



# FLUTTER

## FLUTTER #4

Copyright © 2024 Accenture. All rights reserved.

FLUTTER



# PRIMEIRO PROJETO

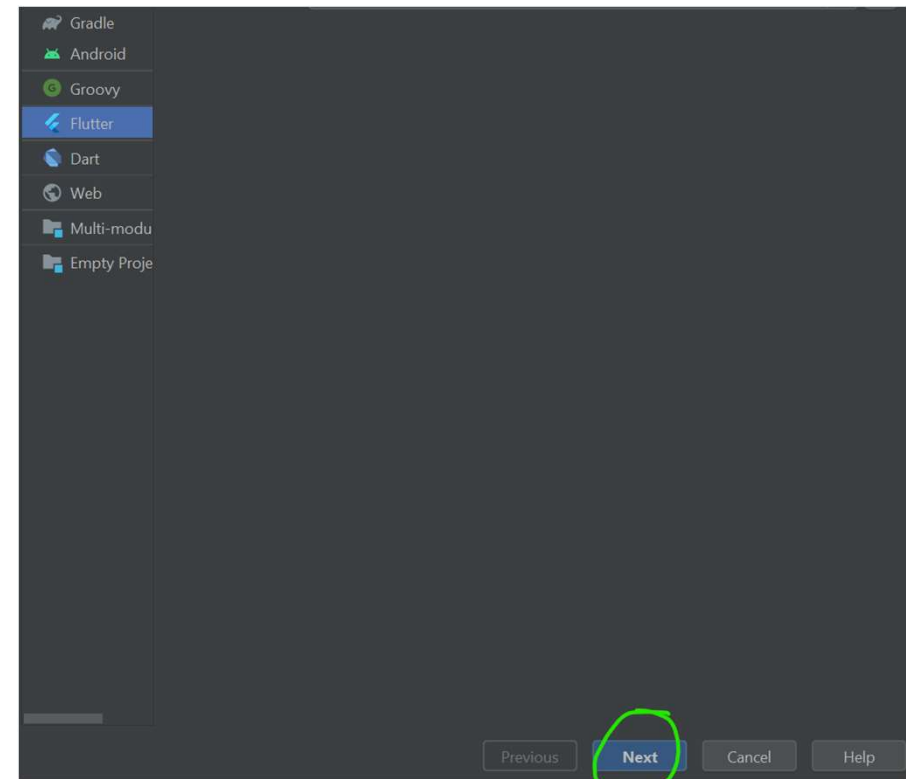
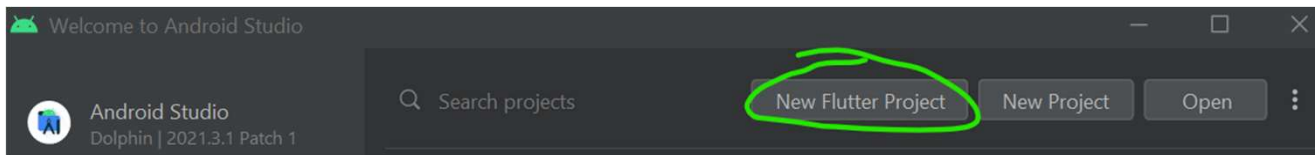


# FLUTTER



## Executando no browser.

1. Abra o Android Studio.
2. Selecione New Flutter project.
3. Especifique o SDK



FLUTTER



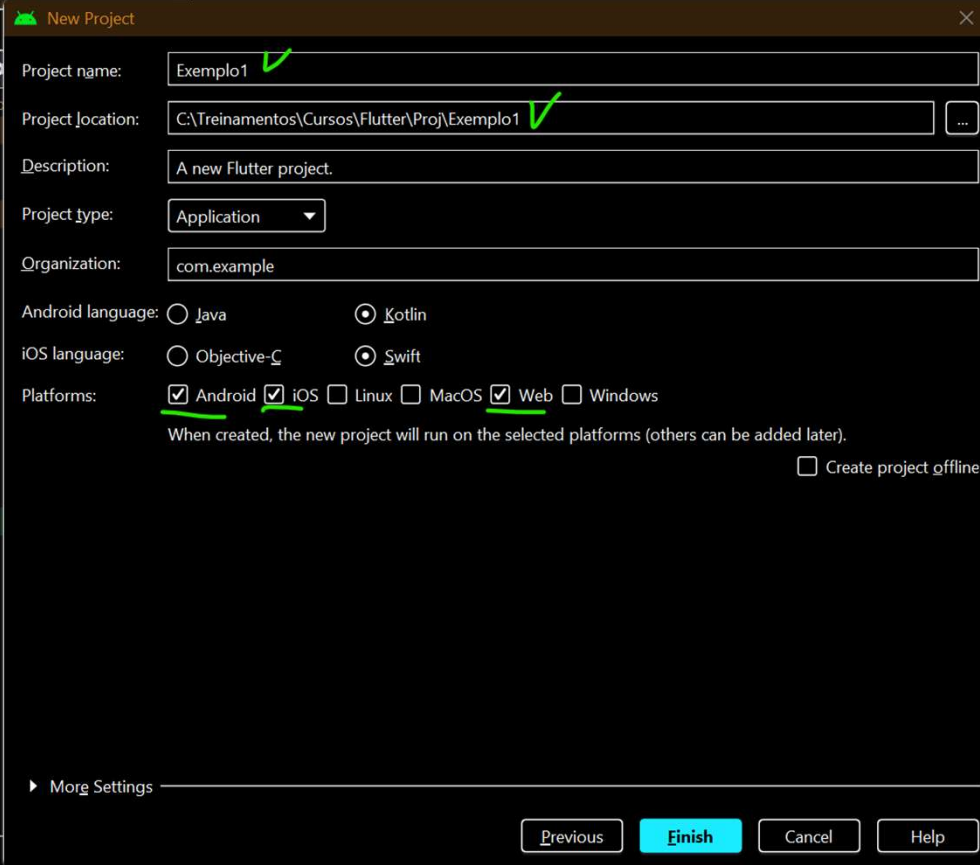
# Flutter SDK Path:



# FLUTTER



## Project name:



The image shows the 'New Project' dialog box in an IDE. It contains the following fields and options:

- Project name:** Exemplo1 ✓
- Project location:** C:\Treinamentos\Cursos\Flutter\Proj\Exemplo1 ✓
- Description:** A new Flutter project.
- Project type:** Application
- Organization:** com.example
- Android language:** ☐ Java ☒ Kotlin
- iOS language:** ☐ Objective-C ☒ Swift
- Platforms:** ☒ Android ☒ iOS ☐ Linux ☐ MacOS ☒ Web ☐ Windows

When created, the new project will run on the selected platforms (others can be added later).

☐ Create project offline

► More Settings


Buttons: Previous, Finish, Cancel, Help

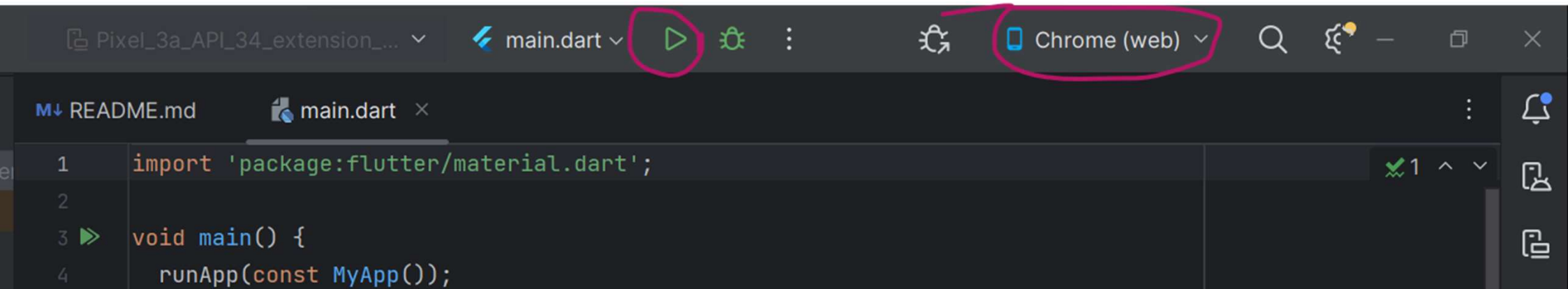
- Android
- iOS
- Web





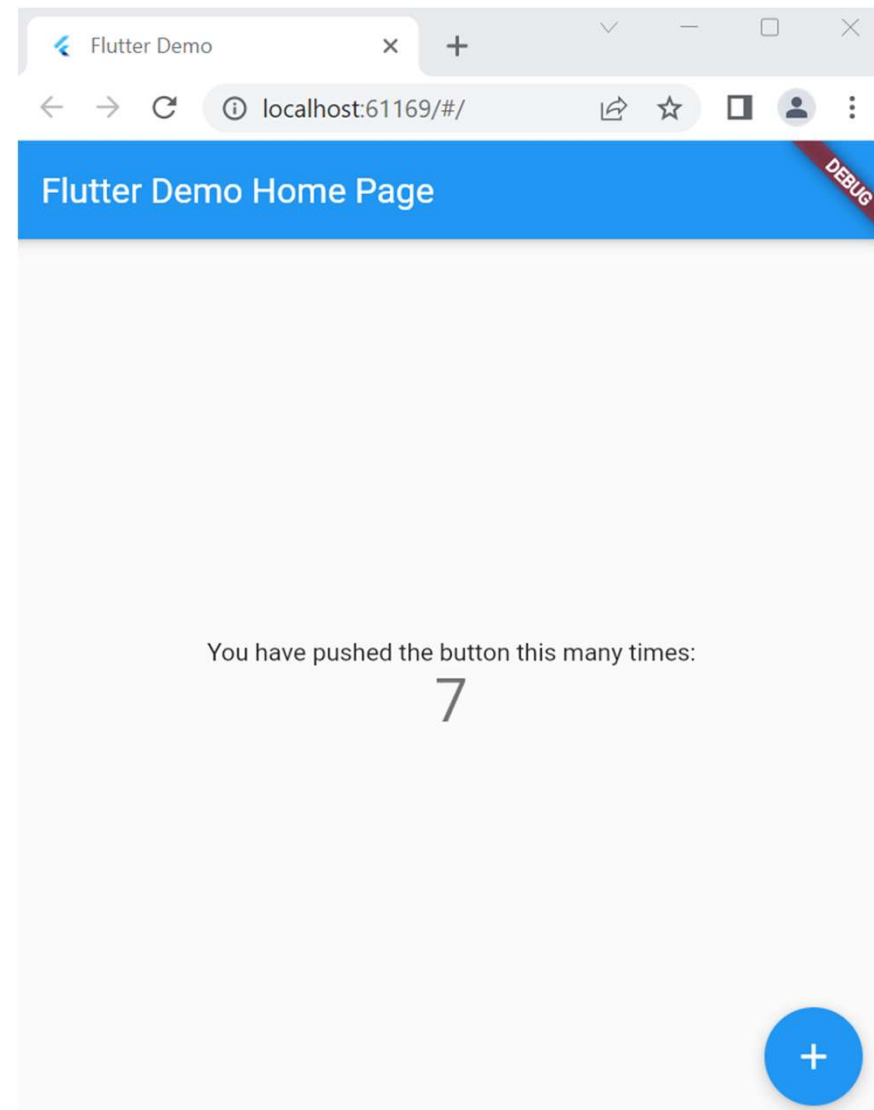
## Executando no browser.

1. Abra o arquivo main.dart.
2. Selecione o local de execução: Chrome.
3. Clique no botão executar. 



# FLUTTER

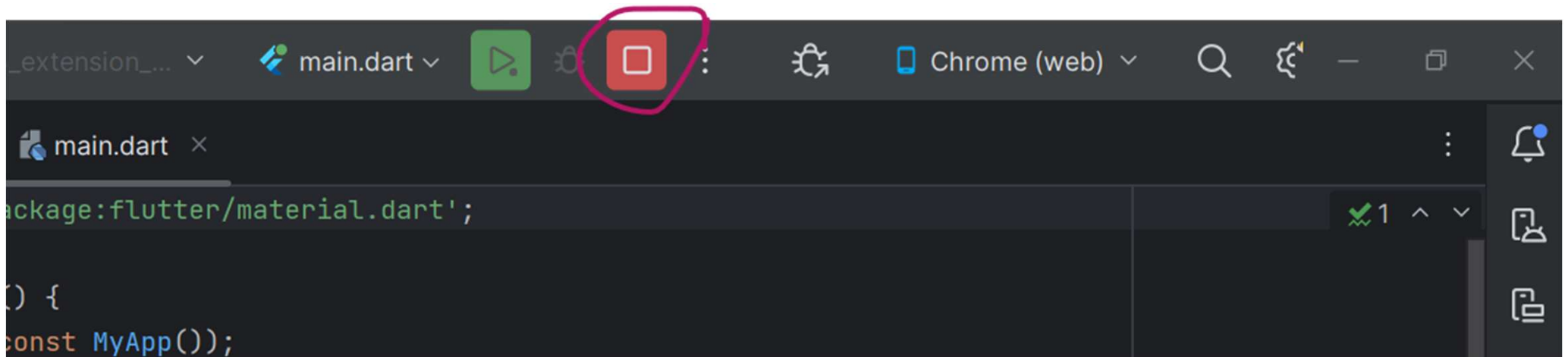
1. O browser vai abrir sozinho exibindo à aplicação:



# FLUTTER



1. Interrrompa a execução:
2. Clicando no botão vermelho, conforme figura.





FLUTTER



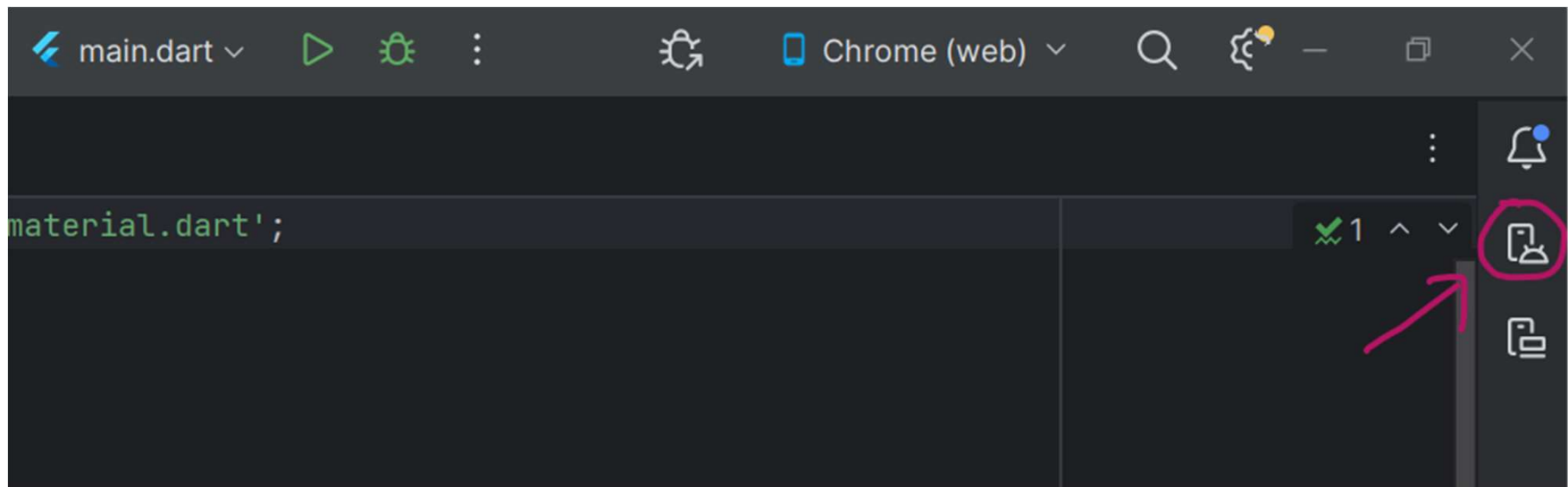
**Executando no emulador  
de celular.**





# Adicionando um Emulador.

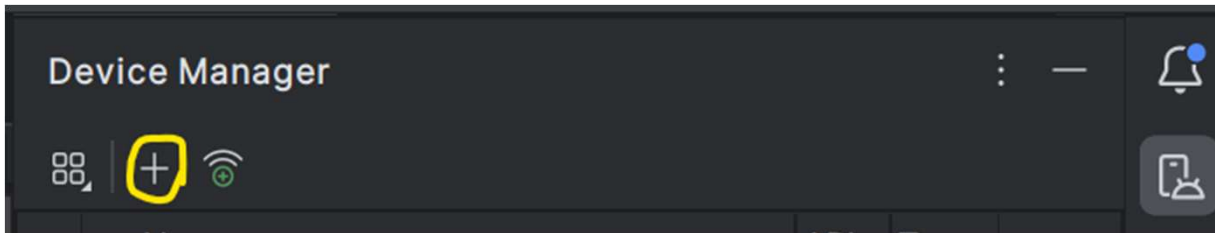
1. No menu clique em Device Manager.





# Adicionando um Emulador.

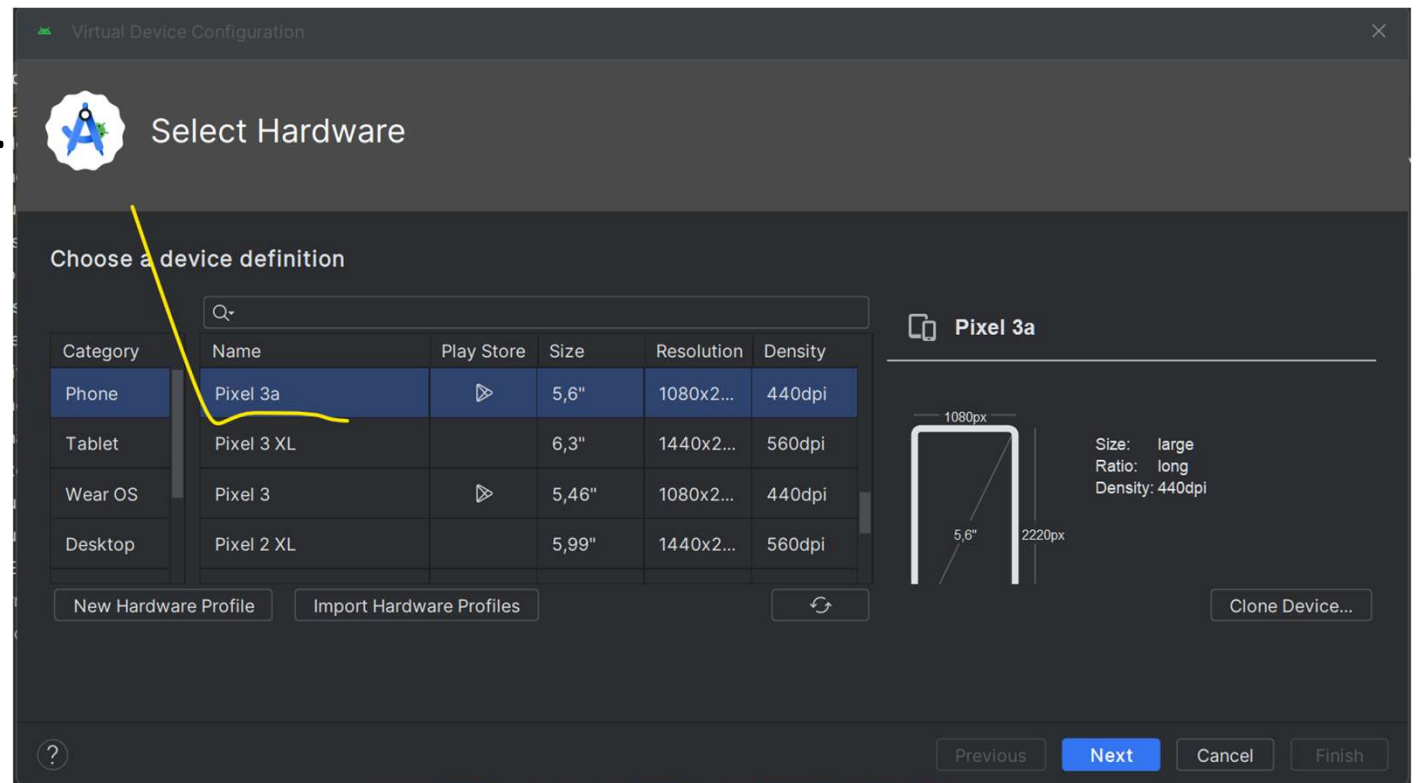
2. Clique em create device.





# Adicionando um Emulador.

3. Selecione Pixel 3a.
4. Clique no botão next.



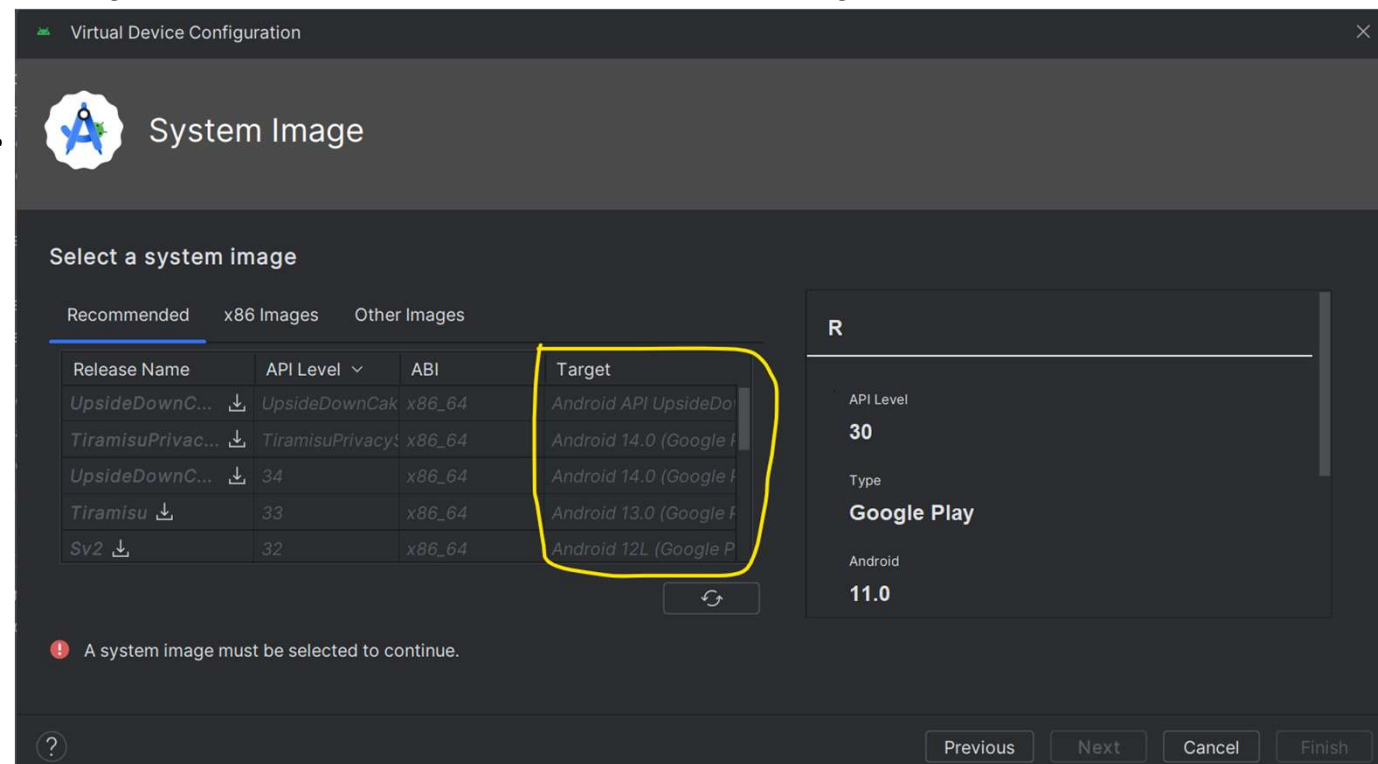
FLUTTER



# Adicionando um Emulador.

5. Selecione o system Image ou seja a versão do android desejada.
6. Clique na seta download.
7. Quando acabar clique **next**.

Sugestão: **Tiramisu**

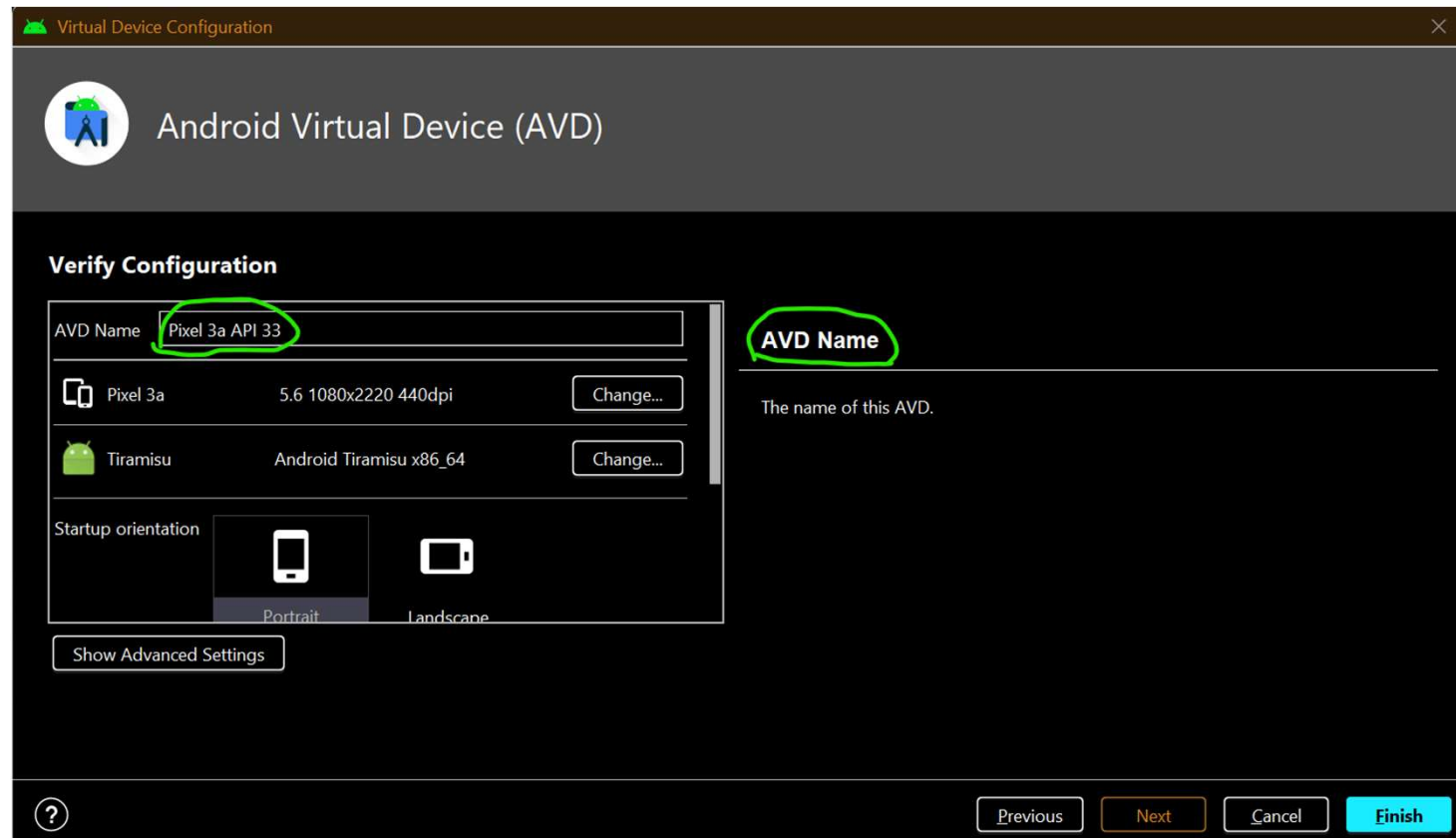


FLUTTER



# Android Virtual Device(AVD)

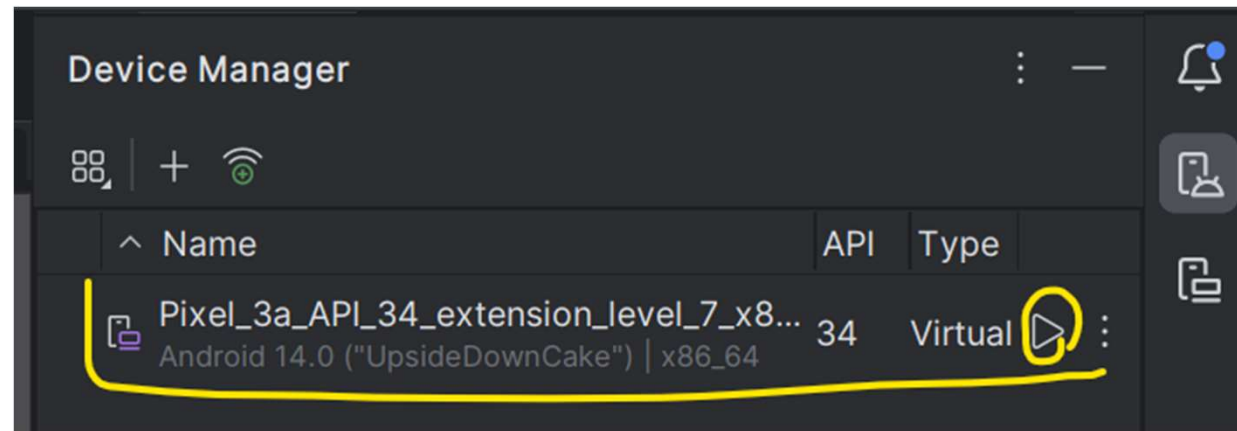
- 7. Defina o nome do AVD
- 8. Clique Finish.





# Executando no emulador de celular.

1. Para abrir o emulador, clique duas vezes nele
2. Ou clique na setinha.

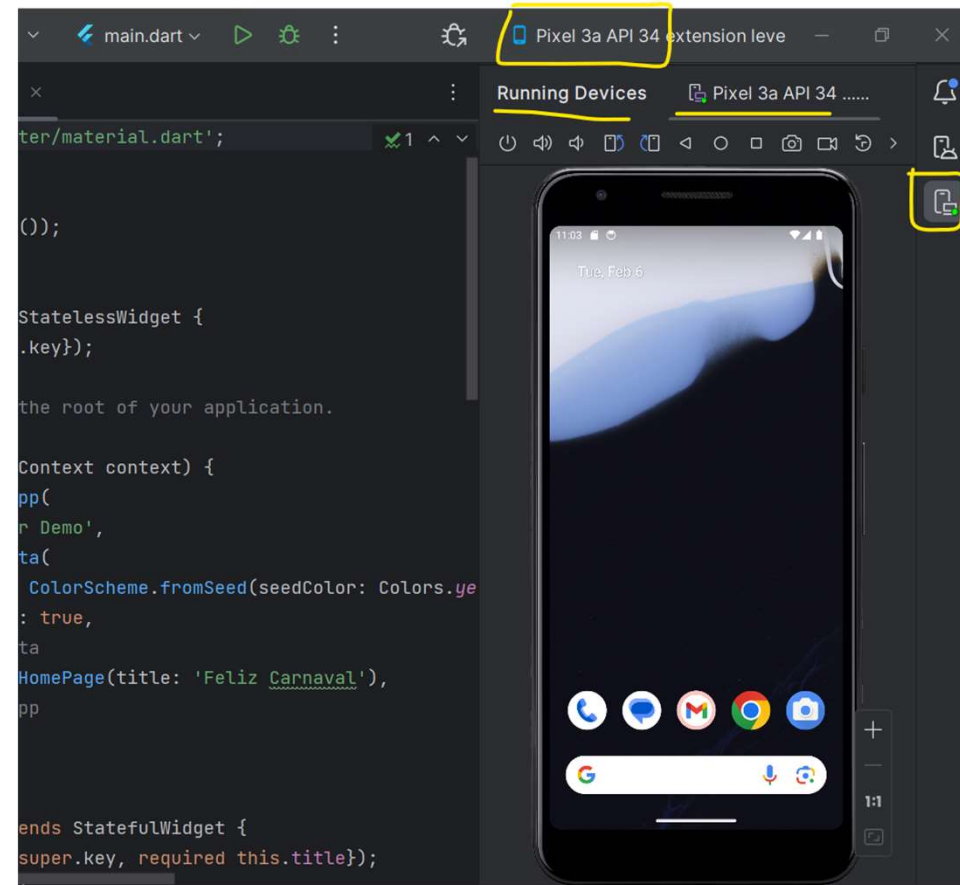


FLUTTER



# Executando no emulador de celular.

1. O emulador irá aparecer em running devices.

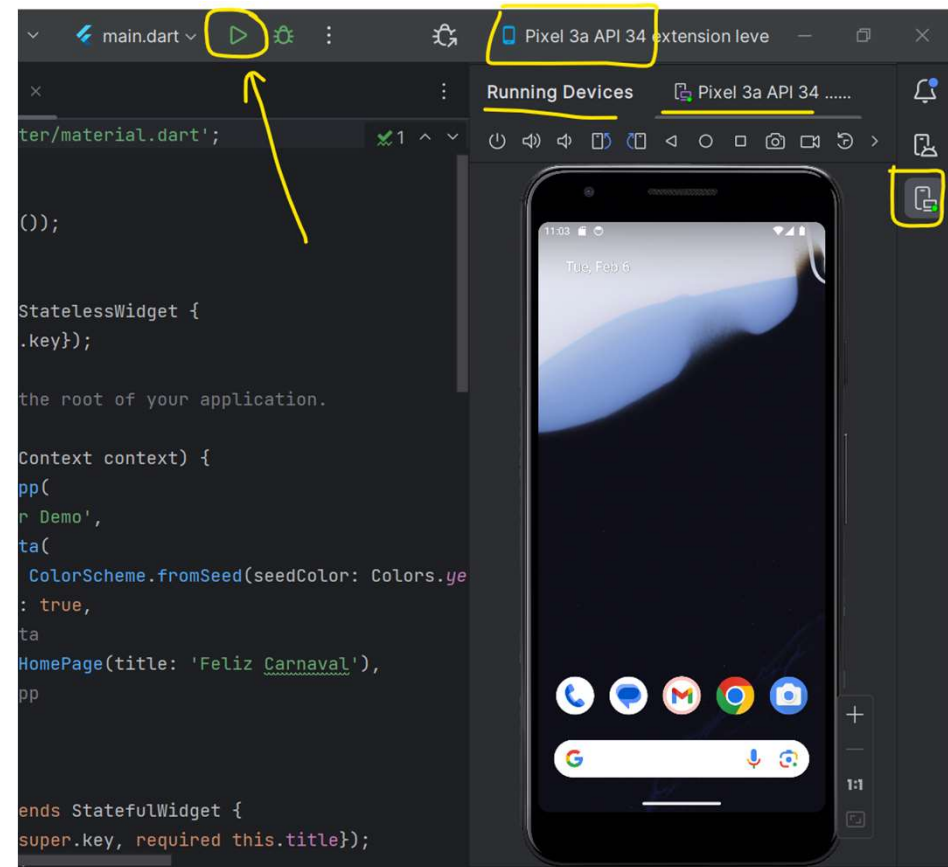






## Executando no emulador de celular.

1. Selecione o emulador em execução.
2. Clique em executar.

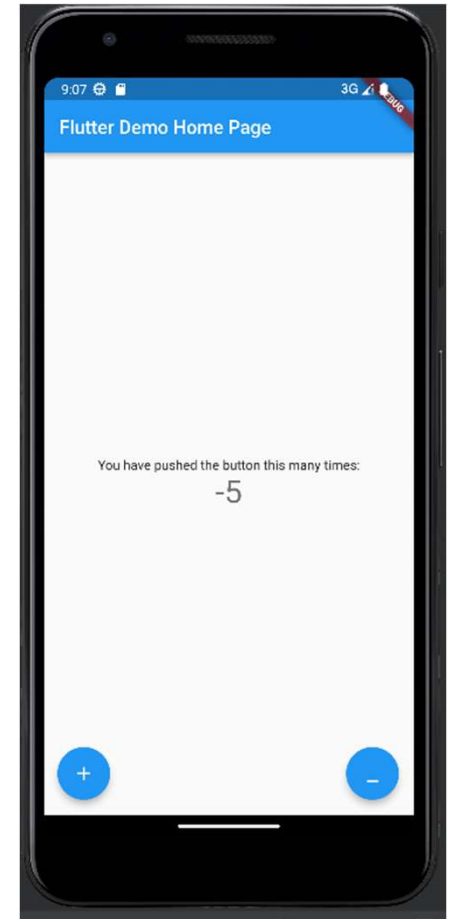


FLUTTER



# Executando no emulador de celular.

1. Selecione o emulador em execução.
2. Clique em executar.





## **Executando no celular.**

1. Habilitar a depuração USB(USB debugging) do seu celular real.
2. Vai depender da marca do celular.

<https://developer.android.com/codelabs/basic-android-kotlin-compose-connect-device#0>

1 Before you begin

2 Watch the code-along video (Optional)

3 **Enable USB debugging**

4 Run your app on the Android device with a cable

5 Run your app on the Android device with Wi-Fi

6 Troubleshooting

7 Conclusion

 Report a mistake

### 3. Enable USB debugging

To let Android Studio communicate with your Android device, you must enable USB debugging in the Developer options settings of the device.

To show developer options and enable USB debugging:

1. On your Android device, tap **Settings > About phone**.
2. Tap **Build number** seven times.
3. If prompted, enter your device password or pin. You know you succeeded when you see a **You are now a developer!** message.

Build number  
You are now a developer!

Back

Next



## **Executando no celular.**

1. Basta conectar o celular ao seu computador.
2. Ele deverá aparecer no menu do Android.
3. Selecione ele e execute.

FLUTTER



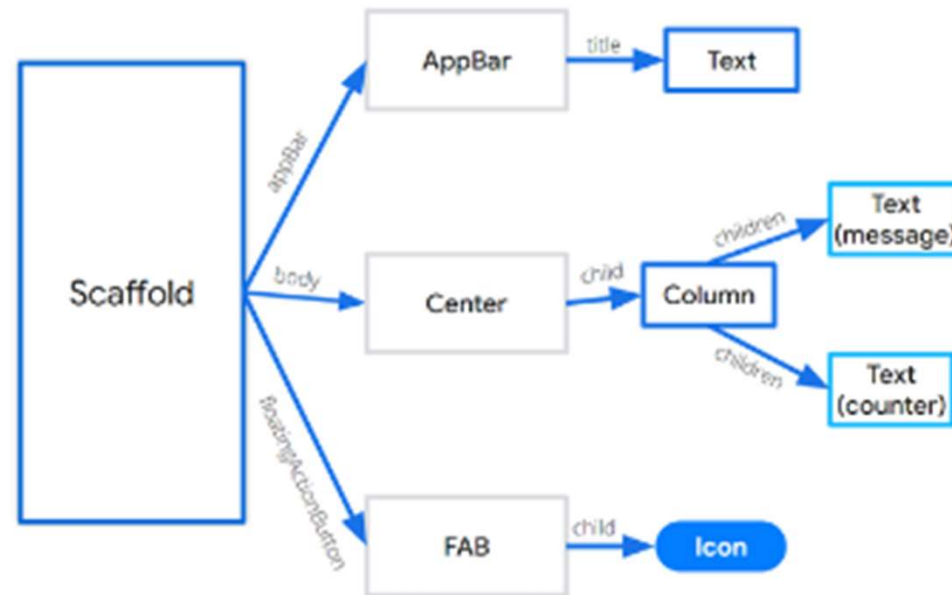
# Explorando o código





## Scaffold

- Implementa a estrutura visual do Material Design básico e permite definir outros widgets no seu interior.

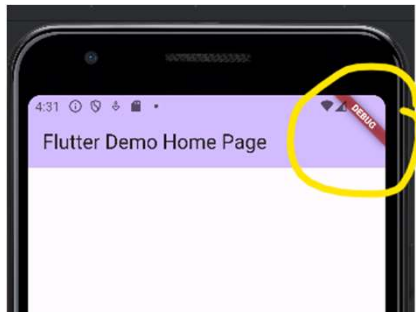


FLUTTER



# Remover o Banner de Debug

`debugShowCheckedModeBanner: false`



Antes



Depois





FLUTTER



# Trocando a cor

```
10 @override
11 Widget build(BuildContext context) {
12   return MaterialApp(
13     debugShowCheckedModeBanner: false,
14     title: 'Flutter Demo',
15     theme: ThemeData(
16       colorScheme: ColorScheme.fromSeed(seedColor: Colors.yellow),
17       useMaterial3: true,
18     ),
19     home: const MyHomePage(title: 'Flutter Demo Home Page'),
20   );
```

