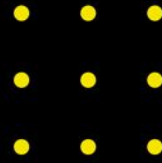


Flutter intro / Layouting 1

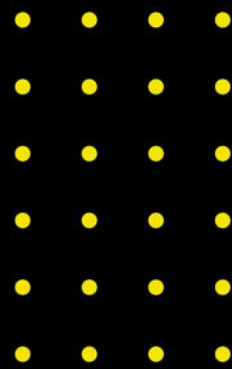
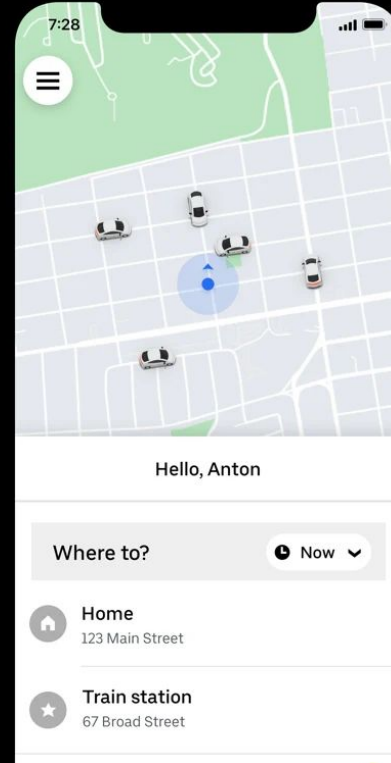
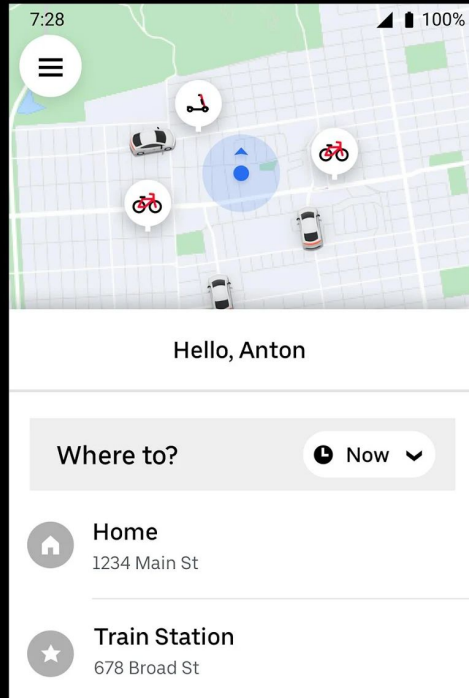
Introduction

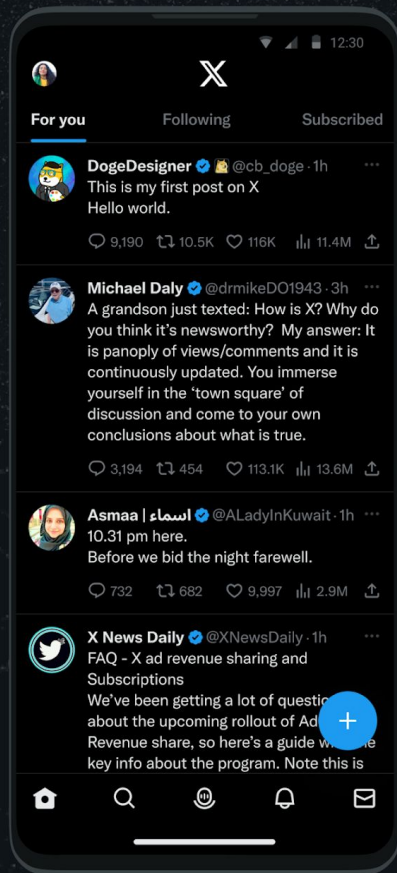


Choose your destination

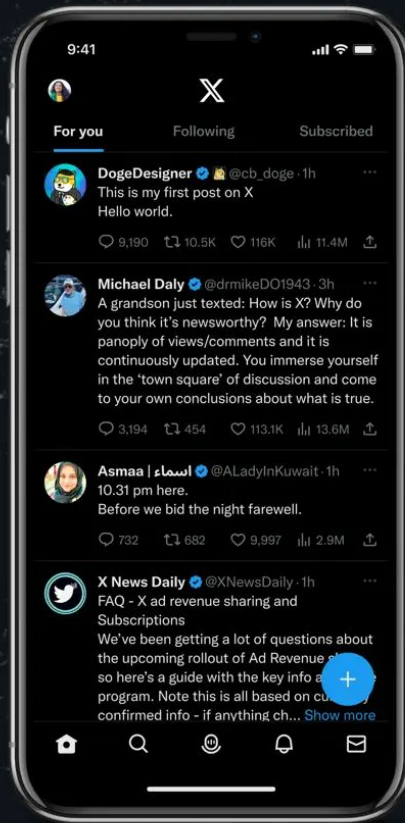


Choose your destination





For you



**Design systems are
platform-independent**

Two separate dev teams

...and separate bugs, release cycles, deployments

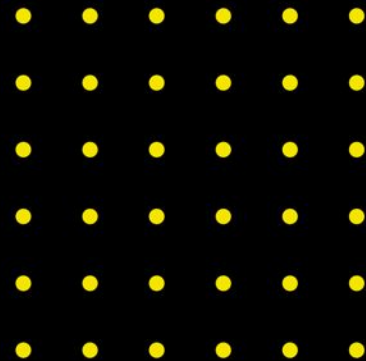
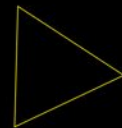
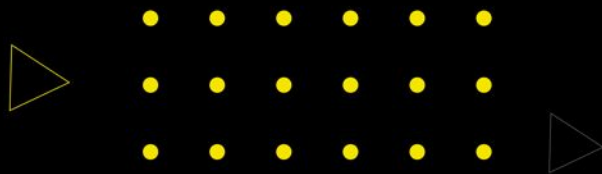
It costs a lot

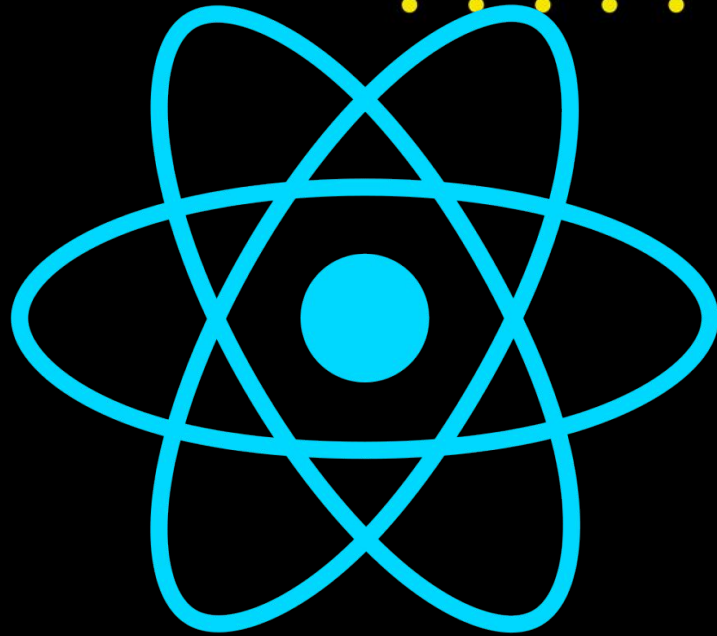


Xamarin



APACHE
CORDOVATM





React Native



Flutter

Framework
(Dart)

Material

Cupertino

Widgets

Rendering

Animation

Painting

Gestures

Foundation

Engine
(C++)

Impeller

Dart

Text

Framework

Dart

Material

Cupertino

Widgets

Rendering

Animation

Painting

Gestures

Foundation

Engine

C/C++

Service Protocol

Composition

Platform Channels

Dart Isolate Setup

Rendering

System Events

Dart Runtime Mgmt

Frame Scheduling

Asset Resolution

Frame Pipelining

Text Layout

Embedder

Platform-specific

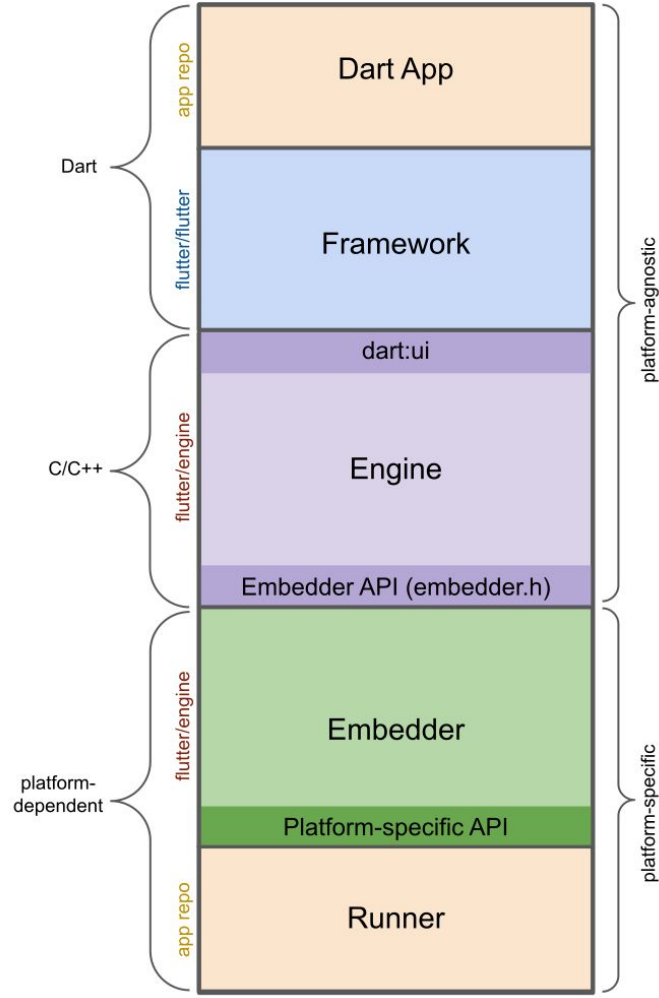
Render Surface Setup

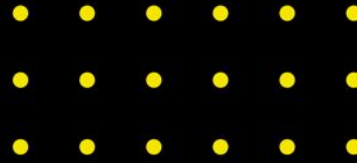
Native Plugins

App Packaging

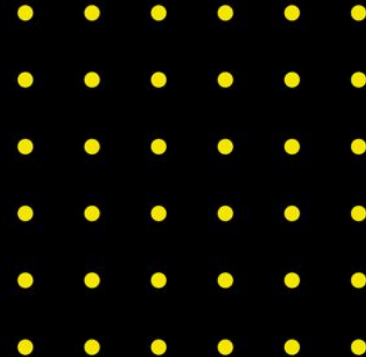
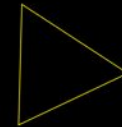
Thread Setup

Event Loop Interop





Skia is an open source 2D graphics library which provides common APIs that work across a variety of hardware and software platforms. It serves as the graphics engine for Google Chrome and Chrome OS, Android, Flutter, Mozilla Firefox and Firefox OS, and many other products.

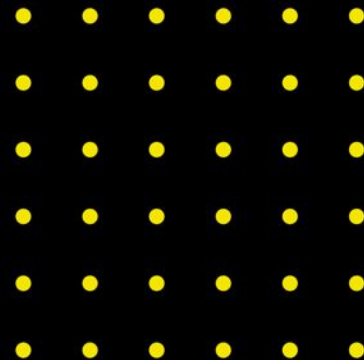
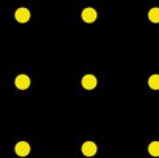


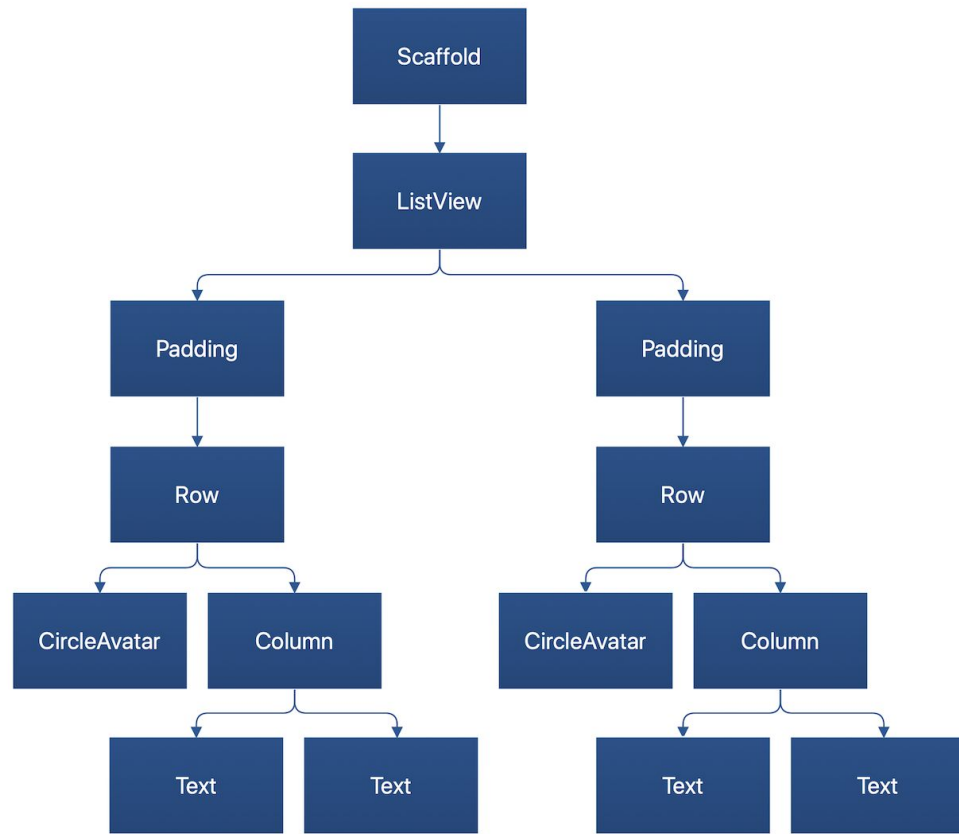
Now there's also Impeller -
the new default

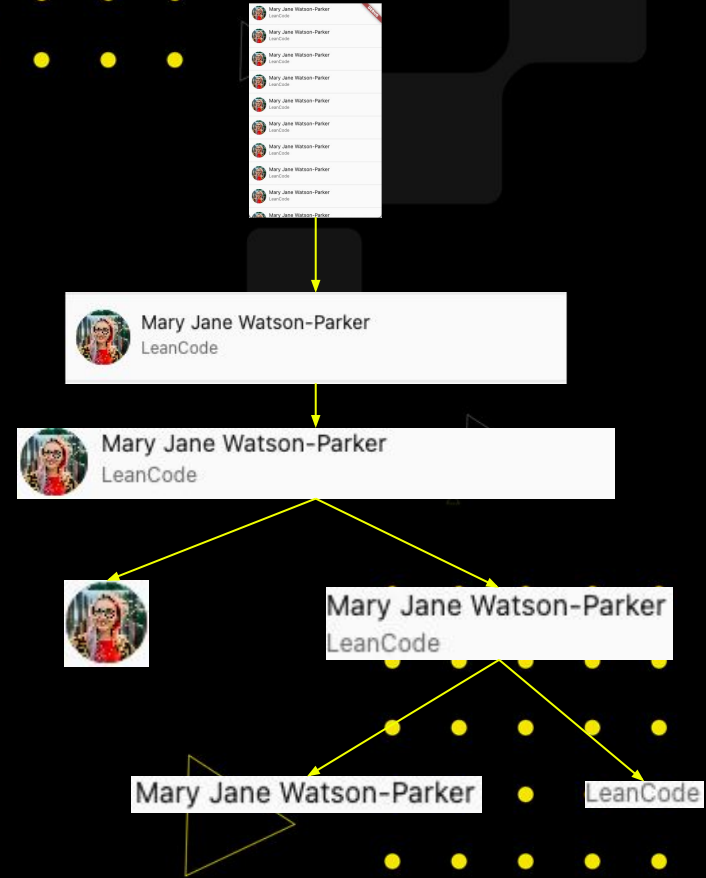
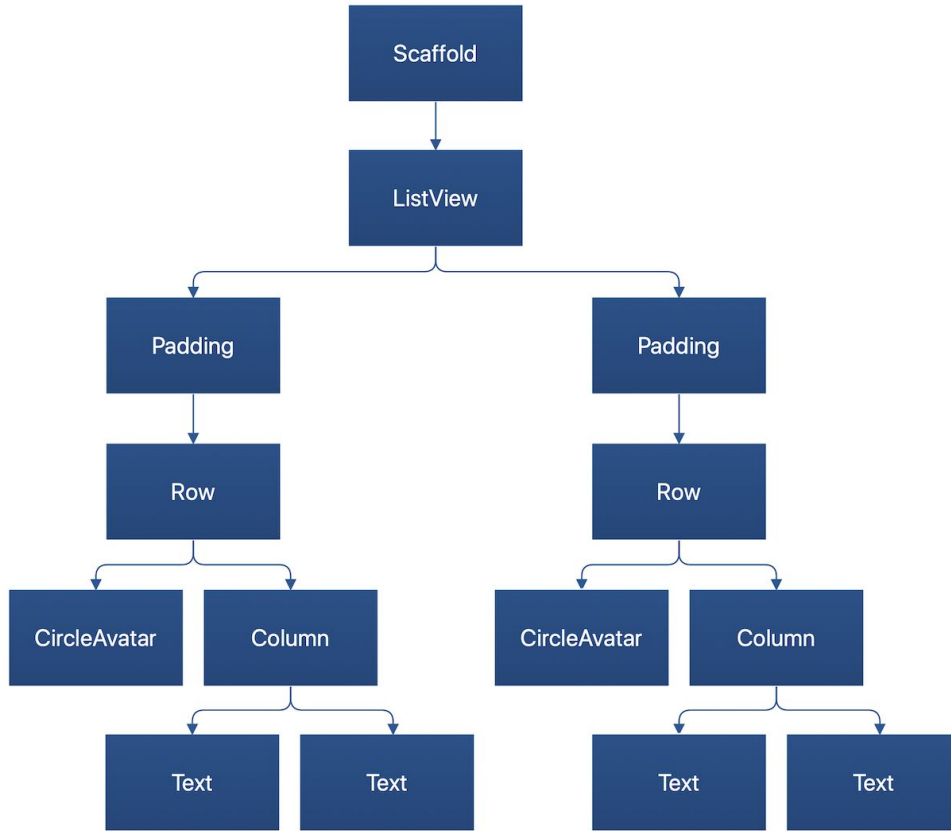
**Flutter == multi-platform UI
toolkit**

**(Almost) everything is a
widget**

Widget in a widget







Flutter Desktop

macOS + Windows + Linux

Flutter Web

Now using **WebAssembly**

Flutter Embedded

What is Declarative UI?



Imperative UI

Windows Forms / Android / iOS /
GTK

Add callback which on change
does:

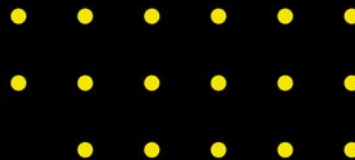
- Set color
- Remove child
- Add child
- Set position



Declarative UI

React / Flutter / Jetpack
Compose / SwiftUI

For this state return a View with red background color and children consisting of a text message and a button.



```
final title = Text();
title.data = 'Please tap the button to finish';

final button = Button();
button.text = 'Finish';
button.onPressed = () {
  print('Button pressed!');
};

view.backgroundColor = Colors.white;
view.children = [];
view.children.add(title);
view.children.add(button);
```



```
return View(
  children: [
    Text('Please tap the button to finish'),
    Button(
      text: 'Finish',
      onPressed: () {
        print('Button pressed!');
      }
    ),
  ],
);
```



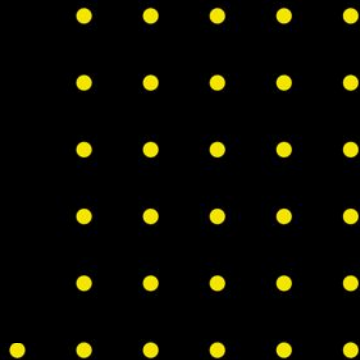


Let's make some Hello World!



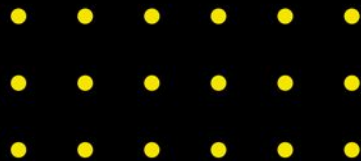
```
import 'package:flutter/material.dart';

void main() {
  runApp(
    const Center(
      child: Text(
        'Hello world!',
        textDirection: TextDirection.ltr,
      ),
    ),
  );
}
```





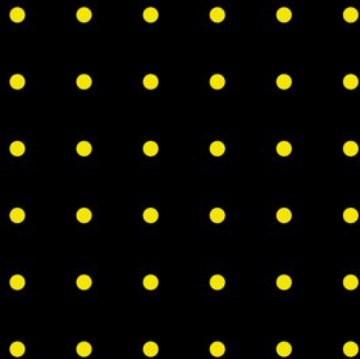
Constraints go down. Sizes go up. Parent sets position.



BoxConstraints({double minWidth, double maxWidth, double minHeight, double maxHeight})

Creates box constraints with the given constraints.

const



Layout algorithm

1. Widget gets constraints from its parent
2. For every child, it requests its size within given constraints (could be different from the first constraints)
3. Knowing children sizes, now the widget positions every of them
4. Knowing children sizes and positions, now the widget can pass its own size to its parent



Show me the code



Thanks!