



FLUTTER

FLUTTER #5

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PROJETO HELLO WORLD

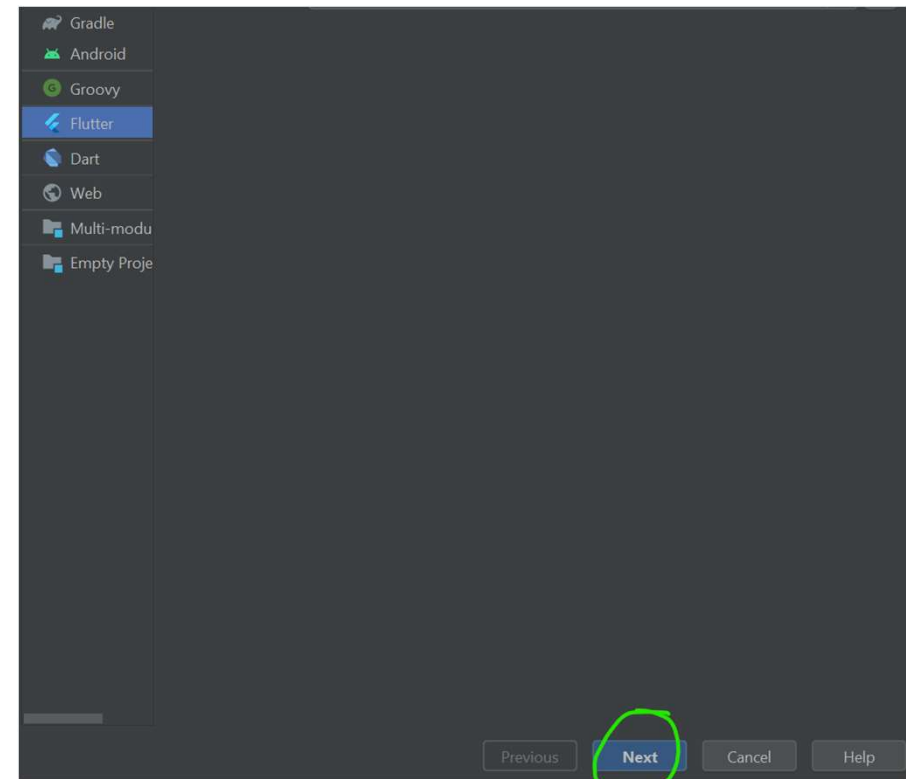
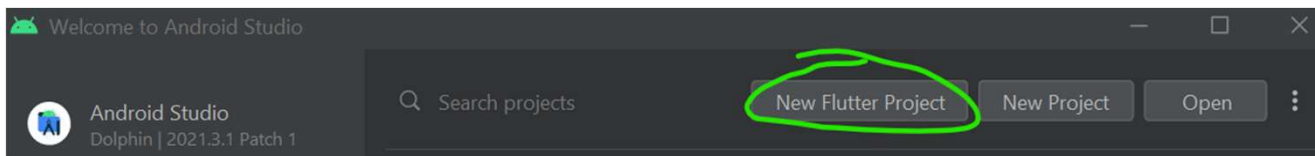


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Executando no browser.

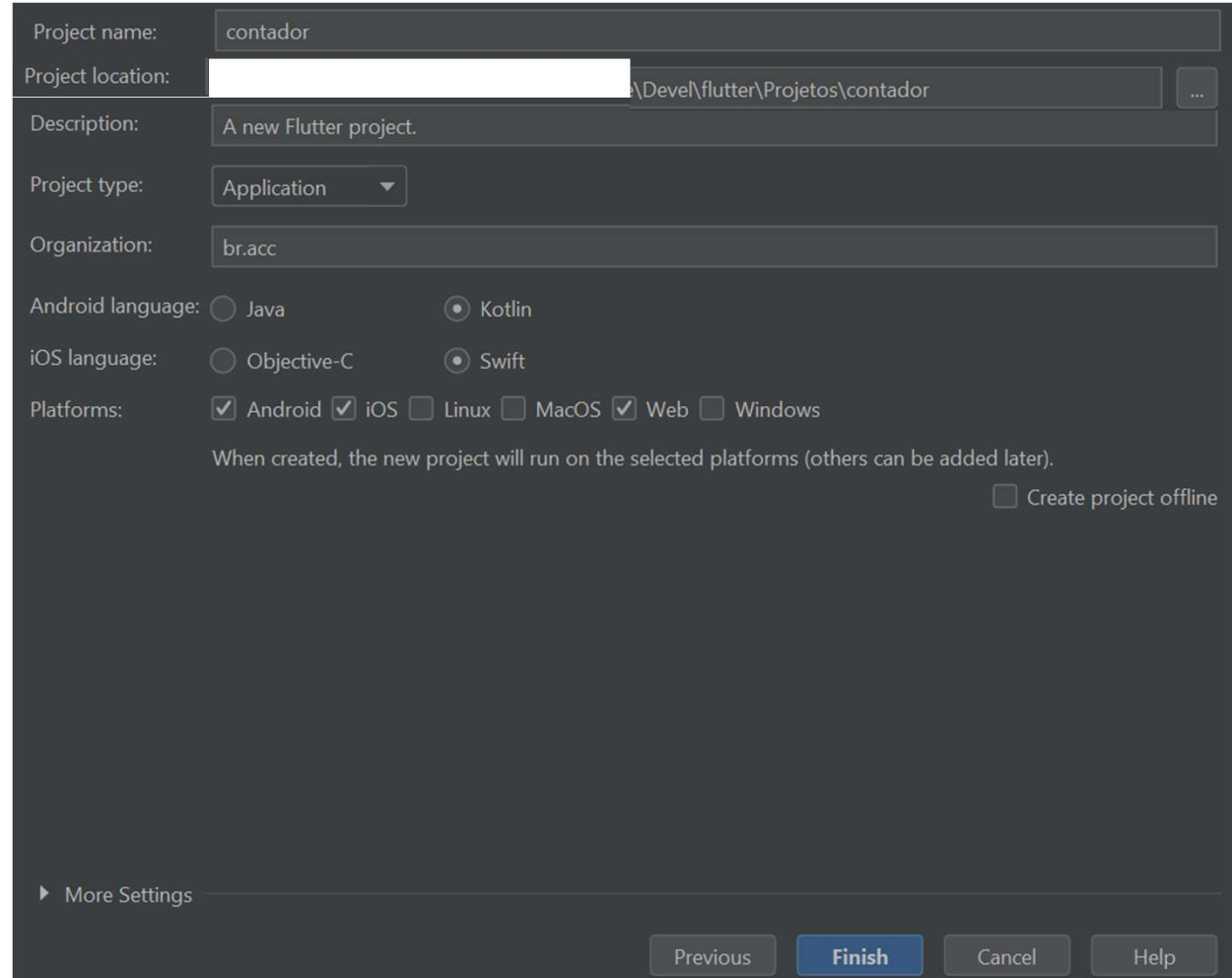
1. Abra o Android Studio.
2. Selecione New Flutter project.
3. Especifique o SDK



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1. Name: HelloWorld.

A screenshot of the Flutter project creation dialog in an IDE. The dialog has a dark gray background and contains several input fields and checkboxes. The 'Project name' field is filled with 'contador'. The 'Project location' field is empty, with a file explorer icon to its right. The 'Description' field is filled with 'A new Flutter project.'. The 'Project type' dropdown is set to 'Application'. The 'Organization' field is filled with 'br.acc'. The 'Android language' section has 'Kotlin' selected. The 'iOS language' section has 'Swift' selected. The 'Platforms' section has checkboxes for 'Android', 'iOS', 'Web', and 'Linux', with 'Android', 'iOS', and 'Web' checked. A note below the platforms states: 'When created, the new project will run on the selected platforms (others can be added later)'. There is an unchecked checkbox for 'Create project offline'. At the bottom, there is a 'More Settings' link and four buttons: 'Previous', 'Finish' (highlighted in blue), 'Cancel', and 'Help'.

Project name: contador

Project location: \Devel\flutter\Projetos\contador

Description: A new Flutter project.

Project type: Application

Organization: br.acc

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

Previous Finish Cancel Help



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1. Abra o **main.dart**.
2. Sobreponha seu conteúdo pelo deste slide.

```
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

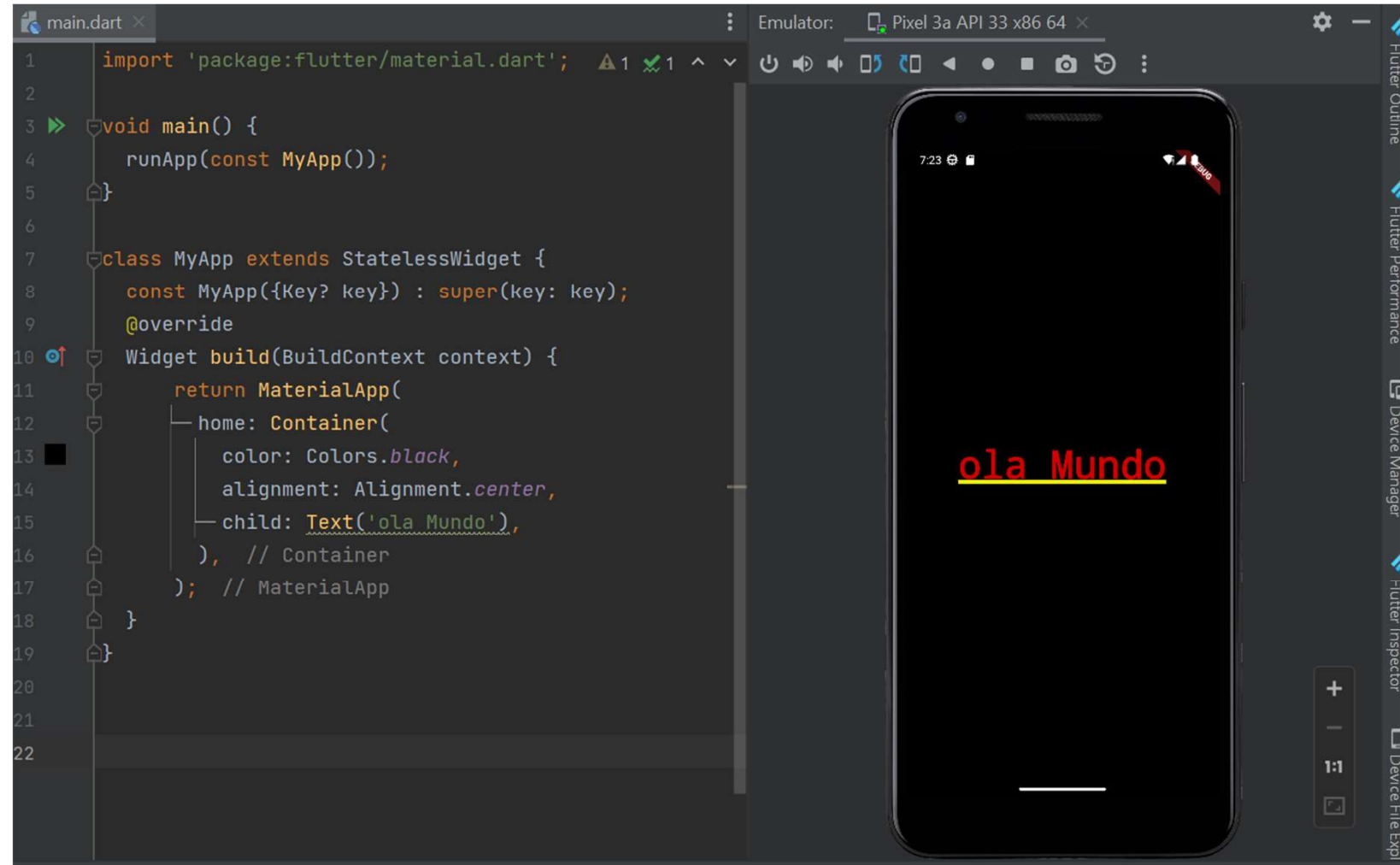
class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Container(
        color: Colors.black,
        alignment: Alignment.center,
        child: Text('ola Mundo'),
      ), // Container
    ); // MaterialApp
  }
}
```



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1. Execute o App.



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Melhorando o Projeto



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1. Acrescente mais um widget, a HomePage.
2. Execute o App.

```
main.dart
6
7 class MyApp extends StatelessWidget {
8   const MyApp({Key? key}) : super(key: key);
9   @override
10  Widget build(BuildContext context) {
11    return const MaterialApp(
12      home: HomePage()
13    ); // MaterialApp
14  }
15 }
16
17 class HomePage extends StatelessWidget {
18   const HomePage({Key? key}) : super(key: key);
19
20   @override
21  Widget build(BuildContext context) {
22    return Container(
23      color: Colors.black,
24      alignment: Alignment.center,
25      child: Text('Ola Mundo'),
26    ); // Container
27  }
28 }
29
```

