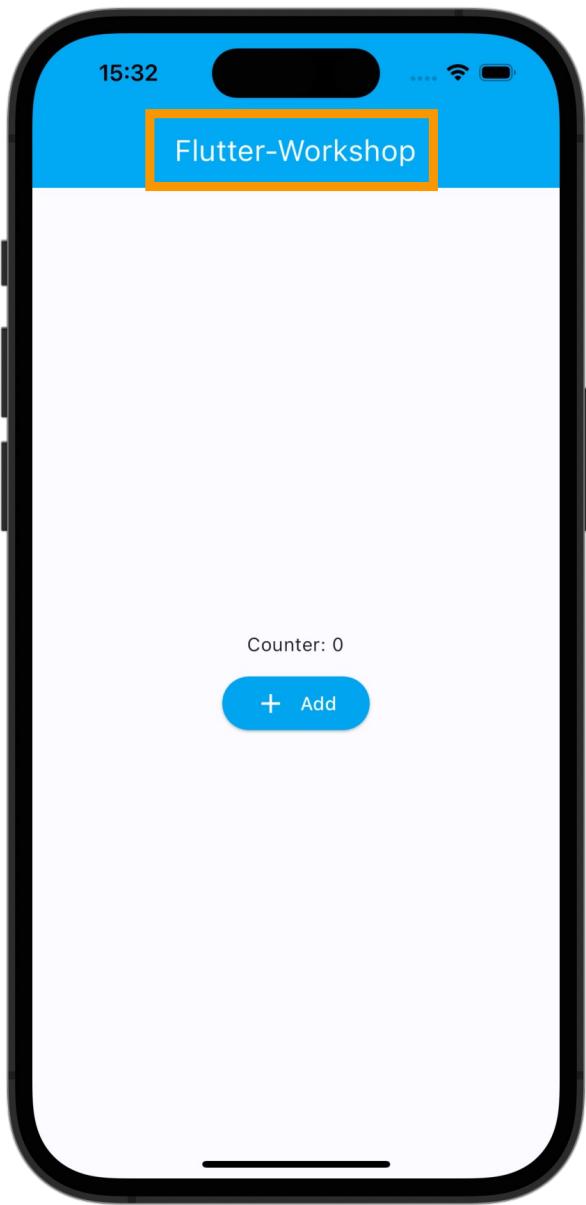


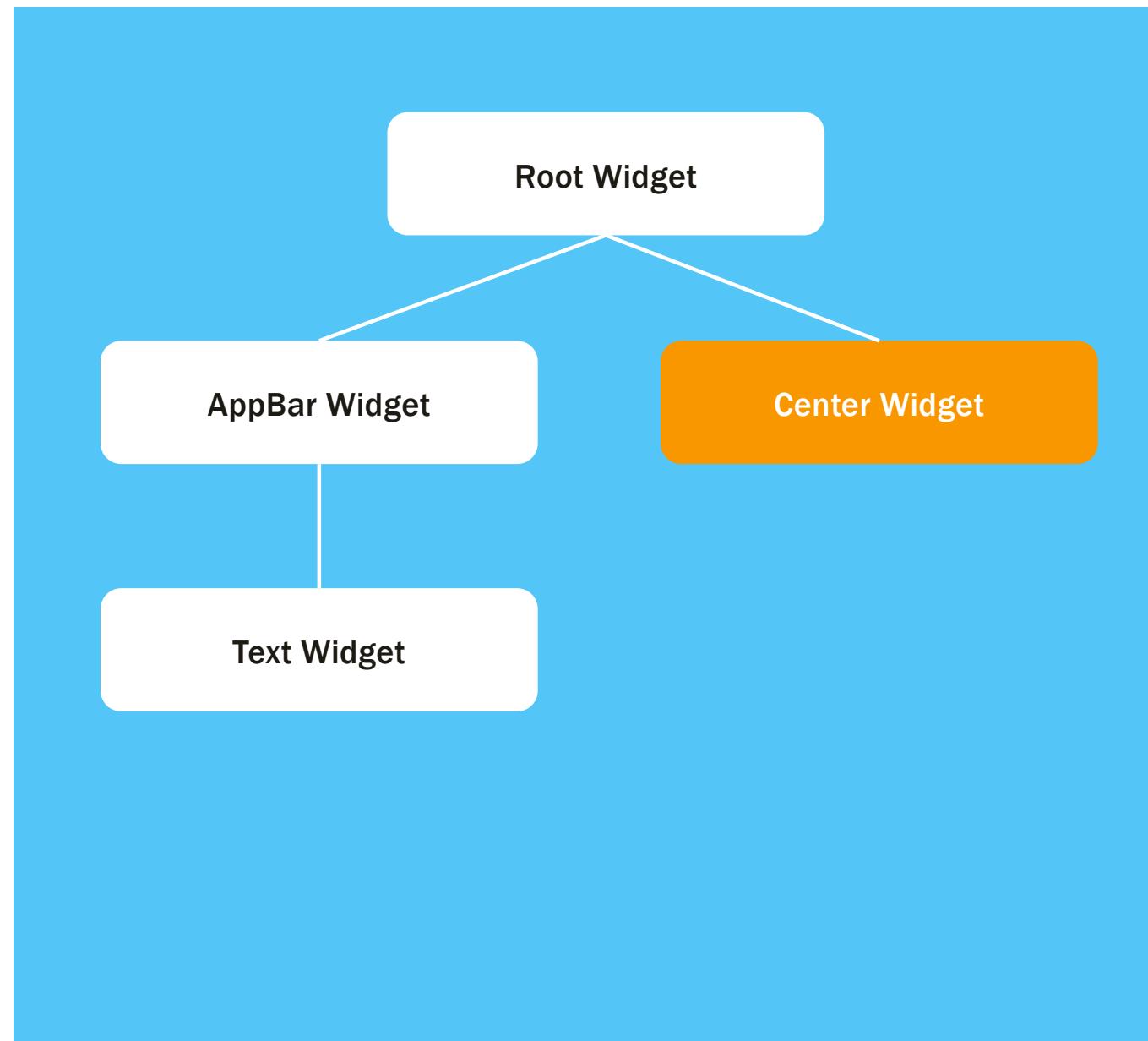
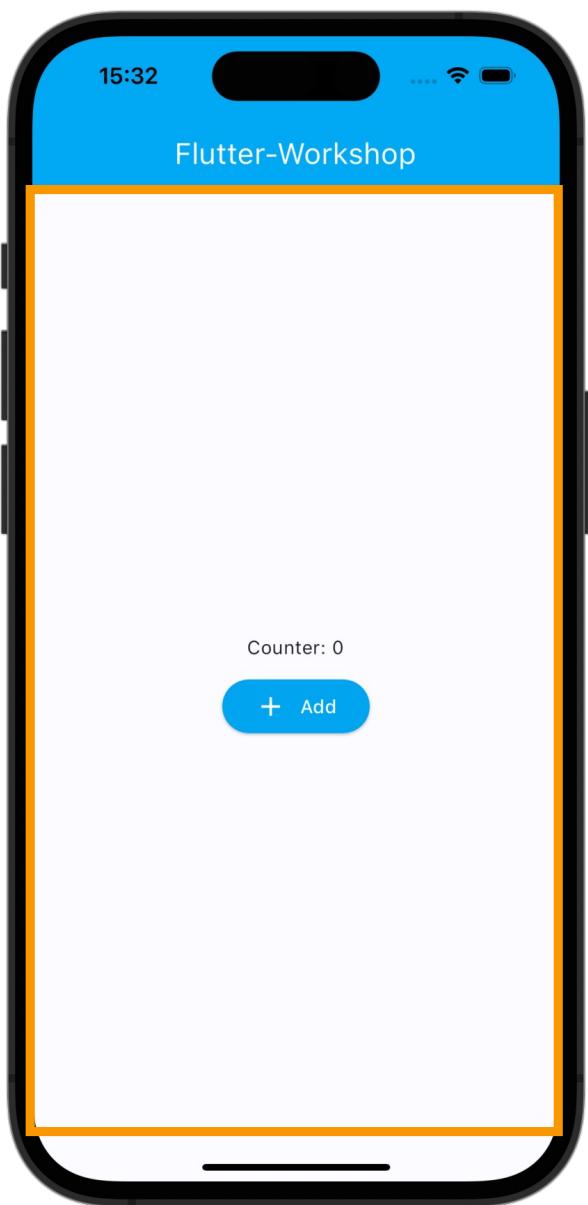


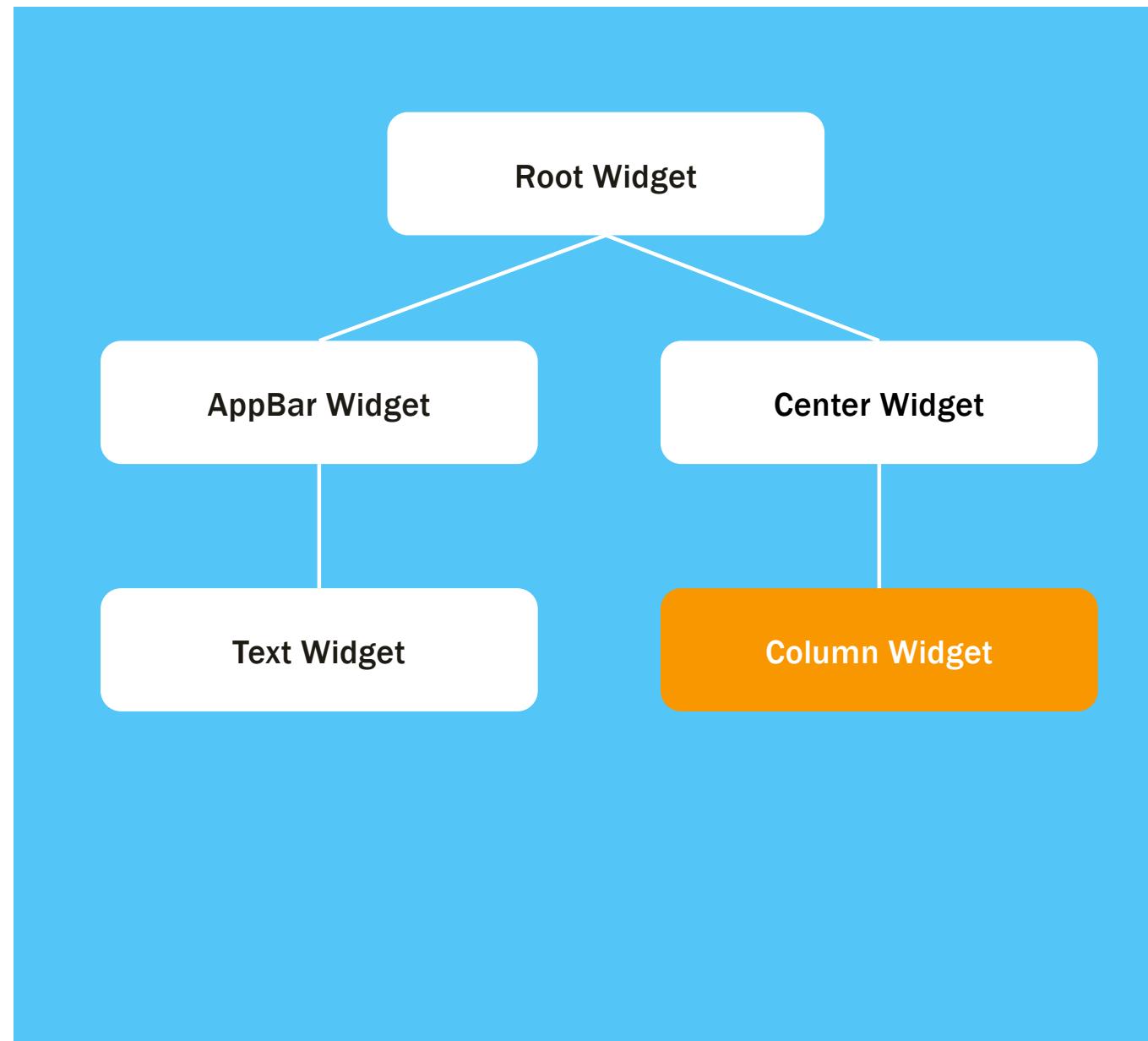
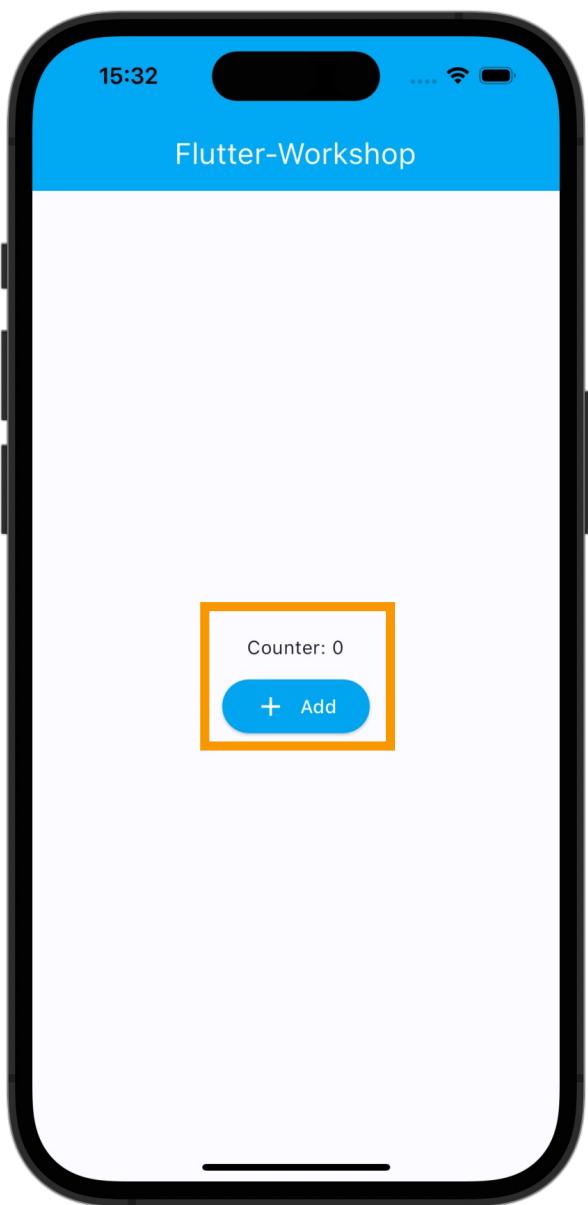


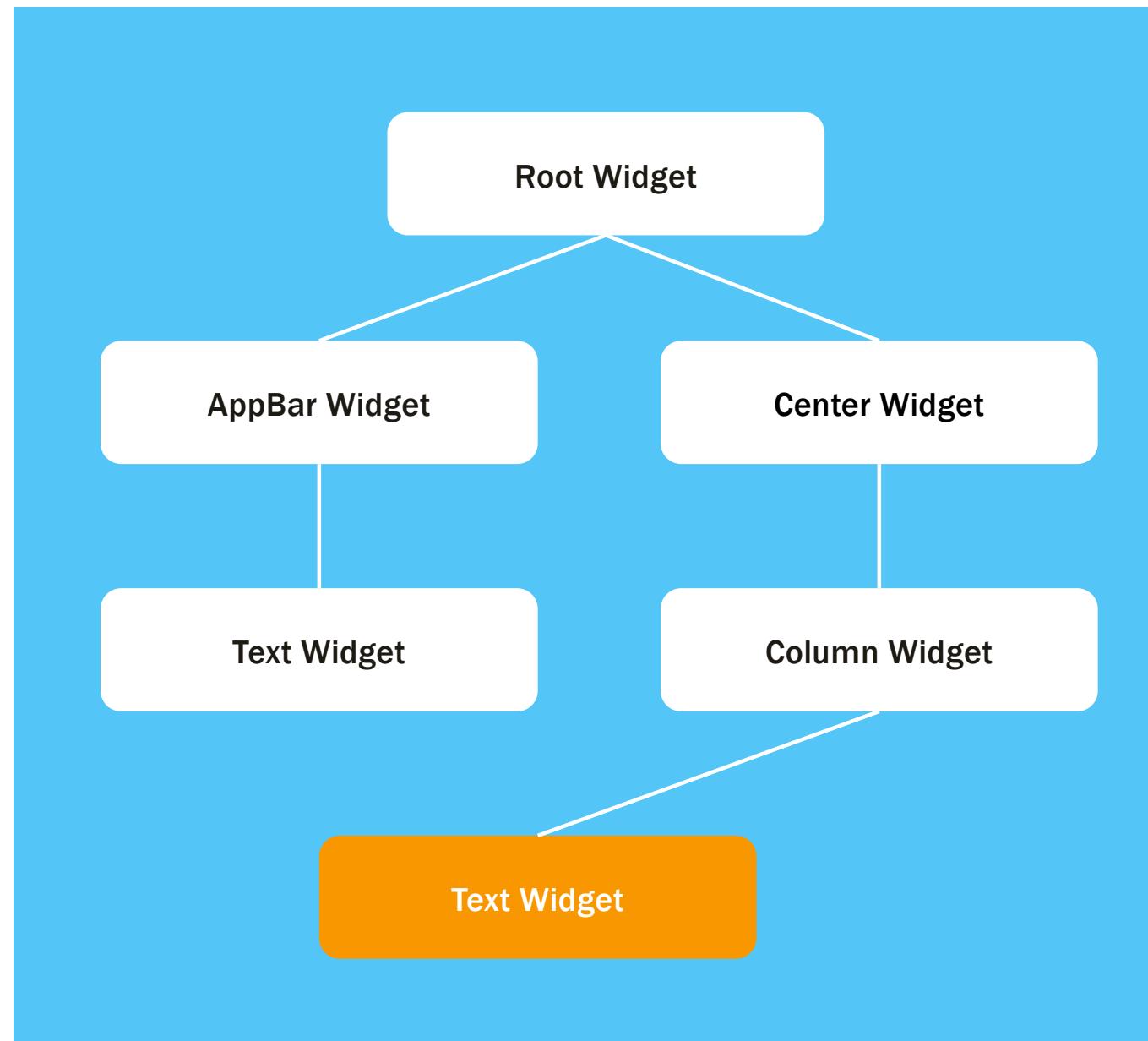
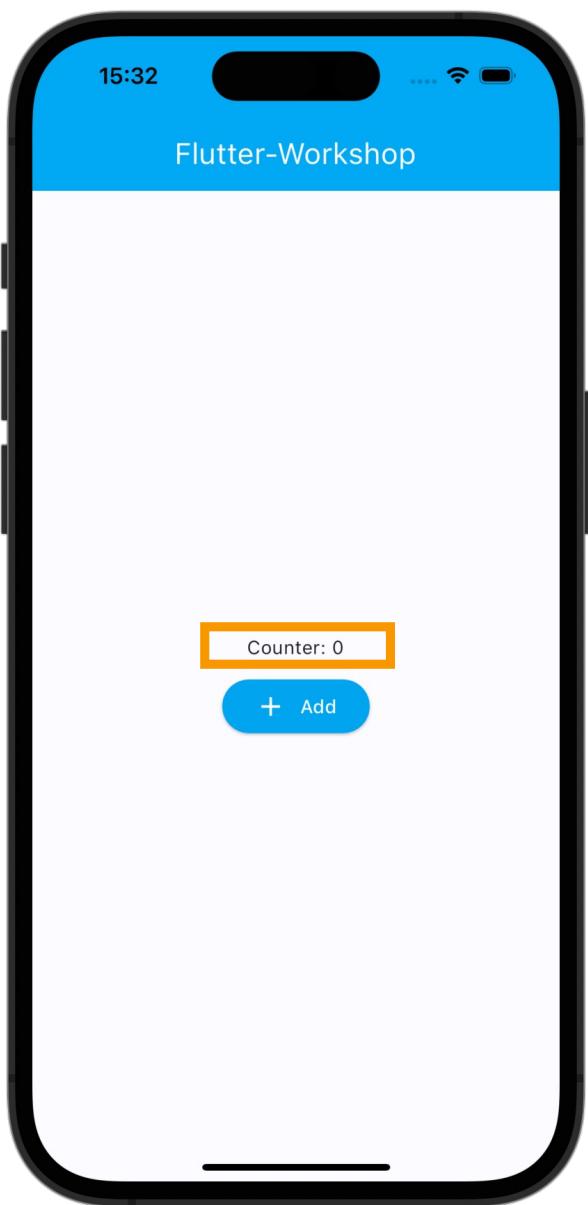


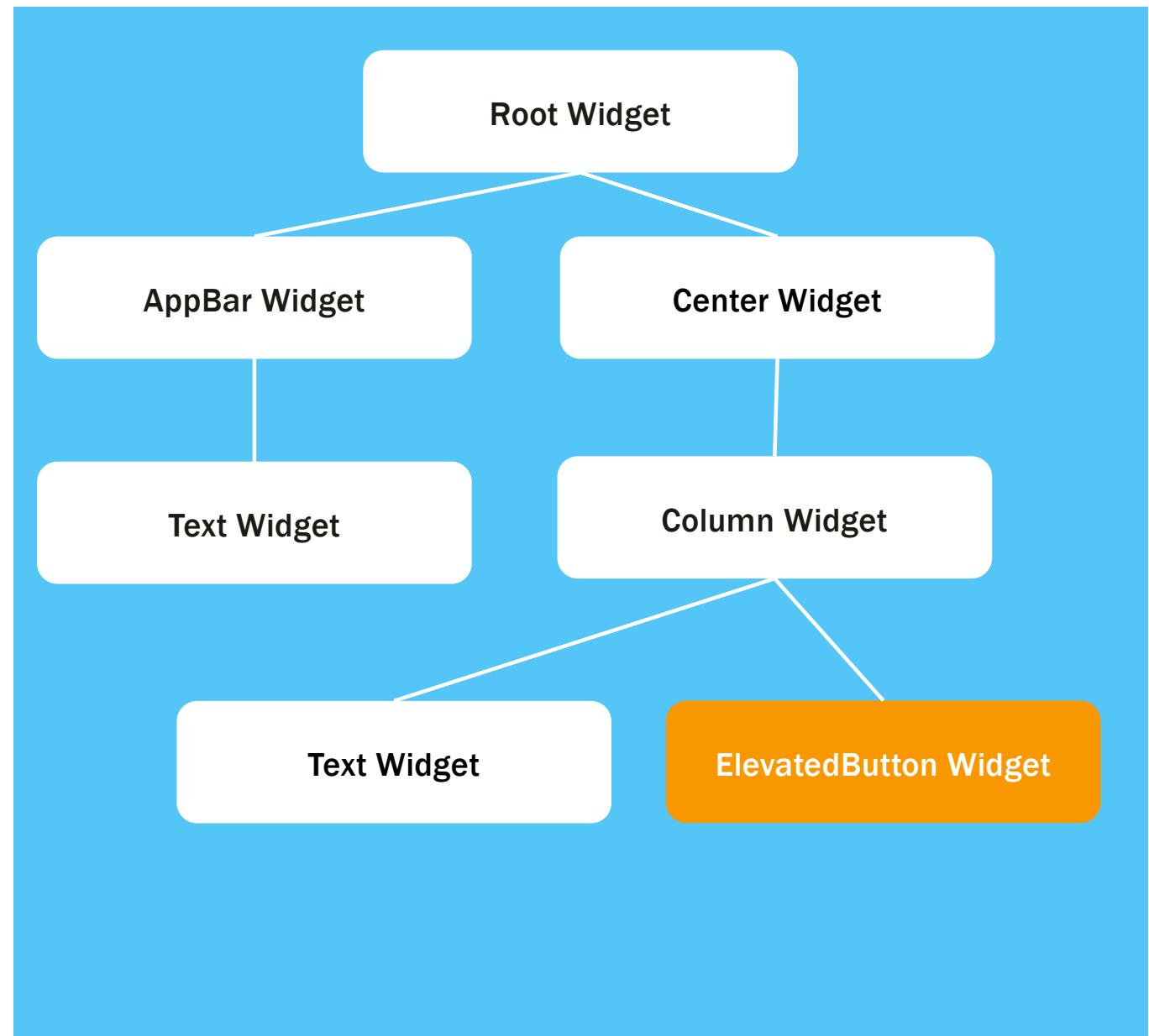
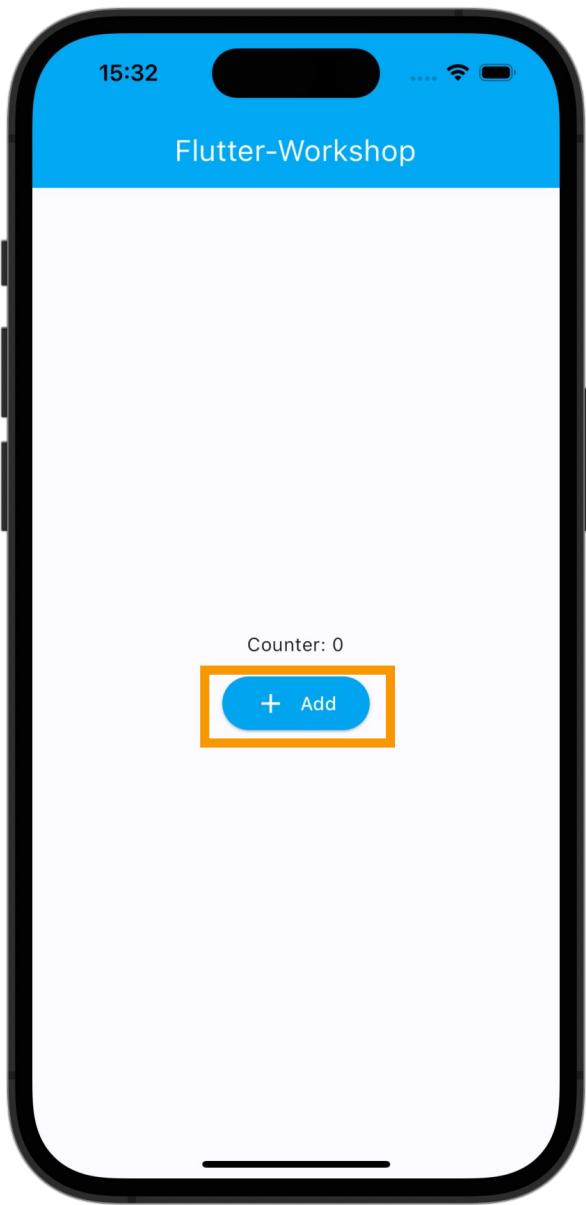


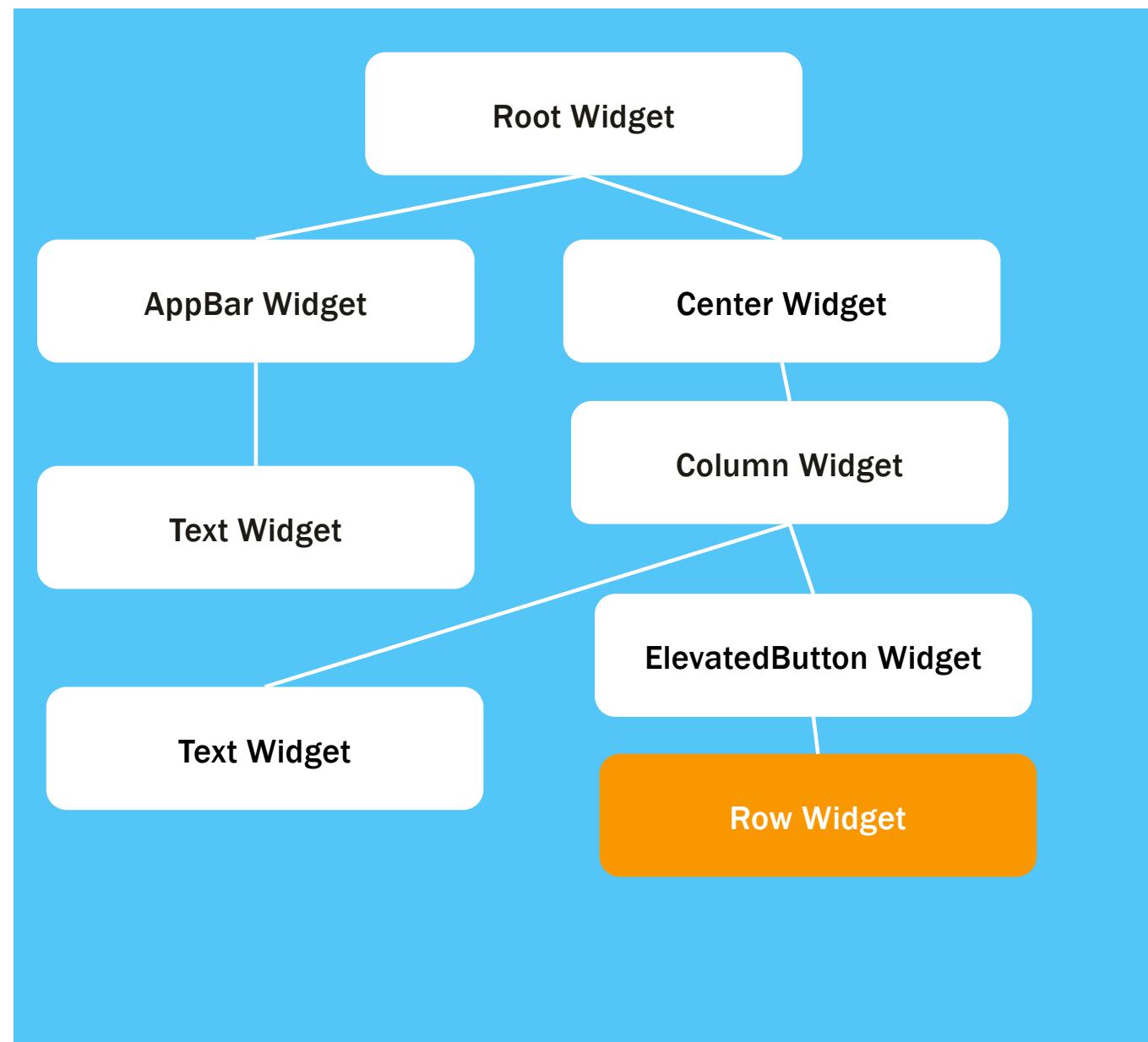
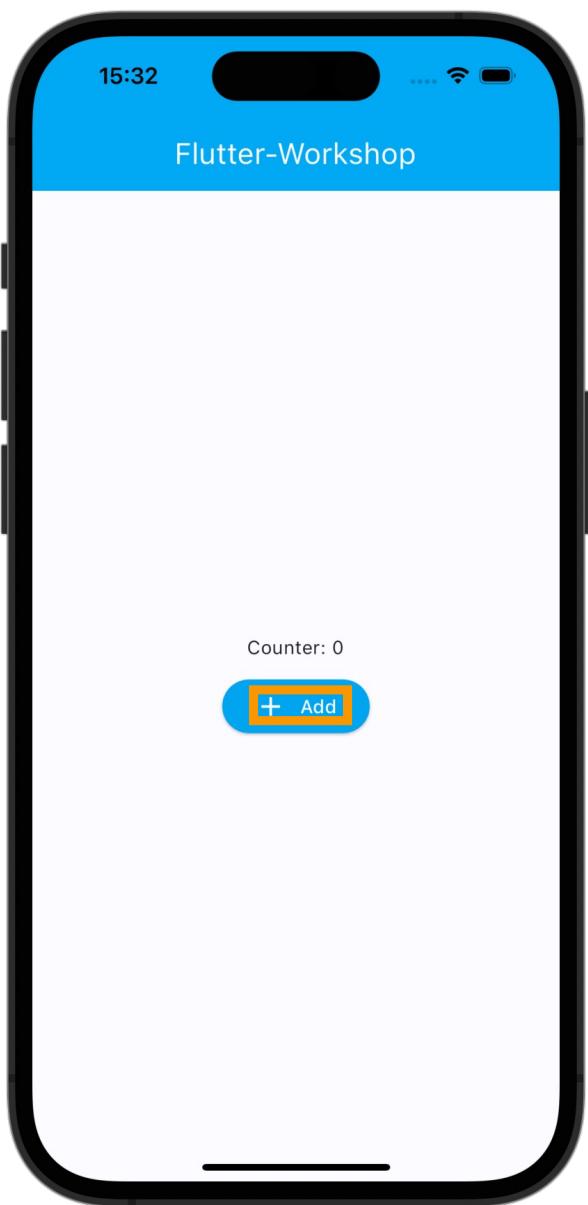


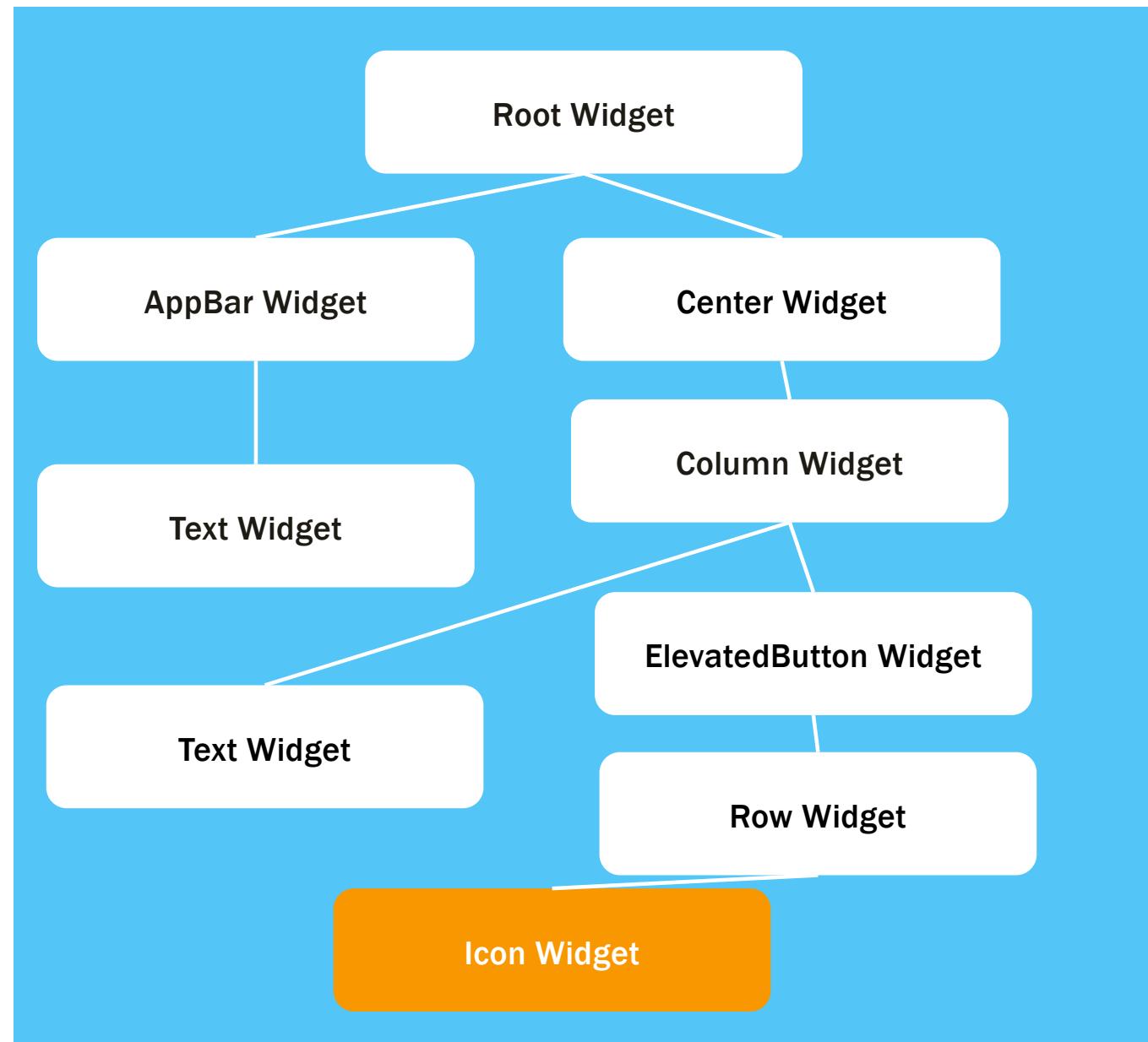
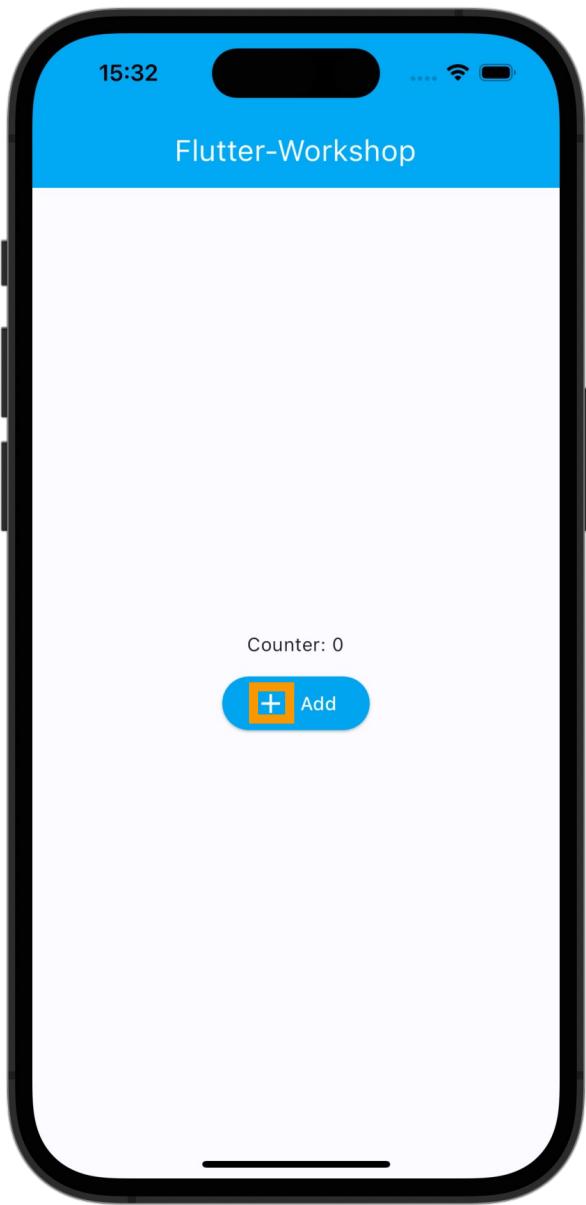


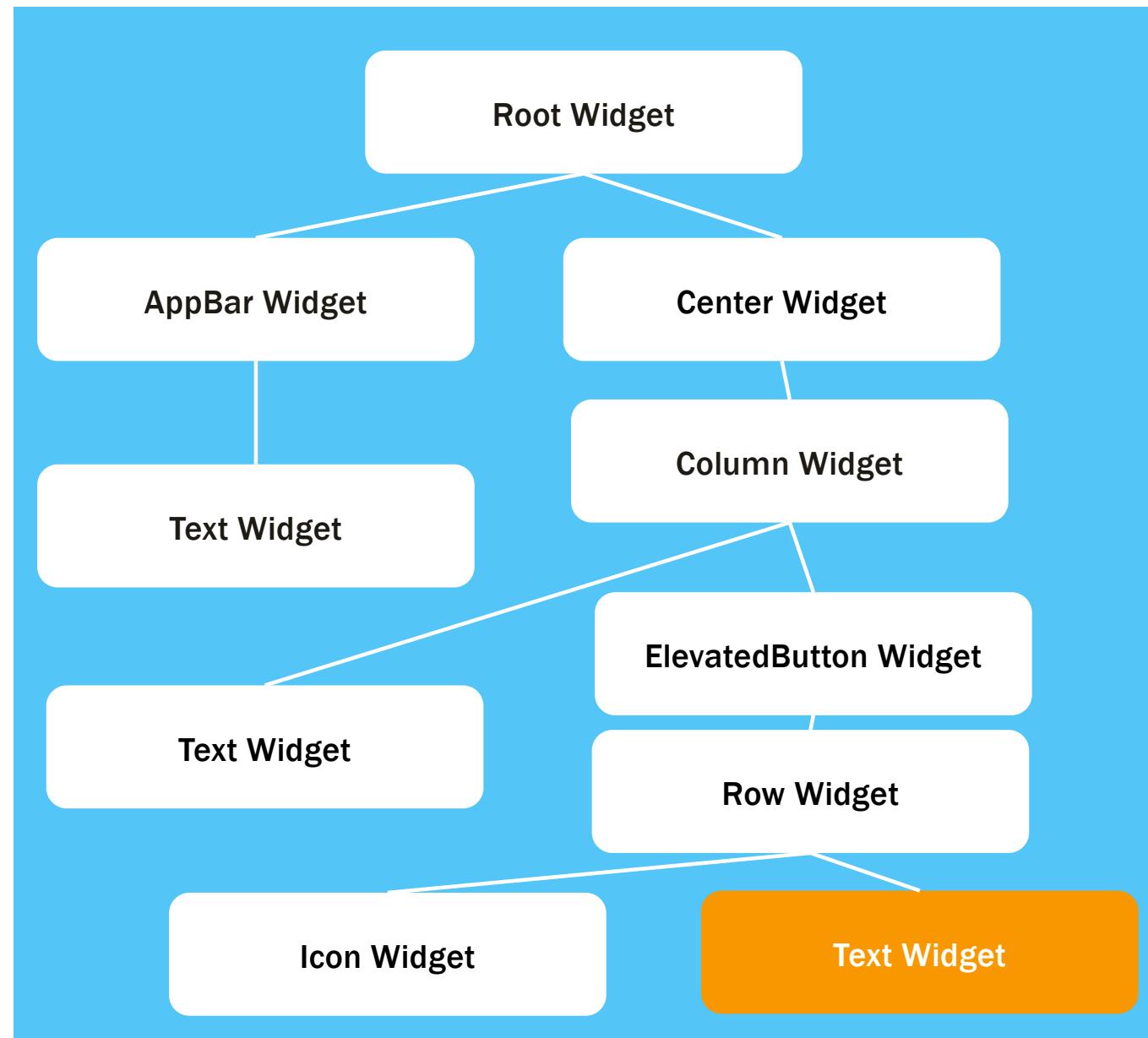
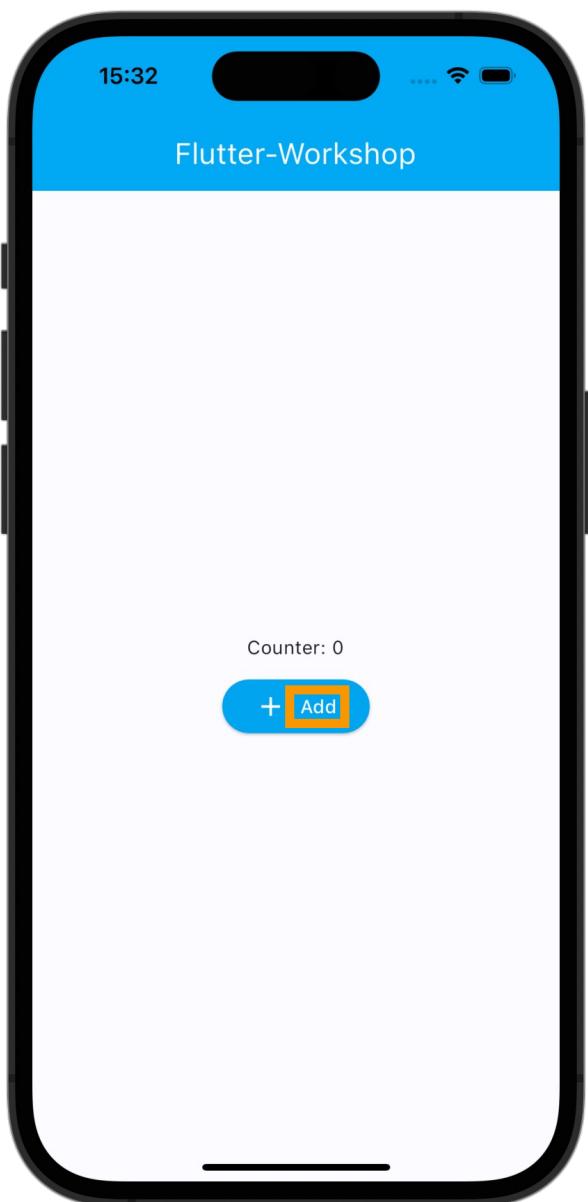


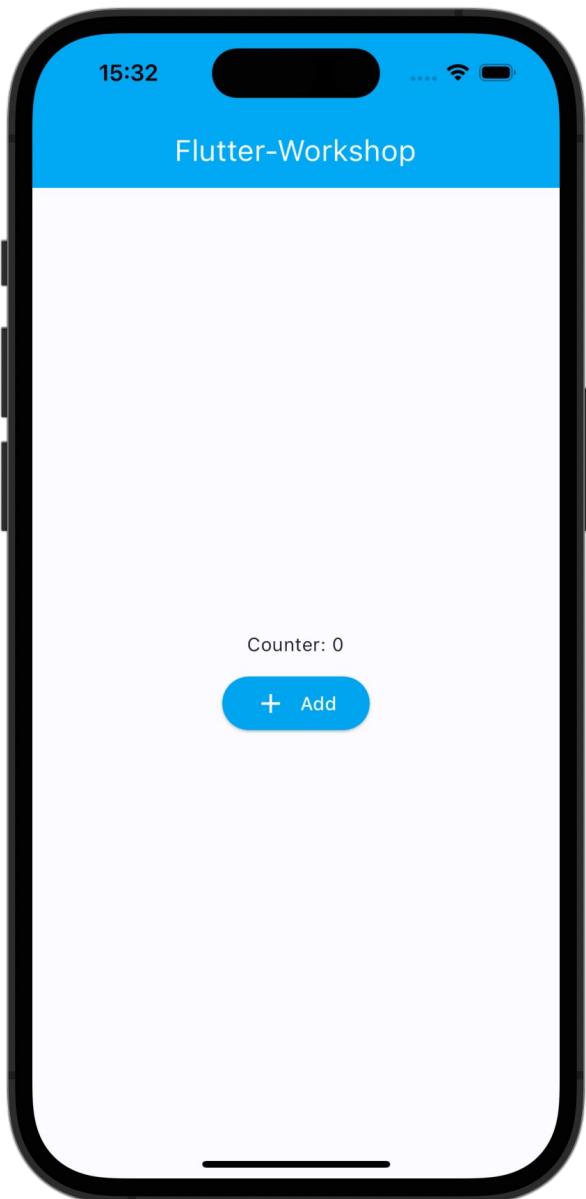












Widget Properties

Properties

Text Widget

style
textAlign
overflow
maxLines

...

ElevatedButton
Widget

style
onPressed

...

Column Widget

mainAxisAlignment
crossAxisAlignment

...

AppBar Widget

title
backgroundColor
leading

...

Summary

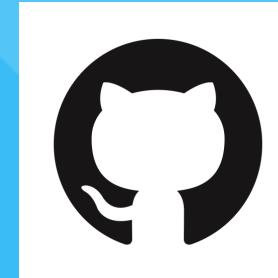
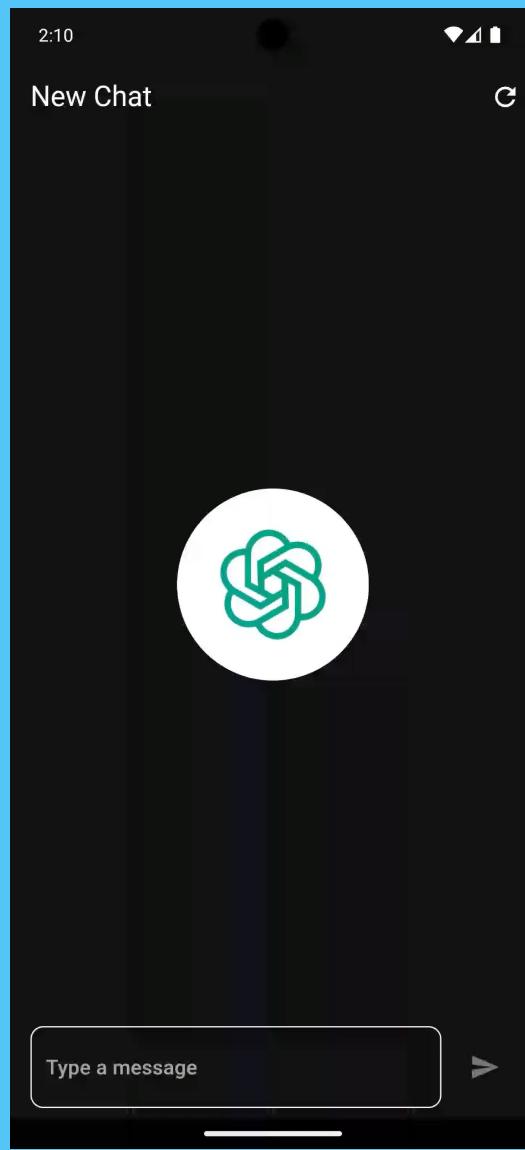


- “Everything is a widget”
- A page is just a tree of widgets (including itself)
- Widgets can be customized using their properties

Chat-GPT Clone

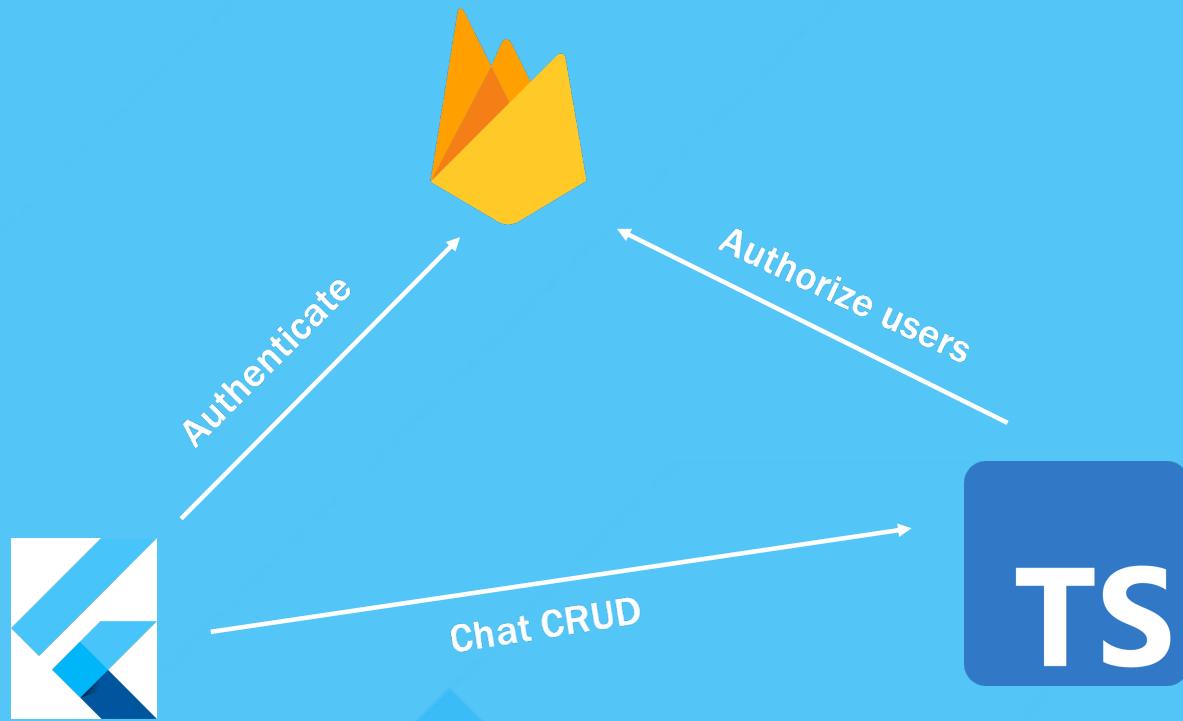
Demo

Chat-GPT Clone



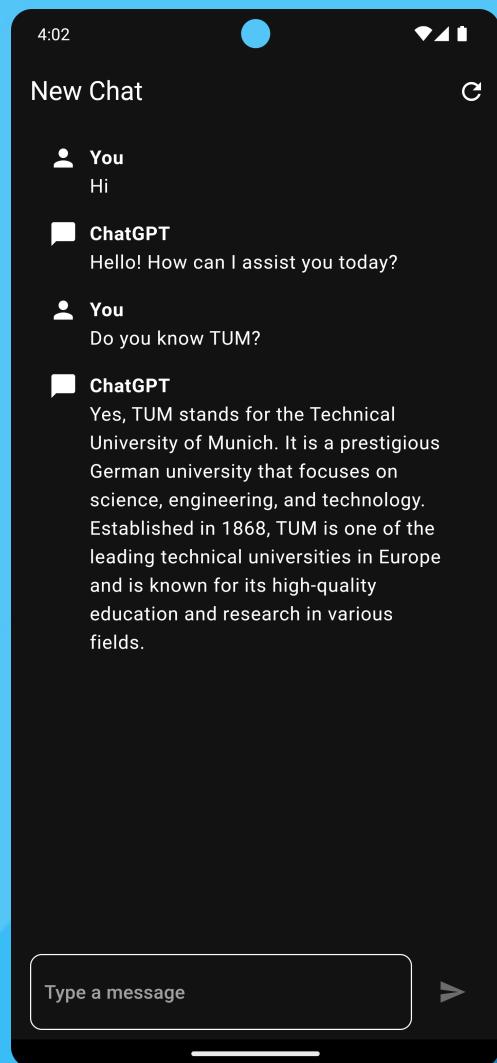
Architecture

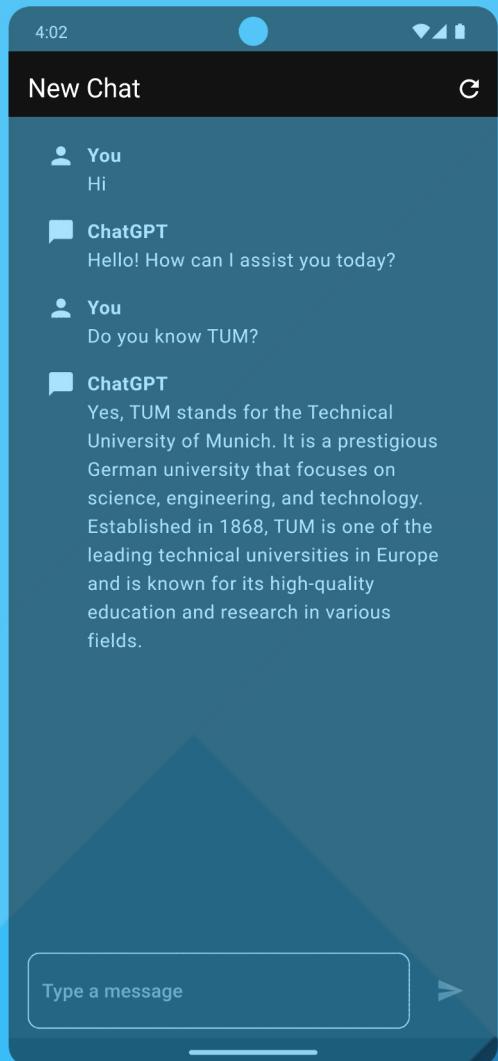
Chat-GPT Clone

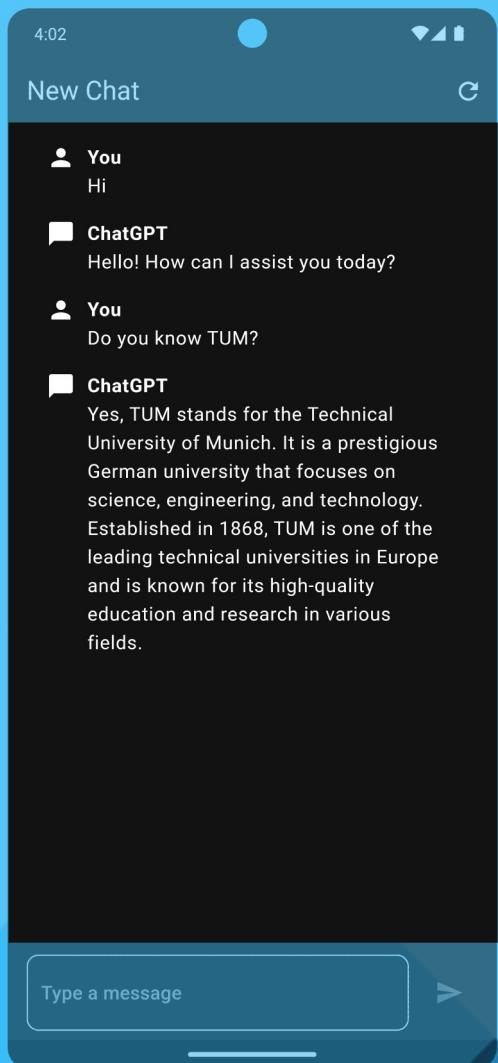


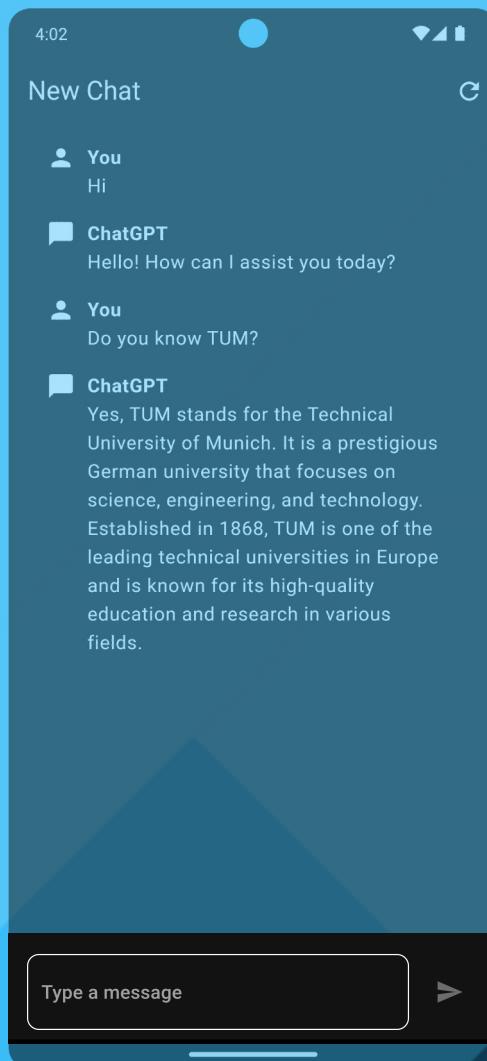
Design

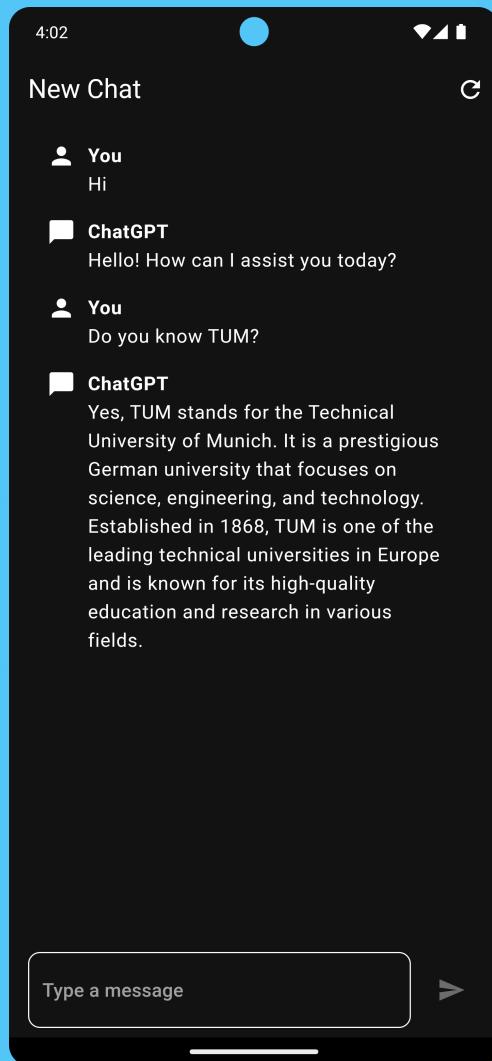
Chat-GPT Clone



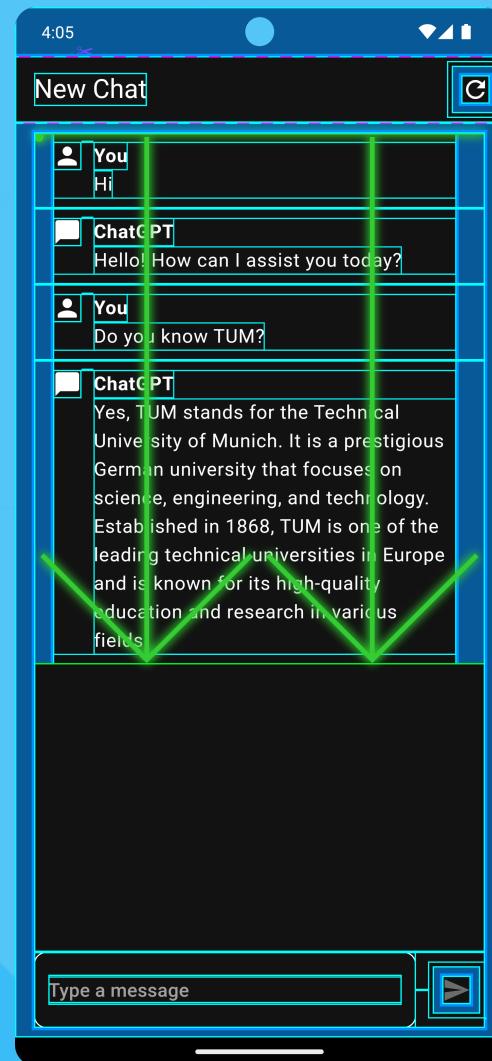


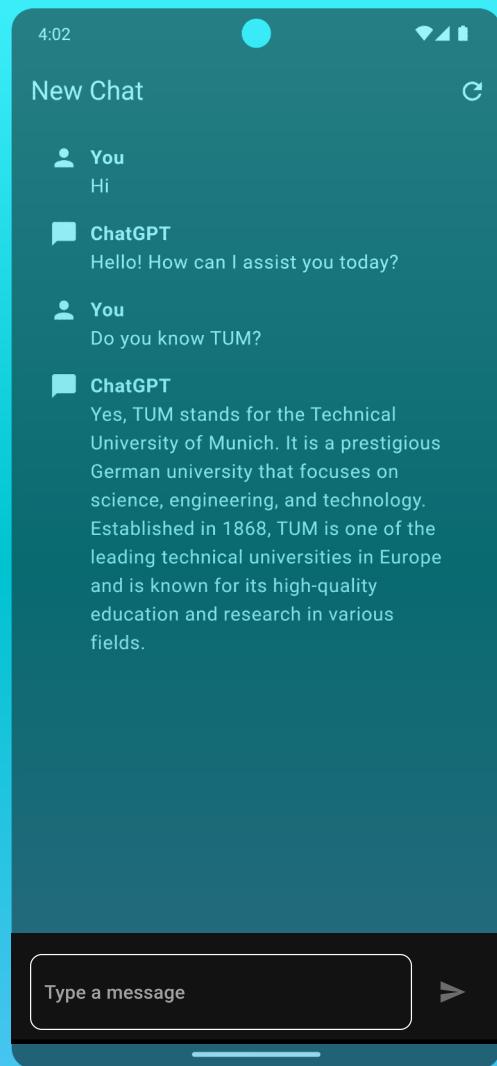


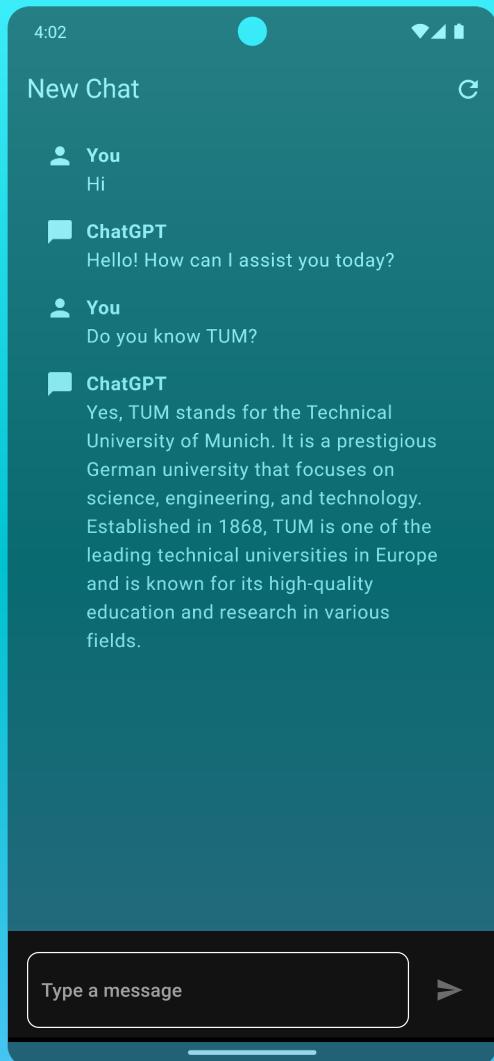




Flutter Inspector







```
class ChatInput extends StatefulWidget {
  const ChatInput({super.key});

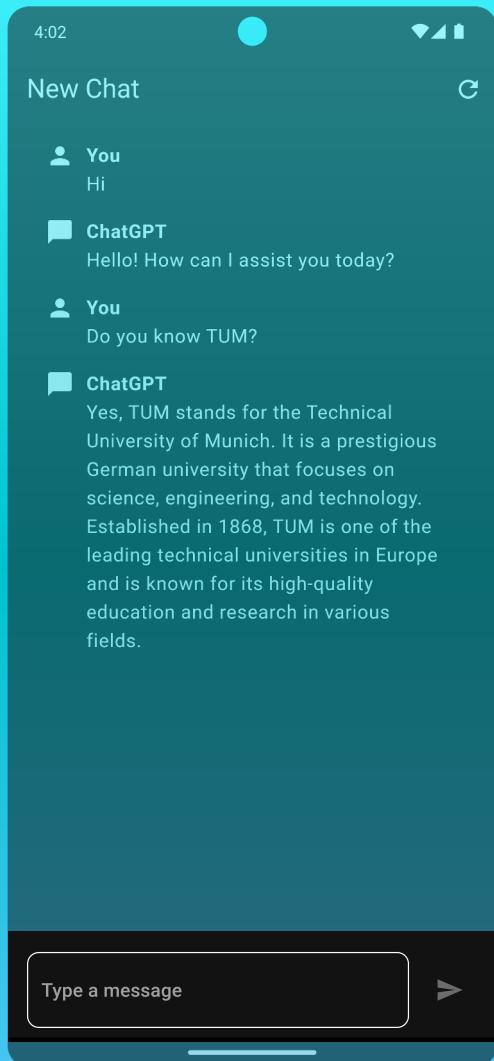
  @override
  State<ChatInput> createState() => _ChatInputState();
}

class _ChatInputState extends State<ChatInput> {
  final TextEditingController _inputController =
  TextEditingController();

  @override
  void dispose() {
    super.dispose();
    _inputController.dispose();
  }

  @override
  Widget build(BuildContext context) {
    return Row(
      children: [],
    );
}
```

You can create widget boilerplate code using live templates in your editor



```
class ChatInput extends StatefulWidget {
  const ChatInput({super.key});
   Widget has mutable state

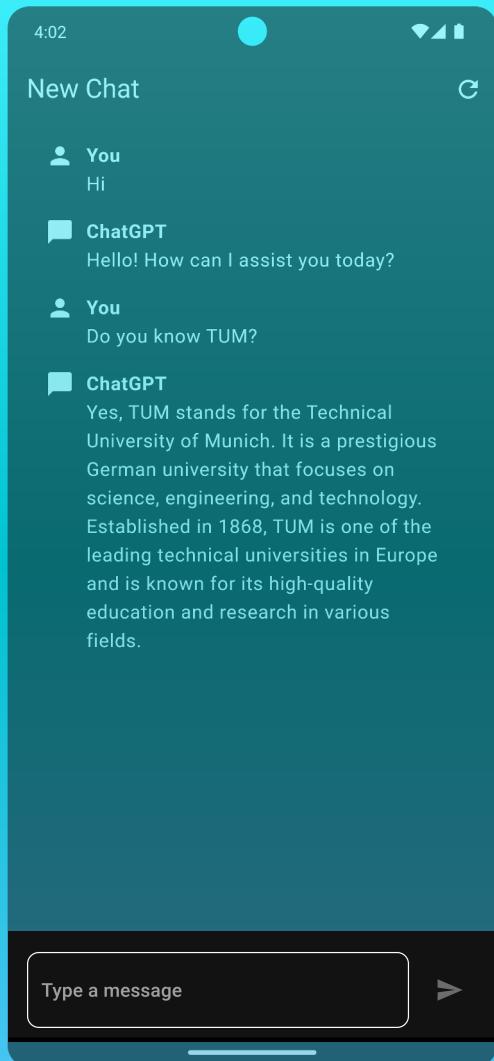
  @override
  State<ChatInput> createState() => _ChatInputState();
}

class _ChatInputState extends State<ChatInput> {
  final TextEditingController _inputController =
  TextEditingController();

  @override
  void dispose() {
    super.dispose();
    _inputController.dispose();
  }

  @override
  Widget build(BuildContext context) {
    return Row(
      children: [],
    );
  }
}
```

 **State of the ChatInput Widget**

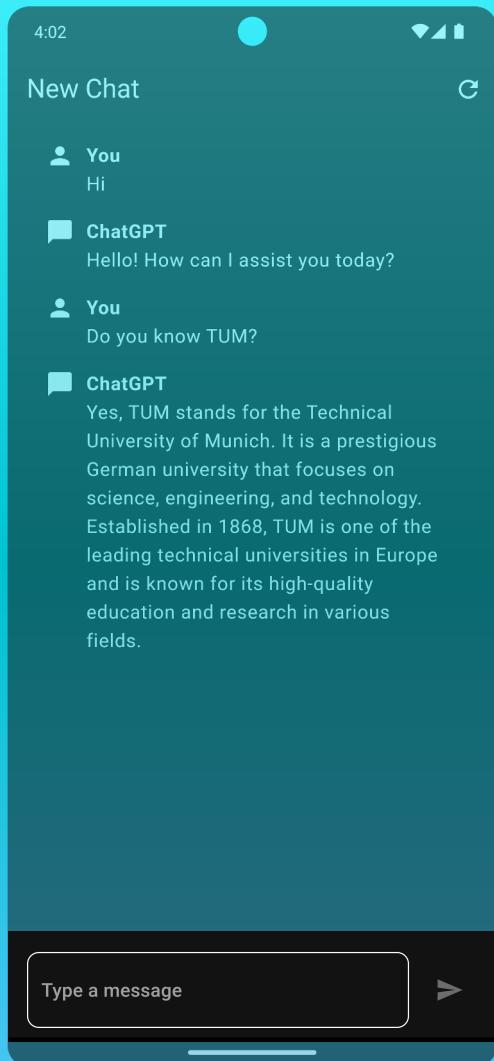


```
class ChatInput extends StatefulWidget {  
    const ChatInput({super.key});  
  
    @override  
    State<ChatInput> createState() => _ChatInputState();  
}  
  
class _ChatInputState extends State<ChatInput> {  
    final TextEditingController _inputController =  
    TextEditingController();  
  
    @override  
    void dispose() {  
        super.dispose();  
        _inputController.dispose();  
    }  
  
    @override  
    Widget build(BuildContext context) {  
        return Row(  
            children: [],  
        );  
    }  
}
```

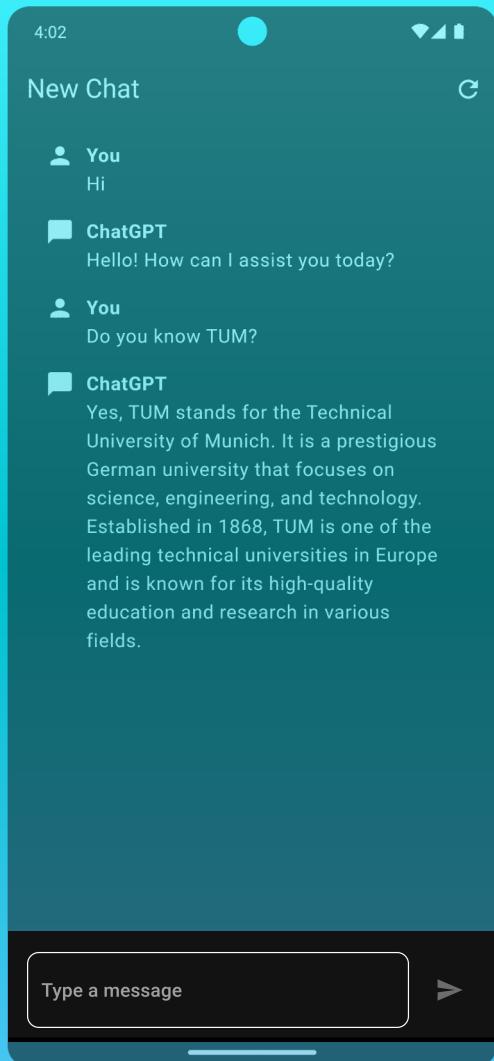
👉 Controller for the text field

👉 Called on end of widget lifecycle

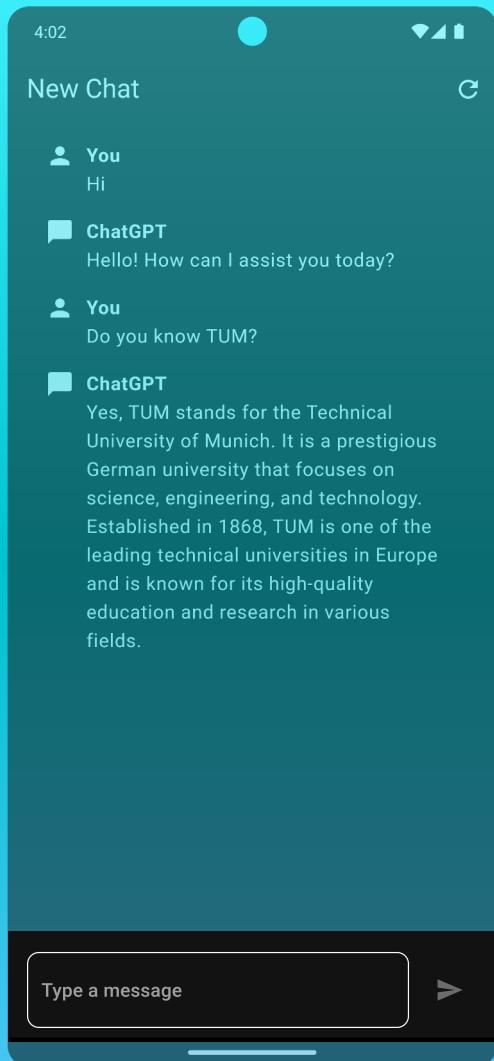
👉 Defines the content of the widget



```
  @override
  Widget build(BuildContext context) {
    return Row(
      children: [
        Expanded(👉 Expand TextFormField to its maximum size
          child: TextFormField(
            controller: _inputController,
            decoration: const InputDecoration(
              hintText: 'Type a message',
            ),
          ),
        ),
        const SizedBox(👉 Horizontal space
          width: 10,
        ),
        IconButton(
          onPressed: onSendPressed,👉 Called when button is pressed
          icon: const Icon(Icons.send),
        )
      ],
    );
}
```



```
  @override
  Widget build(BuildContext context) {
    return Row(
      children: [
        Expanded(
          child: TextFormField(
            controller: _inputController,
            decoration: const InputDecoration(
              hintText: 'Type a message',
            ),
          ),
        ),
        const SizedBox(
          width: 10,
        ),
        if (_isSending) ➡ Show progress indicator while sending a message
        const CircularProgressIndicator()
      else
        IconButton(
          onPressed: onSendPressed,
          icon: const Icon(Icons.send),
        )
      ],
    );
  }
```



```
bool _isSending = false;

void onSendPressed() async {
  try {
    setState(() { ➡️ Rebuild children with updated state
      _isSending = true;
    });
    ...
    ➡️ Send message logic
  } finally {
    setState(() {
      _isSending = false;
    });
  } ➡️ Set sending flag to false
}
```



```
class ChatInput extends StatefulWidget {
  const ChatInput({super.key});

  @override
  State<ChatInput> createState() => _ChatInputState();
}

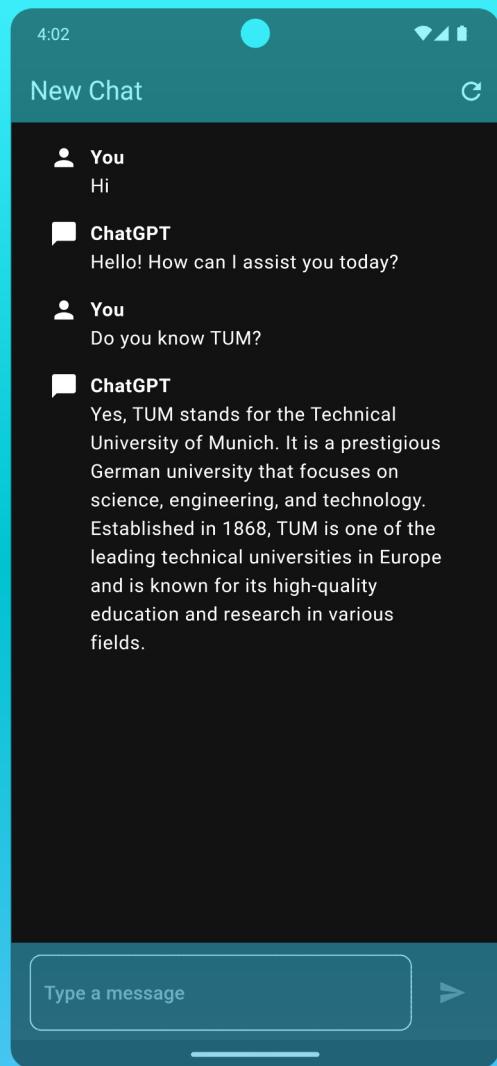
class _ChatInputState extends State<ChatInput> {
  final TextEditingController _inputController =
  TextEditingController();

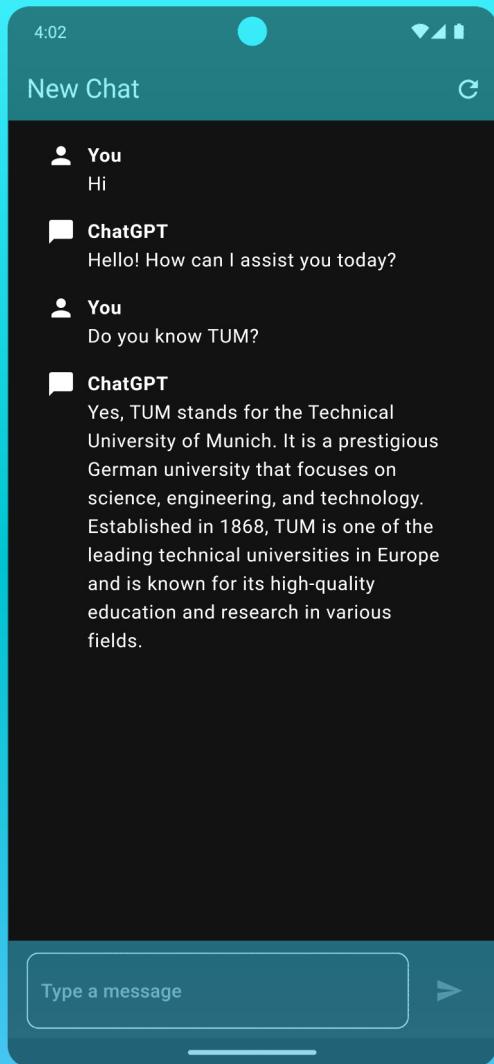
  @override
  void dispose() {
    super.dispose();
    _inputController.dispose();
  }

  bool _isSending = false;

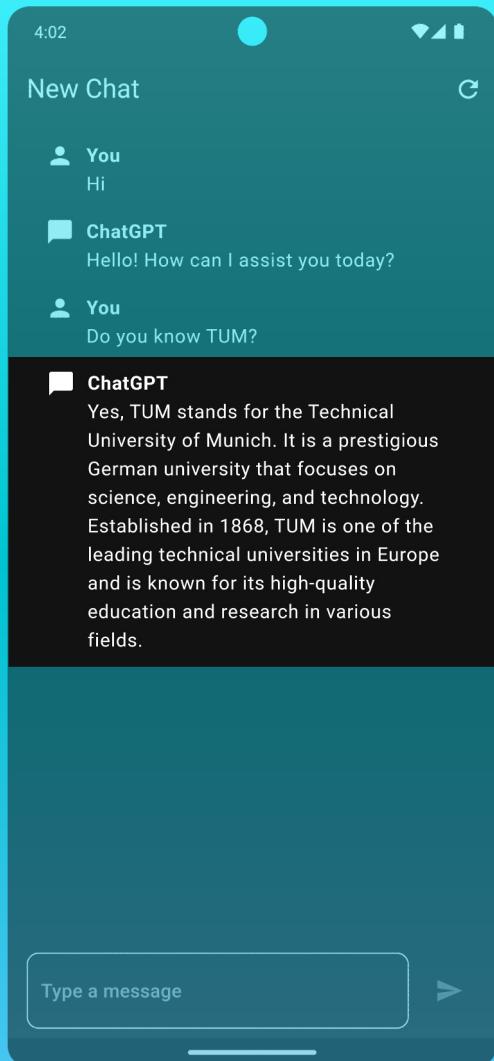
  void onSendPressed() async {
    try {
      setState(() {
        _isSending = true;
      });
      final chatProvider = context.read<ChatProvider>();
      await chatProvider.sendMessage(
        _inputController.text.trim(),
      );
      _inputController.clear();
      await chatProvider.requestResponse();
    } finally {
      setState(() {
        _isSending = false;
      });
    }
  }
}

@override
Widget build(BuildContext context) {
  return Row(
    children: [
      Expanded(
        child: TextFormField(
          controller: _inputController,
          decoration: const InputDecoration(
            hintText: 'Type a message',
          ),
        ),
      ),
      const SizedBox(
        width: 10,
      ),
      if (_isSending)
        const CircularProgressIndicator()
      else
        ListenableBuilder(
          listenable: _inputController,
          builder: (context, _) {
            return IconButton(
              onPressed:
              _inputController.text.isEmpty ? null : onSendPressed,
              icon: const Icon(Icons.send),
            );
          },
        ),
    ],
  );
}
```

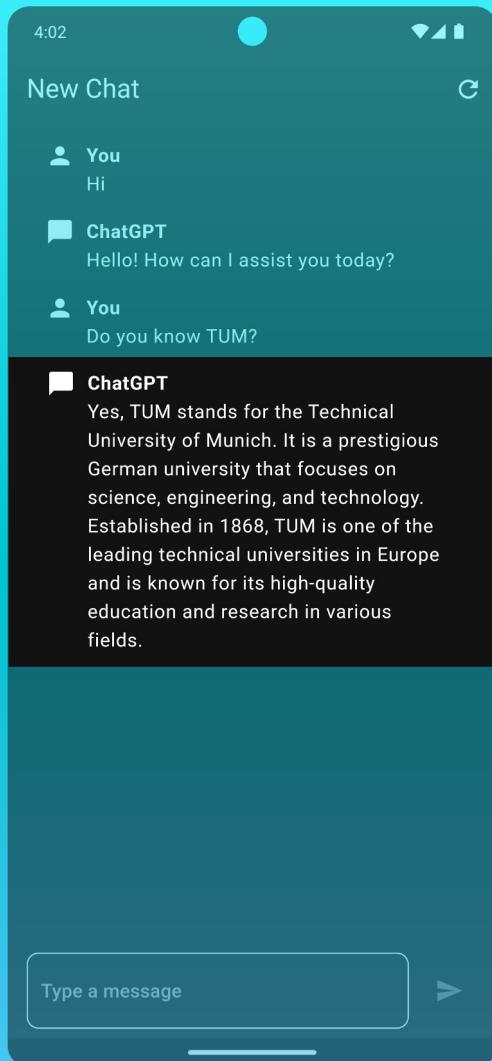




```
class ChatDisplay extends StatelessWidget {  
    🚫 Widget has no mutable state  
    const ChatDisplay({super.key, required this.chat});  
  
    final Chat chat;  
  
    @override  
    Widget build(BuildContext context) {  
        return ListView.builder(👉 Build Widget for each message  
            itemBuilder: (context, index) {  
                final message = chat.messages[index];  
                return ChatMessageTile(message: message);  
            },  
            itemCount: chat.messages.length,  
        );  
    }  
}
```



```
override
Widget build(BuildContext context) {
  return ListTile(
    title: Row(
      mainAxisAlignment: MainAxisAlignment.start,
      children: [
        if (message.sender == Sender.user)
          const Icon(Icons.person)
        else
          const Icon(Icons.chat_bubble),
        const SizedBox(
          width: 10,
        ),
        Expanded(
          child: Column(
            mainAxisAlignment: MainAxisAlignment.start,
            children: [
              Text(
                message.sender.displayName,
                style: const TextStyle(
                  fontWeight: FontWeight.bold,
                ),
              ),
              Text(message.text),
            ],
          ),
        ),
      ],
    );
}
```



```
override  
Widget build(BuildContext context) {  
  return ListTile(  
    title: Row(  
      mainAxisAlignment: MainAxisAlignment.start,  
      children: [  
        if (message.sender == Sender.user)  
          const Icon(Icons.person)  
        else  
          const Icon(Icons.chat_bubble),  
        const SizedBox(  
          width: 10, ➡ Choose icon  
        ),  
        Expanded(  
          child: Column(  
            mainAxisAlignment: MainAxisAlignment.start,  
            children: [ ➡ Horizontal space  
              Text(  
                message.sender.displayText,  
                style: const TextStyle(  
                  fontWeight: FontWeight.bold,  
                ),  
              ),  
              Text(message.text),  
            ],  
          ),  
        ),  
      ],  
    );  
}
```

4:02

New Chat

You

Hi

ChatGPT

Hello! How can I assist you today?

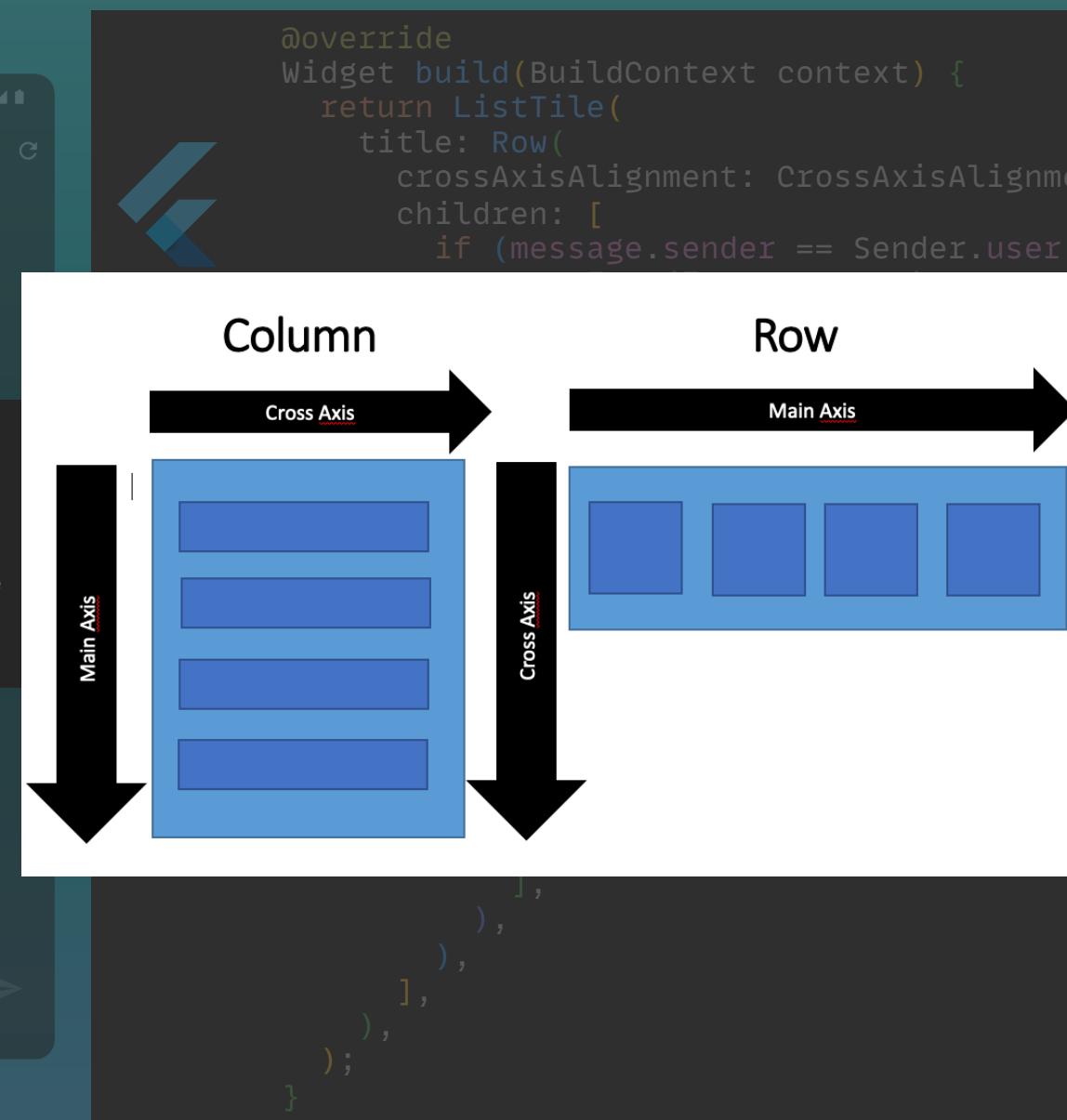
You

Do you know TUM?

ChatGPT

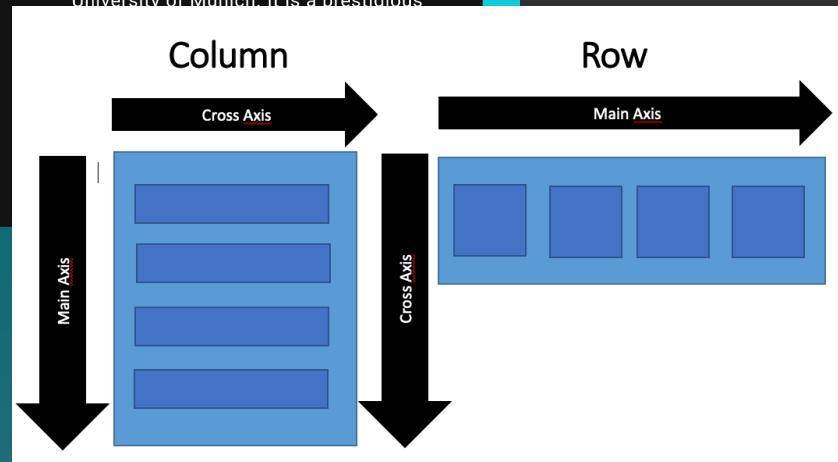
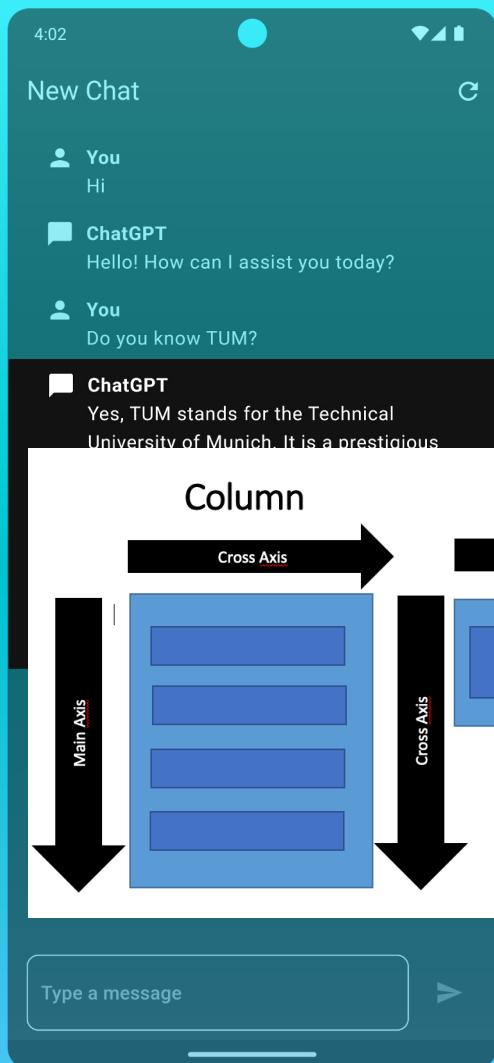
Yes, TUM stands for the Technical University of Munich. It is a prestigious German university that focuses on science, engineering, and technology. Established in 1868, TUM is one of the leading technical universities in Europe and is known for its high-quality education and research in various fields.

Type a message



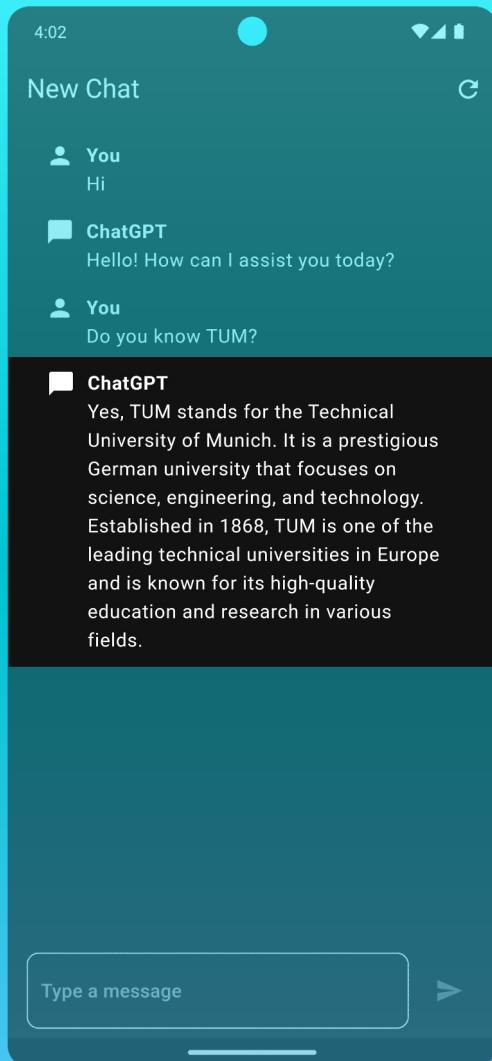
- Choose icon depending on sender

lignment.start,
old,



```
override  
Widget build(BuildContext context) {  
  return ListTile(  
    title: Row(  
      mainAxisAlignment: MainAxisAlignment.start,  
      children: [  
        if (message.sender == Sender.user)  
          const Icon(Icons.person)  
        else  
          const Icon(Icons.chat_bubble),  
        const SizedBox(  
          width: 10, // Choose icon  
        ),  
        Expanded(  
          child: Column(  
            mainAxisAlignment: MainAxisAlignment.start,  
            children: [ // Align Texts to the left  
              Text(  
                message.sender.displayName,  
                style: const TextStyle(  
                  fontWeight: FontWeight.bold,  
                ),  
              ),  
              Text(message.text),  
            ],  
          ),  
        ),  
      ],  
    );  
}
```

Choose icon
Horizontal space
Align Texts to the left



```
override  
Widget build(BuildContext context) {  
  return ListTile(  
    title: Row(  
      mainAxisAlignment: MainAxisAlignment.start,  
      children: [  
        if (message.sender == Sender.user)  
          const Icon(Icons.person)  
        else  
          const Icon(Icons.chat_bubble),  
        const SizedBox(  
          width: 10, ➡ Choose icon  
        ),  
        Expanded(  
          child: Column(  
            mainAxisAlignment: MainAxisAlignment.start,  
            children: [  
              Align(Text(  
                message.sender.displayName,  
                style: const TextStyle(  
                  fontWeight: FontWeight.bold,  
                ), ➡ Horizontal space  
              ),  
              Text(message.text),  
            ],  
          ),  
        ),  
      ],  
    );  
}
```



```
class ChatDisplay extends StatelessWidget {
  const ChatDisplay({super.key, required this.chat});

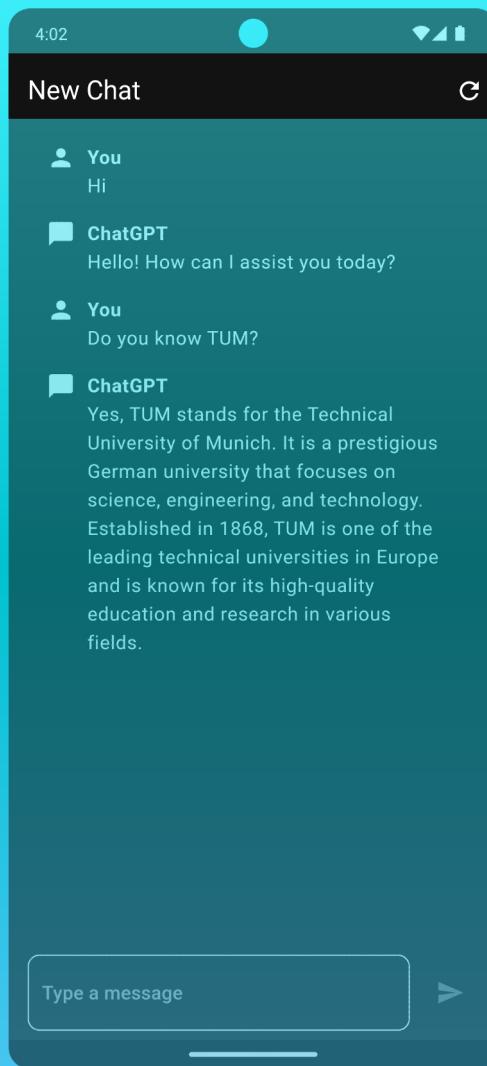
  final Chat chat;

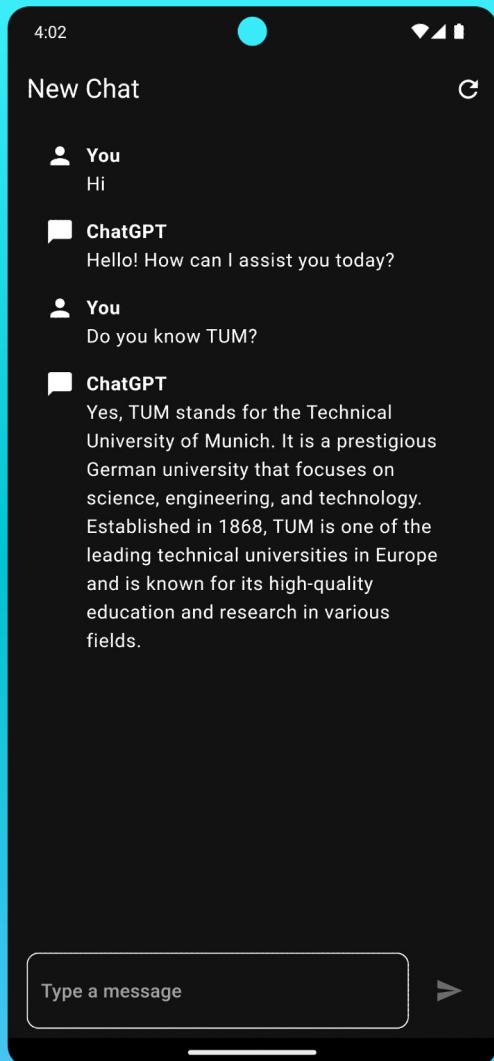
  @override
  Widget build(BuildContext context) {
    if (chat.messages.isEmpty) {
      return Center(
        child: ConstrainedBox(
          constraints: const BoxConstraints(
            maxWidth: 300,
          ),
          child: const FractionallySizedBox(
            widthFactor: 0.5,
            child: Image(
              image:
                AssetImage('assets/images/chatgpt.png'),
            ),
          ),
        ),
      );
    }
    return ListView.builder(
      itemBuilder: (context, index) {
        final message = chat.messages[index];
        return ChatMessageTile(message: message);
      },
      itemCount: chat.messages.length,
    );
  }
}

class ChatMessageTile extends StatelessWidget {
  const ChatMessageTile({
    super.key,
    required this.message,
  });

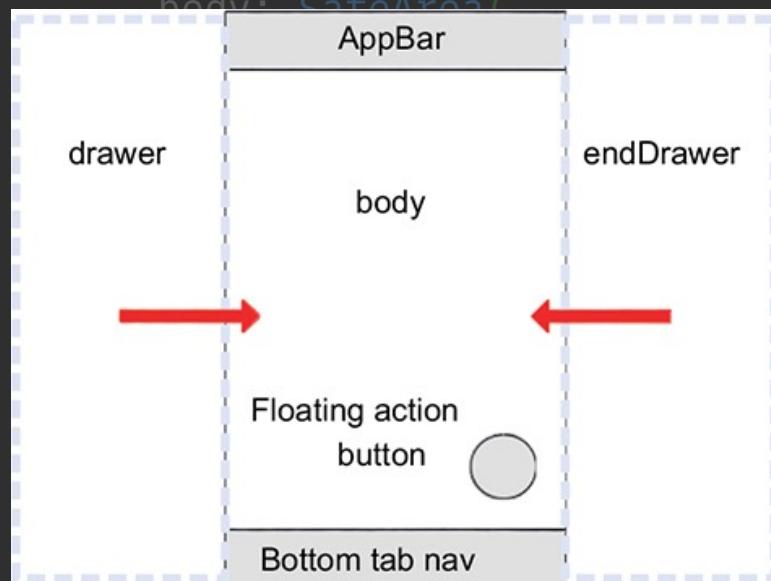
  final ChatMessage message;

  @override
  Widget build(BuildContext context) {
    return ListTile(
      title: Row(
        mainAxisAlignment: CrossAxisAlignment.start,
        children: [
          if (message.sender == Sender.user)
            const Icon(Icons.person)
          else
            const Icon(Icons.chat_bubble),
          const SizedBox(
            width: 10,
          ),
          Expanded(
            child: Column(
              crossAxisAlignment:
                CrossAxisAlignment.start,
              children: [
                Text(
                  message.sender.displayText,
                  style: const TextStyle(
                    fontWeight: FontWeight.bold,
                  ),
                ),
                Text(message.text),
              ],
            ),
          ),
        ],
      );
  }
}
```



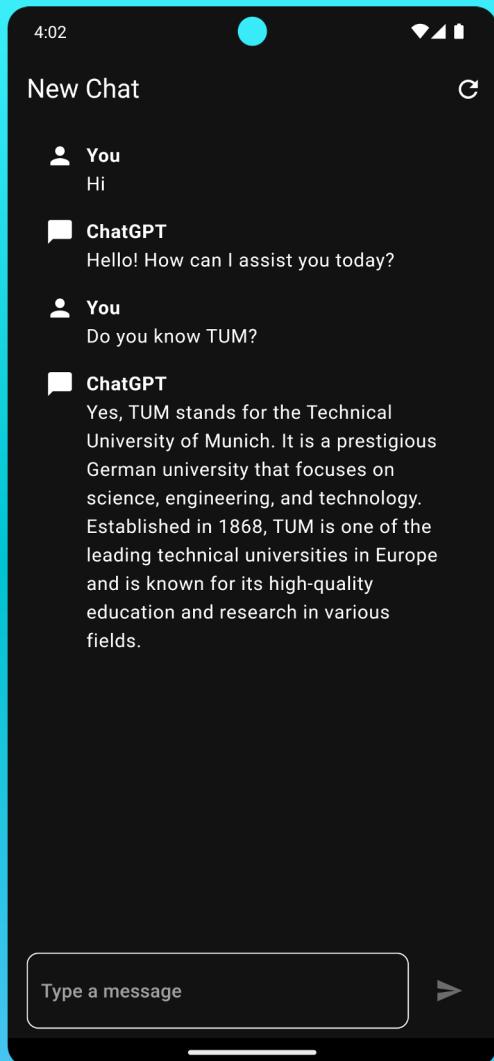


```
class Home extends StatefulWidget {  
  const Home({super.key});  
  
  @override  
  State<Home> createState() => _HomeState();  
}  
  
class _HomeState extends State<Home> {  
  @override  
  Widget build(BuildContext context) {  
    ...  
  }  
  
  AppBar buildAppBar(Chat? chat, BuildContext context) {  
    ...  
  }  
}
```



The diagram illustrates the structure of a Scaffold widget. It features a central white area labeled "body". At the top, there is an "AppBar". Along the left edge, there is a vertical bar labeled "drawer". Along the right edge, there is a vertical bar labeled "endDrawer". A red arrow points from the "body" area towards the "drawer" side, and another red arrow points from the "body" area towards the "endDrawer" side. At the bottom of the "body" area, there is a horizontal bar labeled "Bottom tab nav".

```
Widget build(BuildContext context) {
  final chatProvider = context.watch<ChatProvider>();
  final chat = chatProvider.currentChat;
  return Scaffold( ➔ Places widgets in a predefined layout
    appBar: buildAppBar(chat, context),
    body: SafeArea(
      child: Column(
        children: [
          AppBar(),
          // ...
        ],
      ),
    ),
    drawer: // ...
    endDrawer: // ...
    bottomNavigationBar: BottomTabNav(),
  );
}
```



```
  @override
  Widget build(BuildContext context) {
    final chatProvider = context.watch<ChatProvider>();
    final chat = chatProvider.currentChat;
    return Scaffold( ➔ Places widgets in a predefined layout
      appBar: buildAppBar(chat, context),
      body: SafeArea(
        child: Padding( ➔ Applies padding to child
          padding: const EdgeInsets.symmetric(horizontal:
            16, vertical: 8),
        child: Column(
          children: [
            Expanded(
              child: chat == null ➔ Show loading indicator
                ? const Center(
                  child: CircularProgressIndicator(),
                )
                : ChatDisplay(chat: chat),
            ),
            const ChatInput(),
          ],
        ),
      ),
    );
  }
}
```



```
class Home extends StatefulWidget {
  const Home({super.key});

  @override
  State<Home> createState() => _HomeState();
}

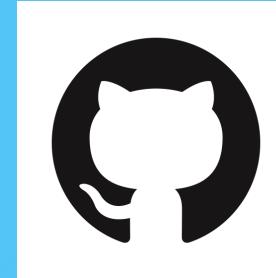
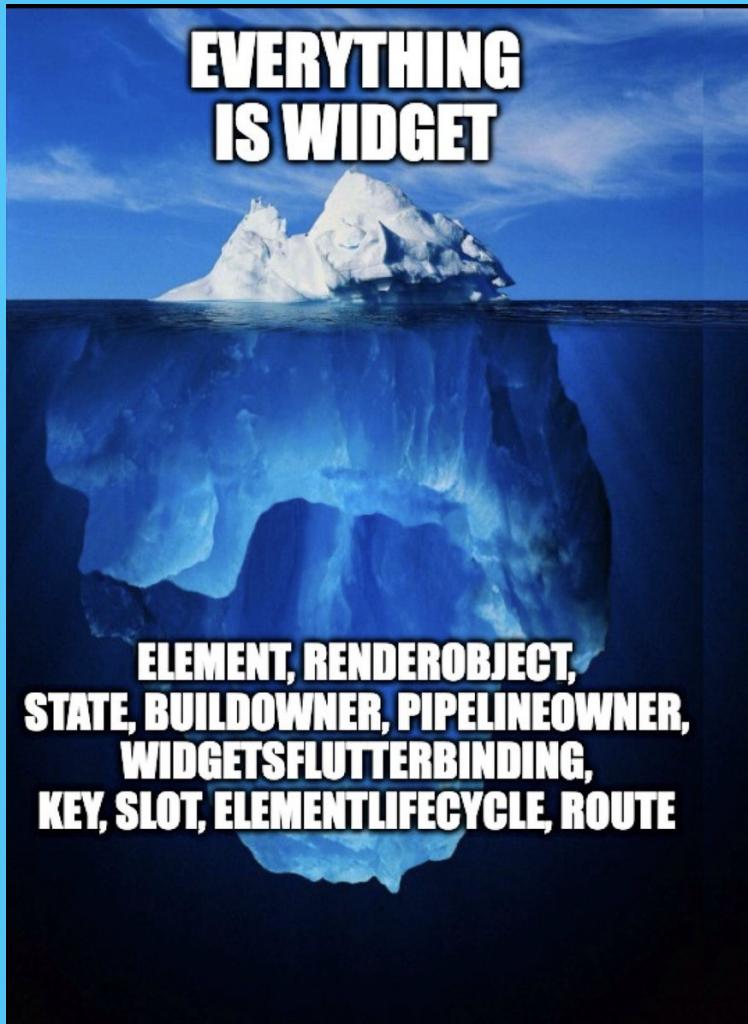
class _HomeState extends State<Home> {
  @override
  void initState() {
    super.initState();
    WidgetsBinding.instance.addPostFrameCallback((_) {
      final authProvider = context.read<AuthProvider>();
      VoidCallback? listener;
      listener = () {
        if (authProvider.currentUser == null) {
          return;
        }
        final chatProvider = context.read<ChatProvider>();
        chatProvider.loadCurrentOrCreateChat();
        authProvider.removeListener(listener!);
      };
      authProvider.addListener(listener);
    });
  }

  AppBar buildAppBar(Chat? chat, BuildContext context) {
    return AppBar(
      title: Text(chat?.title ?? 'ChatGPT'),
      actions: [
        IconButton(
          onPressed: () async {
            await context.read<ChatProvider>().startNewChat();
          },
          icon: const Icon(Icons.refresh),
        ),
      ],
    );
  }
}

@override
Widget build(BuildContext context) {
  final authProvider =
  context.watch<AuthProvider>();
  if (authProvider.currentUser == null) {
    return const Scaffold(
      body: Center(
        child: CircularProgressIndicator(),
      ),
    );
  }
  final chatProvider =
  context.watch<ChatProvider>();
  final chat = chatProvider.currentChat;
  return Scaffold(
    appBar: buildAppBar(chat, context),
    body: SafeArea(
      child: Padding(
        padding: const EdgeInsets.symmetric(horizontal: 16, vertical: 8),
        child: Column(
          children: [
            Expanded(
              child: chat == null
                ? const Center(
                  child: CircularProgressIndicator(),
                )
                : ChatDisplay(chat: chat),
            ),
            const ChatInput(),
          ],
        ),
      ),
    );
}
```







That's it!

Thank you for listening!

Do you have any
questions?