

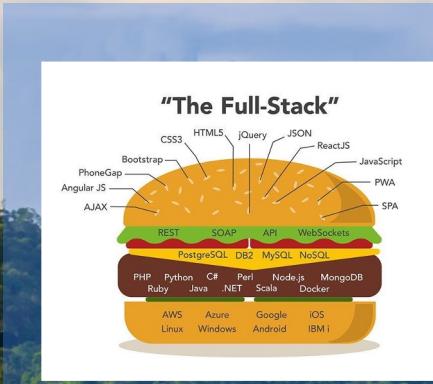


# Formation : Flutter

26-28 octobre 2023



# Qui suis-je ?



## Sidaty M. Koureichy

Architecte SI,  
Développeur Full Stack,  
Entrepreneur,



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Sidaty



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Mise en Place &  
Introduction + Live  
Coding



Jeudi

Vendredi

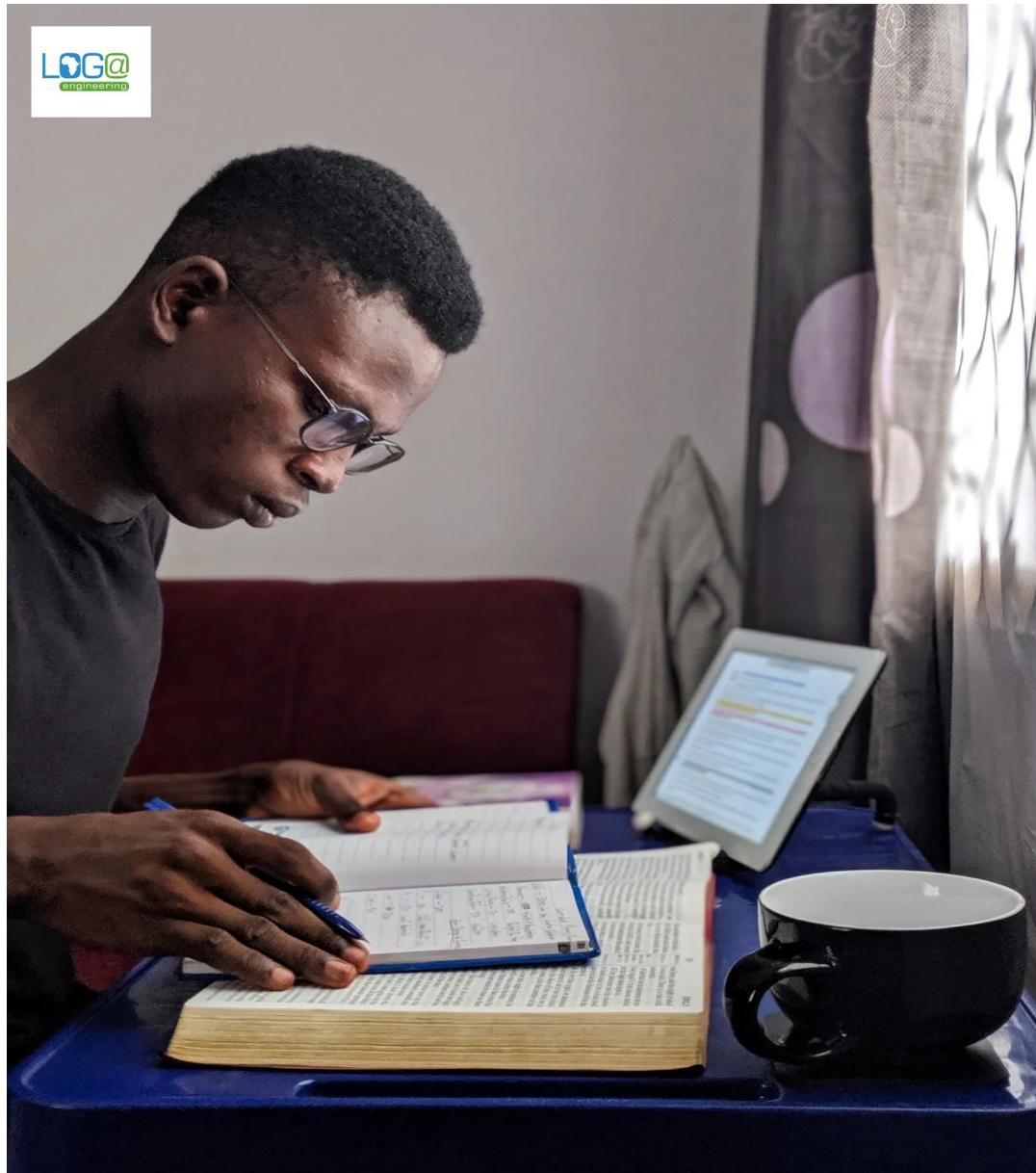
Flutter Web + live  
coding



Samedi



Live Coding Projet de  
Test



# Public

- Développeurs Mobile, Web
- Développeurs Débutants, Experts,
- 75 à 110 Stagiaires

# Objectif

Introduire Flutter/Dart,

Comprendre la technologie Flutter,

Réaliser une application Mobile (Android et iOS),

Introduire Flutter Web,





# Programme



- Introduction Flutter/Dart,
- Dart (Class, Function, Interface),
- Les Widgets (Stateless, Stateful),
- Widgets Basiques et Layout,
- Form et TextFormField,
- Widget communs et Navigation,
- Services Interactifs, Firebase,
- State Management (BLoC),
- Animations et Intégration plateforme,
- Flutter Web,
- Design Challenge

# Introduction Flutter & Dart





Beautiful



Fast



Productive



Open



Portable



# Introduction Flutter & Dart

## Flutter ( <https://flutter.dev> )

1. Flutter est un SDK par Google,
2. OpenSource <https://github.com/flutter/flutter>,
3. Multiplateformes et inspiré du Web,
4. Solutions code base unique et natif :
  - a. HTML : (Cordova, Ionic, phonegap, etc.)
  - b. React Native, Xamarin,
5. GUI Indépendantes des Plateformes,
6. Pas de pont inter-langage,
7. Rendu structurel (dessine les modifications ),

## Dart (sorti en 2011, <https://dart.dev/> )

1. Langage par Google,
2. Deux modes (AOT, JIT) : compilé ou Interprété,
3. Multiplateforme (Cli, Web, Flutter, Backend),
4. Langage typé et async (Future/Stream),
5. Syntaxe familière (Java, JavaScript, etc.),
6. Inclusion code actif (!= exclusion code mort),
7. Bibliothèque standard riche (**+15.000 pkgs**),
8. Gestionnaire de dependances (<https://pub.dev/>),

# Introduction Flutter & Dart

## Hot reload

1. Injection du nouveau code dans la VM Dart,
2. Conservation de l'état de l'application,
3. Productivité (itération rapide),

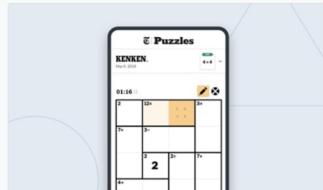
## Pour qui/quoi ?

1. Les **designers**,
2. Les **prototypes** de haute qualité,
3. Les **développeurs**,

## Première App Spring Boot

1. flutter doctor,
2. flutter upgrade,
3. flutter packages get,
4. flutter packages upgrade,
5. flutter format,
6. flutter analyze,
7. flutter clean,
8. flutter run,
9. flutter build,
10. flutter devices,
11. flutter channel ...

# Quelques sociétés sur Flutter



The New York Times

Flutter helps bring the popular Ken Ken puzzle to life on Android, iOS, Mac, Windows, and the web.

[Learn More](#)



Square

The Flutter plugin for our Square Reader SDK enables developers to build apps for merchants that take in-person payments.

[Learn more](#)



Google Assistant

Flutter helps power an ever-growing number of Google Assistant apps.

[Learn more](#)



Tencent 腾讯

Tencent uses Flutter throughout the company for several apps including AITeacher, Now Live, K12, Mr. Translator, QiDian, and DingDang.

[Watch video](#)

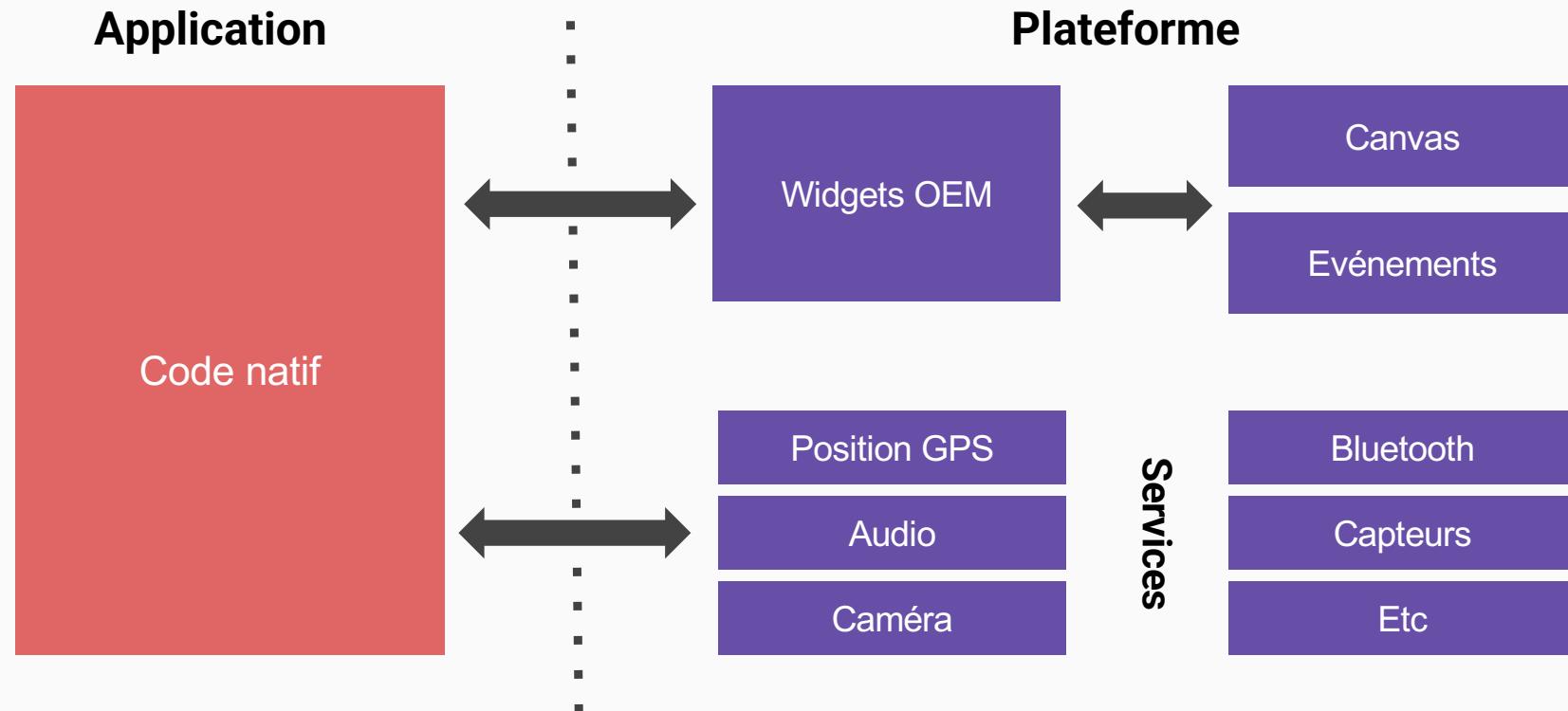
## Who's using Flutter?

Organizations around the world are building apps with Flutter.

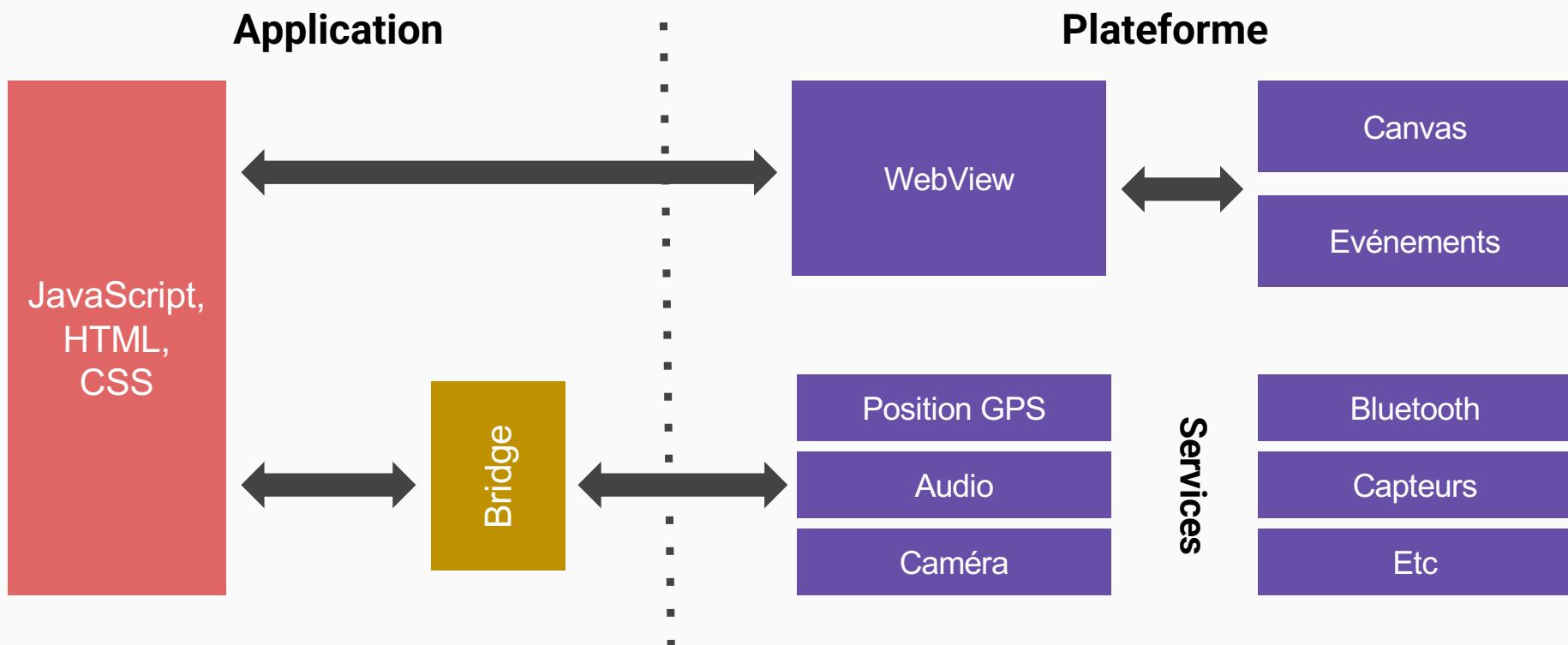
[See what's being created](#)



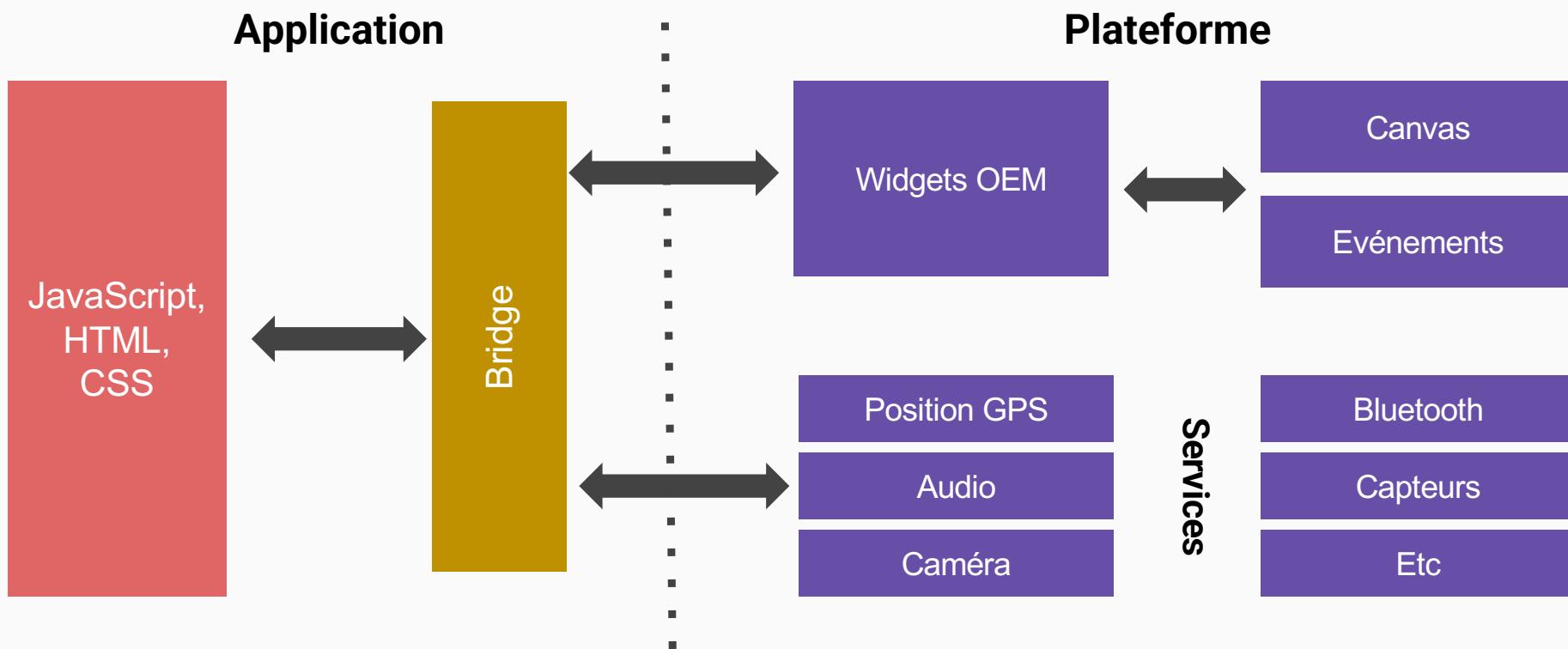
# Application native



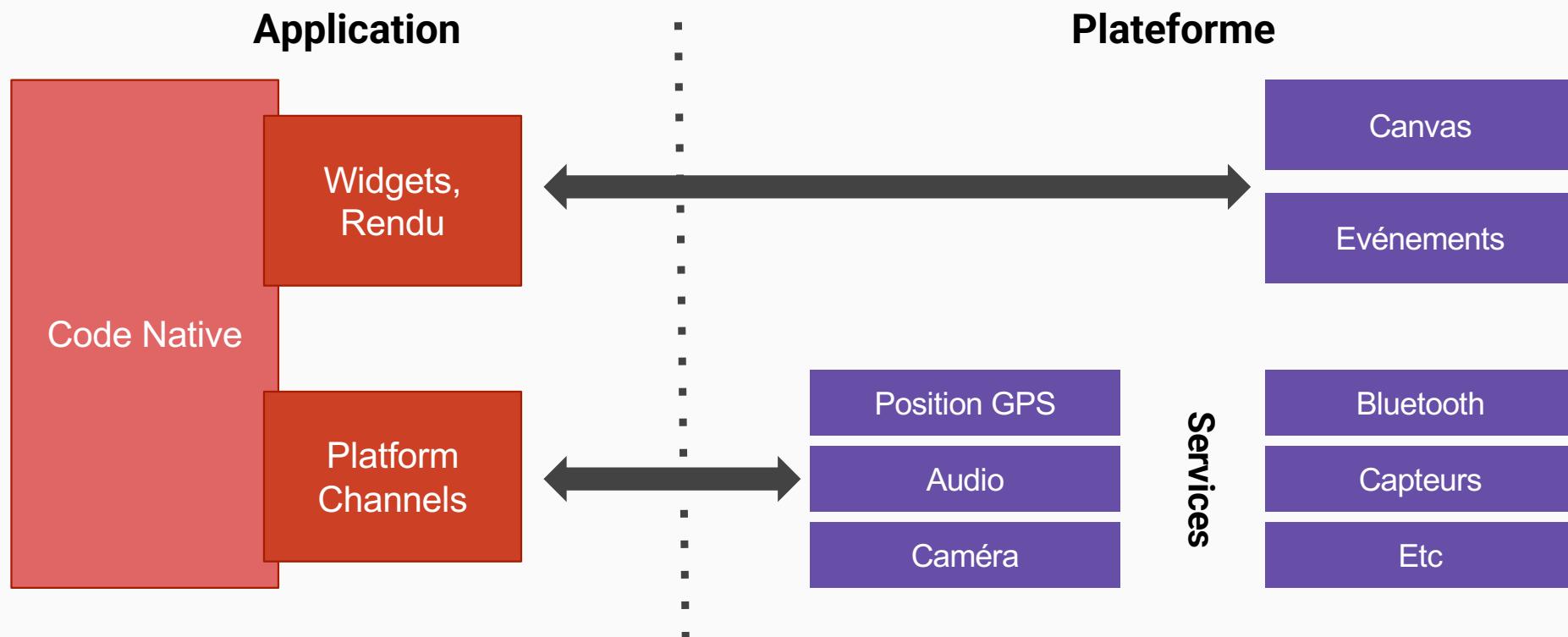
# WebView (Ionic, Cordova, ...)



# React Native



# Flutter



# Architecture

Framework  
Dart



Browser  
JavaScript / C++

HTML / CSS      Canvas      WebGL      WebAssembly

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

Render Surface Setup

Native Plugins

App Packaging

Thread Setup

Event Loop Interop

# Les Widgets

“Tout est  
Widget”

“Composition  
au lieu de  
l'héritage”

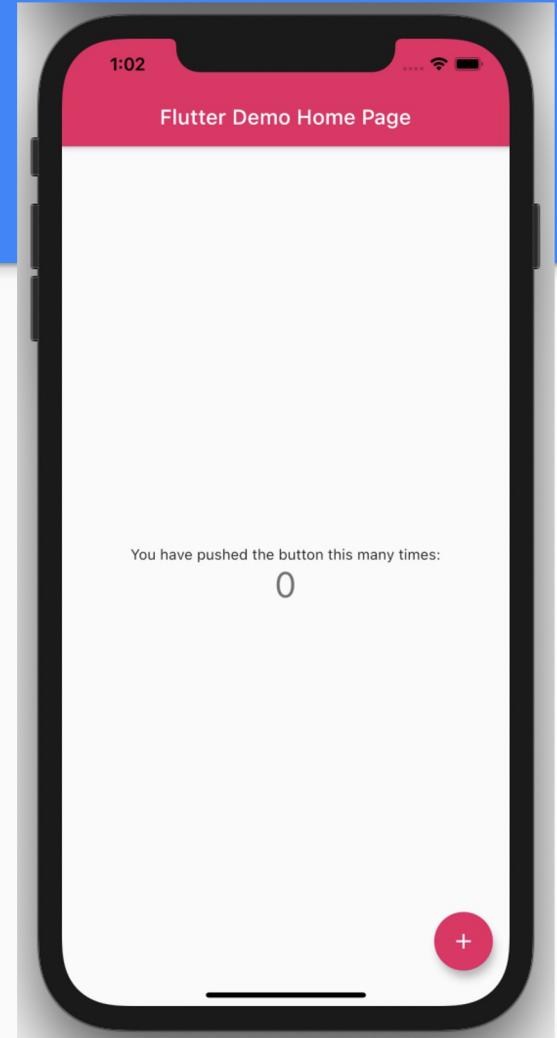


# Les Widgets

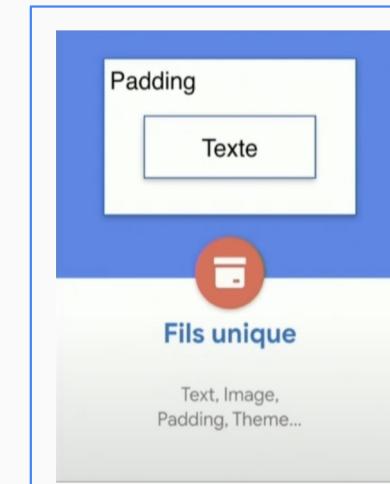
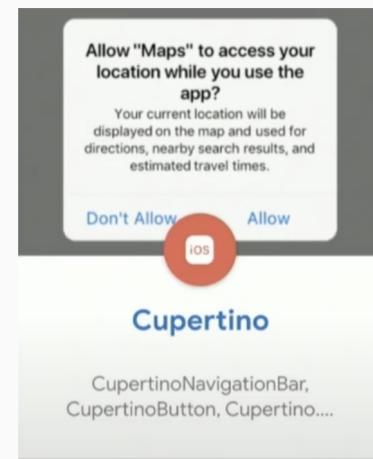
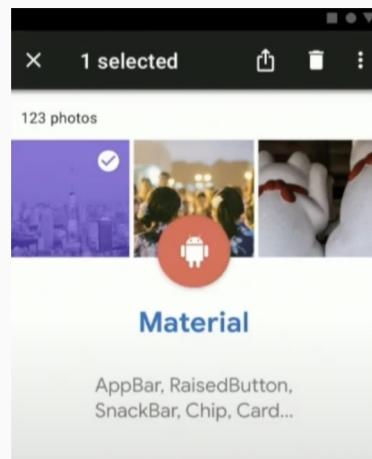
## Caractéristiques

1. Affichages, Thèmes, Positionnements, Animations, etc.
2. Ils ne font que ce qu'ils doivent faire (ex: **Text** n'affiche du text pas de padding, **Padding** fait du padding),
3. UI is Code (tout est dans le code),

<https://flutter.dev/docs/development/ui/widgets>

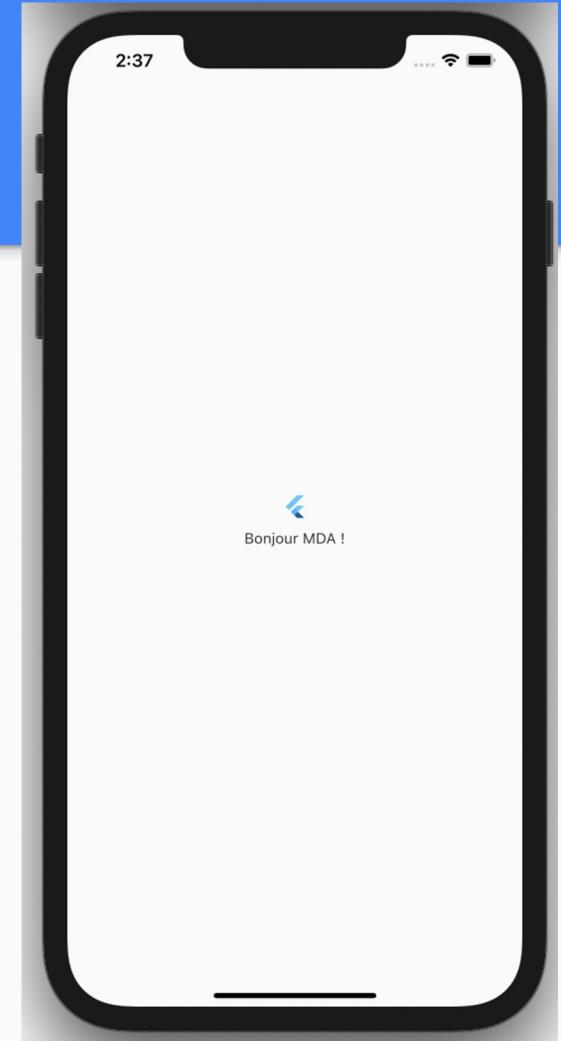


# Catégories de Widgets

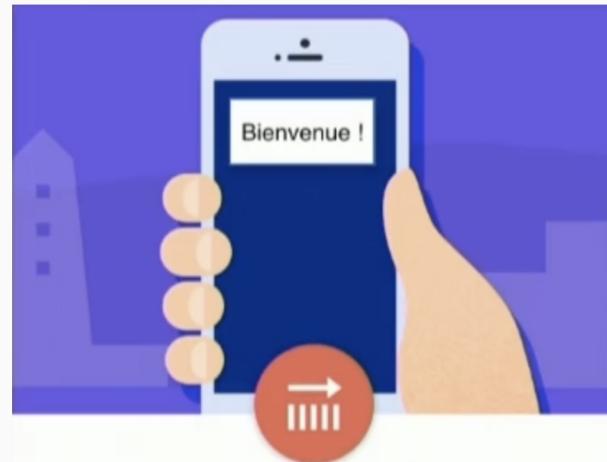


# Widgets (Code)

```
flutter_app - main.dart [flutter_app]
class MyWidget extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: Center(
        child: Column(
          mainAxisAlignment: MainAxisAlignment.min,
          children: [
            FlutterLogo(),
            SizedBox(height: 10.0),
            Text('Bonjour MDA !')
          ],
        ),
      ),
    );
  }
}
```

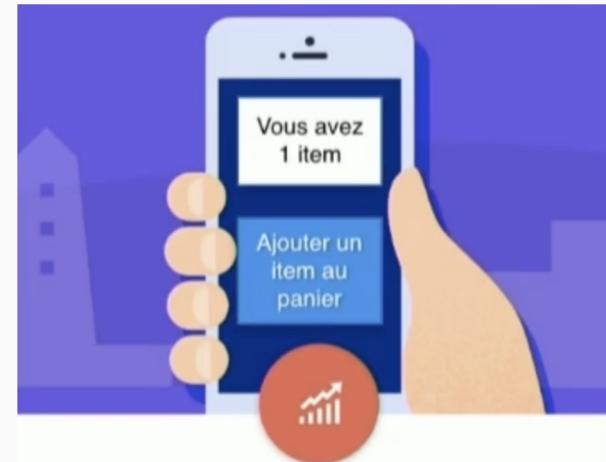


# StatelessWidget et StatefulWidget



**StatelessWidget**

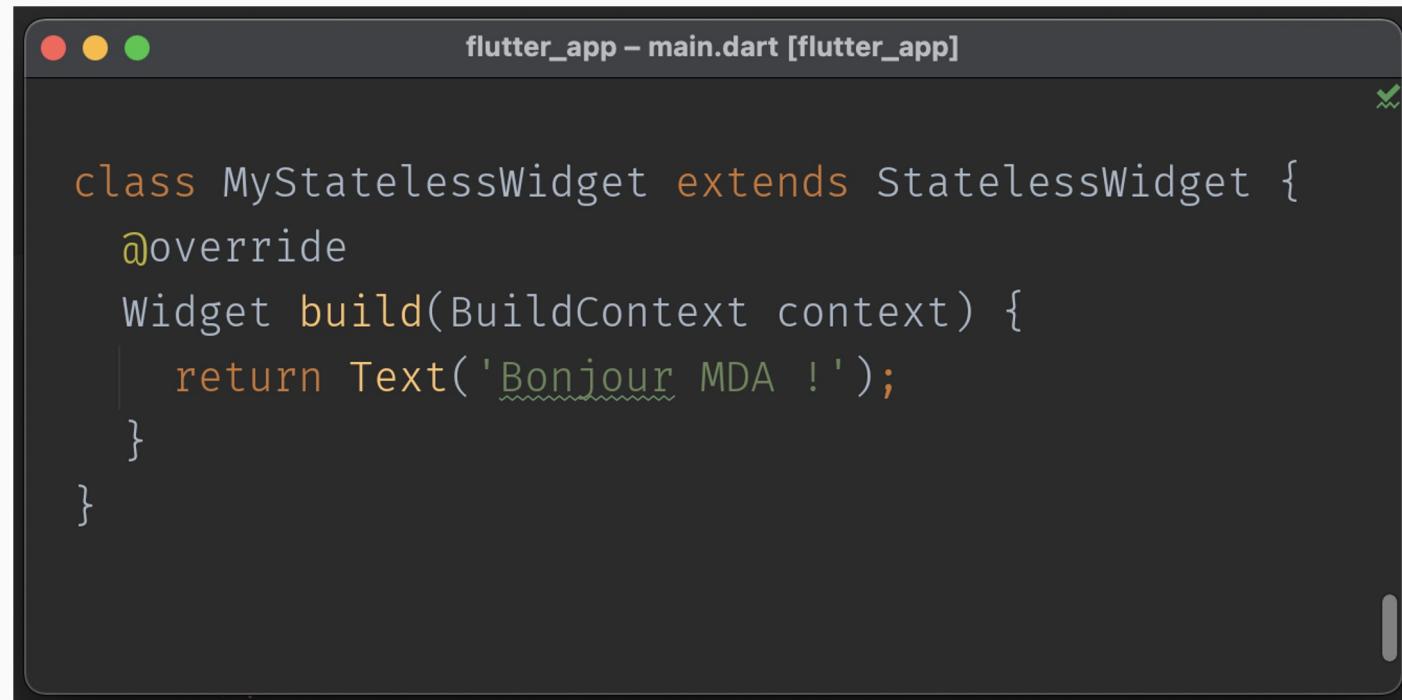
Son état n'évolue pas au fil du temps



**StatefulWidget**

Widget attaché à un état (State) qui peut évoluer au fil du temps

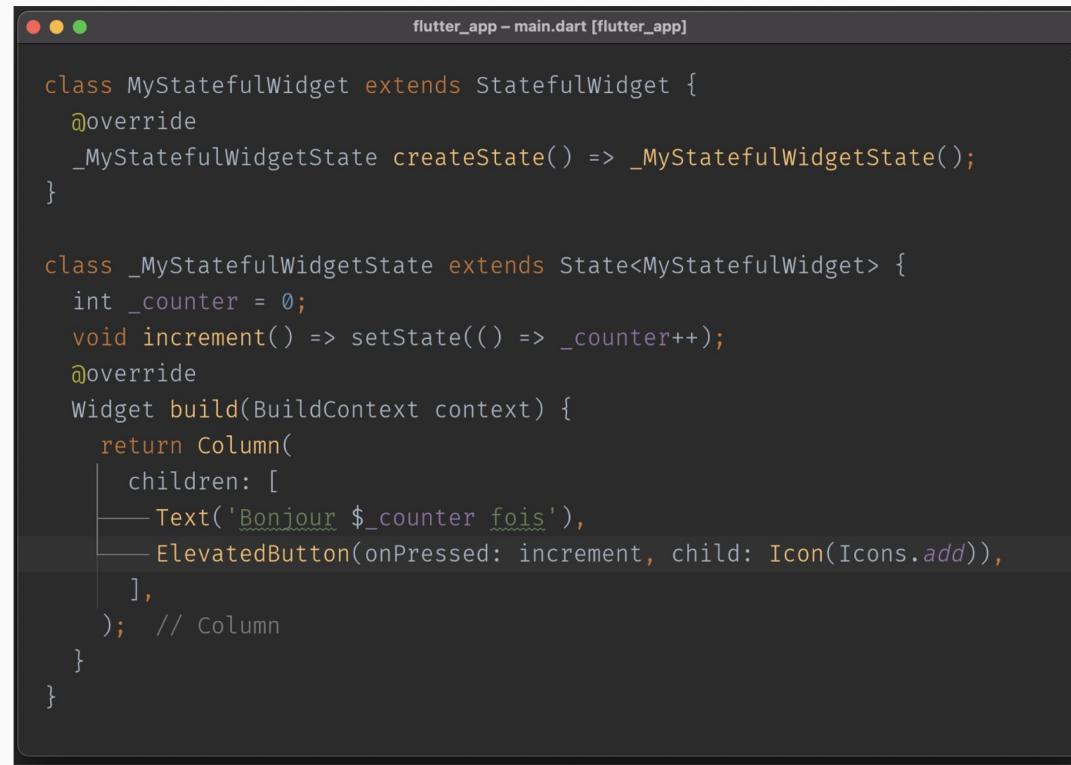
# StatelessWidget



A screenshot of a code editor window titled "flutter\_app - main.dart [flutter\_app]". The window has a dark theme with red, yellow, and green window controls. The code editor displays the following Dart code:

```
class My StatelessWidget extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Text('Bonjour MDA !');
}
```

# StatefulWidget



A screenshot of a macOS terminal window titled "flutter\_app - main.dart [flutter\_app]". The window displays the following Dart code:

```
class My StatefulWidget extends StatefulWidget {
  @override
  _My StatefulWidget createState() => _My StatefulWidget();
}

class _My StatefulWidget extends State<My StatefulWidget> {
  int _counter = 0;
  void increment() => setState(() => _counter++);
  @override
  Widget build(BuildContext context) {
    return Column(
      children: [
        Text('Bonjour $_counter fois'),
        ElevatedButton(onPressed: increment, child: Icon(Icons.add)),
      ],
    ); // Column
  }
}
```

# Les trois arbres de Flutter



## Arbre de widgets

Arbre qui décrit les composants et leurs valeurs



## Arbre des éléments

Arbre mutable qui fait le lien entre un Widget et son *RenderObject*



## Arbre de rendu

Arbre mutable de *RenderObjects* qui s'occupent de gérer le layout, le dessin et la gestion du touch

# Les annonces de Flutter 3.3

Window

macOS

Linux

Web

Android

iOS



# Les annonces de Flutter 2

<https://www.youtube.com/watch?v=A3ltMaM6noM>



Sound null safety in Dart



Microsoft contributing  
foldable support to Flutter



iRobot building multiplatform  
with Flutter



Flutter is Canonical's default choice

Flutter Engage

Flutter 2 = Free Upgrade

Flutter Web Support



Rewrote in Flutter  
for Productivity Gains



Google Mobile Ads SDK  
for Flutter

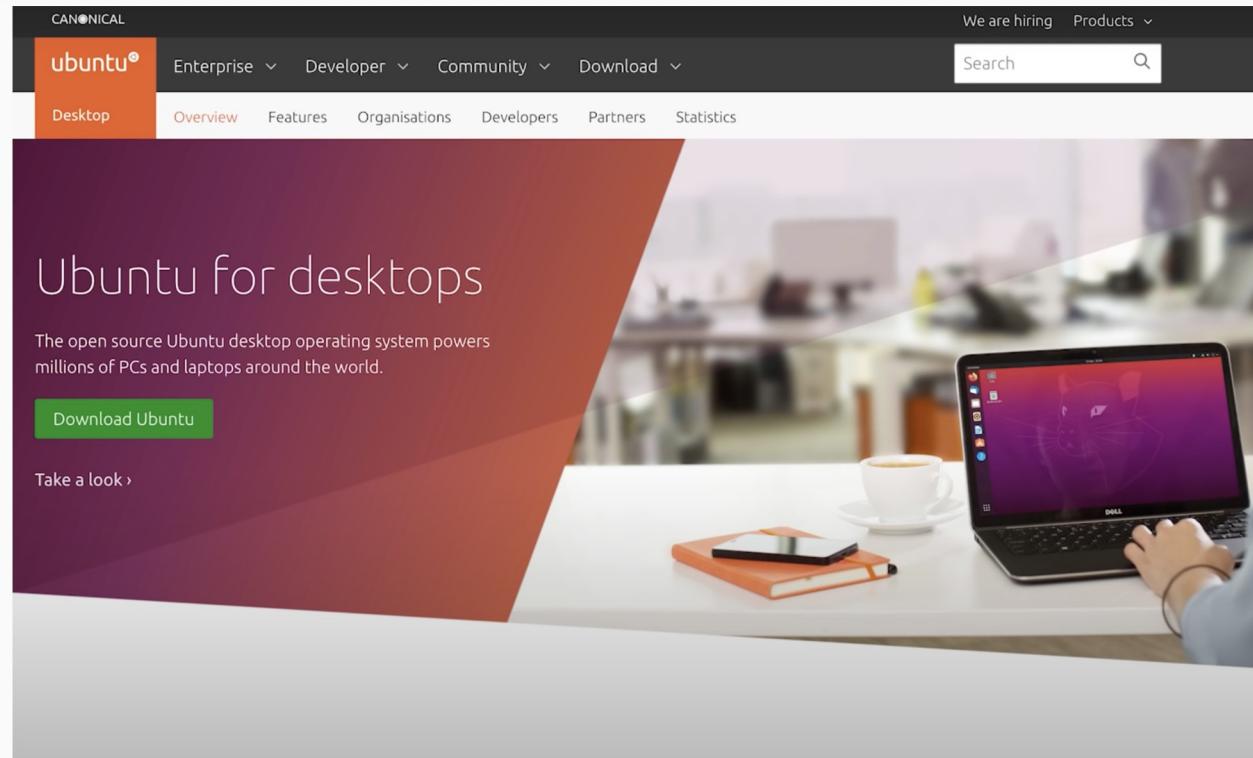


Toyota infotainment systems  
powered by Flutter

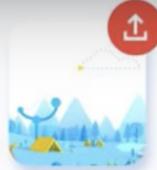


Upgraded Firebase plugins for Flutter

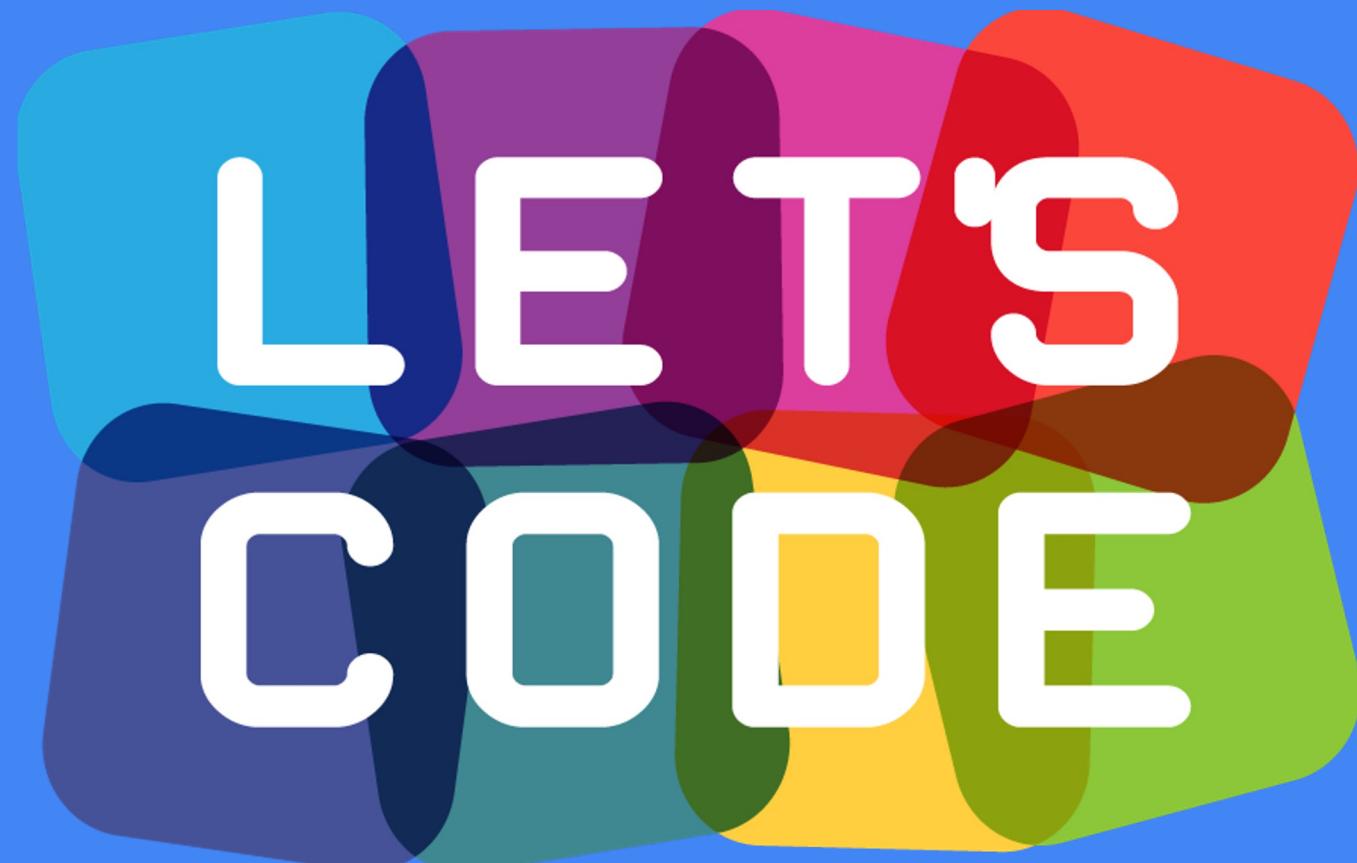
# Les annonces de Flutter 2





<p><b>1</b></p>  <p>Flutter 2 = Free Upgrade</p>	<p><b>2</b></p>  <p>Google Pay Rewrote in Flutter for Productivity Gains</p>
<p><b>3</b></p>  <p>Microsoft contributing foldables support to Flutter</p>	<p><b>4</b></p>  <p>Flutter Web Support</p>
<p><b>5</b></p>  <p>iRobot building multiplatform with Flutter</p>	<p><b>6</b></p>  <p>ubuntu Flutter is Canonical's default choice</p>
<p><b>7</b></p>  <p>TOYOTA Toyota infotainment systems powered by Flutter</p>	<p><b>8</b></p>  <p>Dart Sound null safety in Dart</p>
<p><b>9</b></p>  <p>Upgraded Firebase plugins for Flutter</p>	<p><b>10</b></p>  <p>Google Mobile Ads SDK for Flutter</p>

Merci



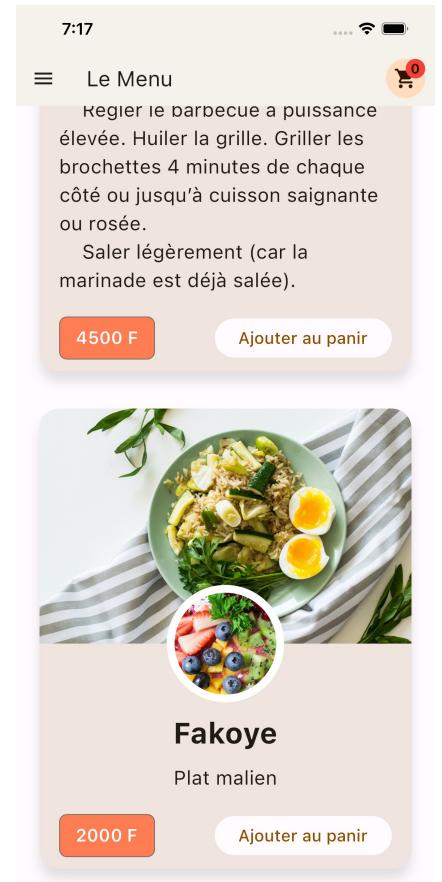
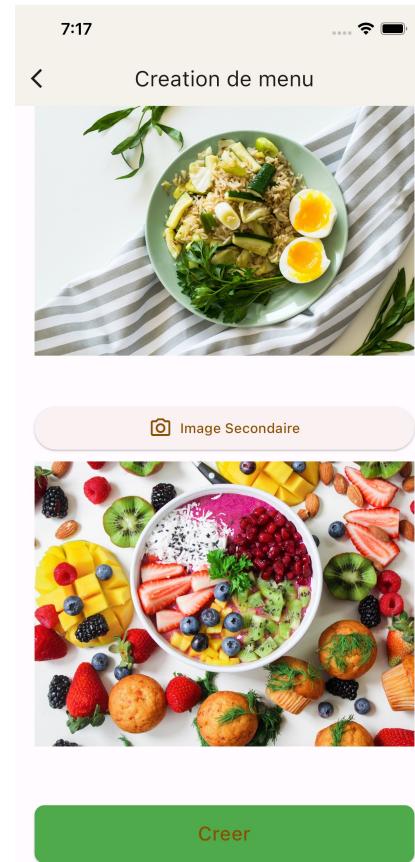
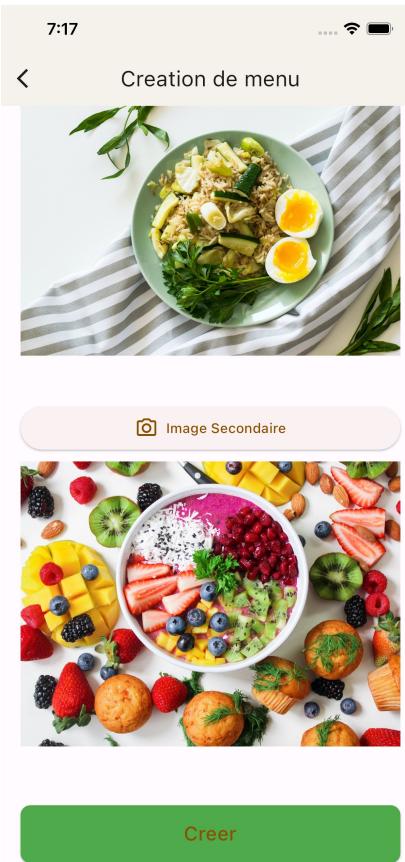
The screenshots show a mobile application interface for creating a menu.

**Screenshot 1 (7:14):** The main screen titled "Le Menu". It displays a dish image, a circular profile picture placeholder, and the title "Sushi". Below it is a detailed description of the dish: "Le sushi est un plat traditionnel japonais, composé d'un riz vinaigré appelé shari combiné avec un autre ingrédient appelé neta qui est habituellement du poisson cru ou des fruits de mer." At the bottom are buttons for "6500 F" and "Ajouter au panier".

**Screenshot 2 (7:14):** A modal overlay showing user information: "Amadou Konate" and "amadou.konate@gmail.com". It also lists three options: "Ajout un plat", "Les commandes clients", and "Mes commandes".

**Screenshot 3 (7:15):** The "Creation de menu" screen. It has fields for "Titre" (Title) and "Description". A large green "Creer" button is at the bottom.

**Screenshot 4 (7:16):** The same "Creation de menu" screen, but the "Titre" field now contains "Fakoye" and the "Prix" field contains "2000". The "Image Principale" and "Image Secondaire" buttons are visible below the price field.



7:26

Le Menu

Regler le barbecue à puissance élevée. Huiler la grille. Griller les brochettes 4 minutes de chaque côté ou jusqu'à cuisson saignante ou rosée.

Saler légèrement (car la marinade est déjà salée).

4500 F

Ajouter au panier



Fakoye

Plat malien

2000 F

Ajouter au panier

7:15

Sushi



Sushi

Le sushi est un plat traditionnel japonais, composé d'un riz vinaigré appelé shari combiné avec un autre ingrédient appelé neta qui est habituellement du poisson cru ou des fruits de mer.

6500 F

Ajouter au panier

7:17

Panier

Fakoye  
Plat malien

2000 F

Brochettes de bœuf  
Dans un grand bol, mélanger l'huile, la sauce soya, le vin...

9000 F

Valider

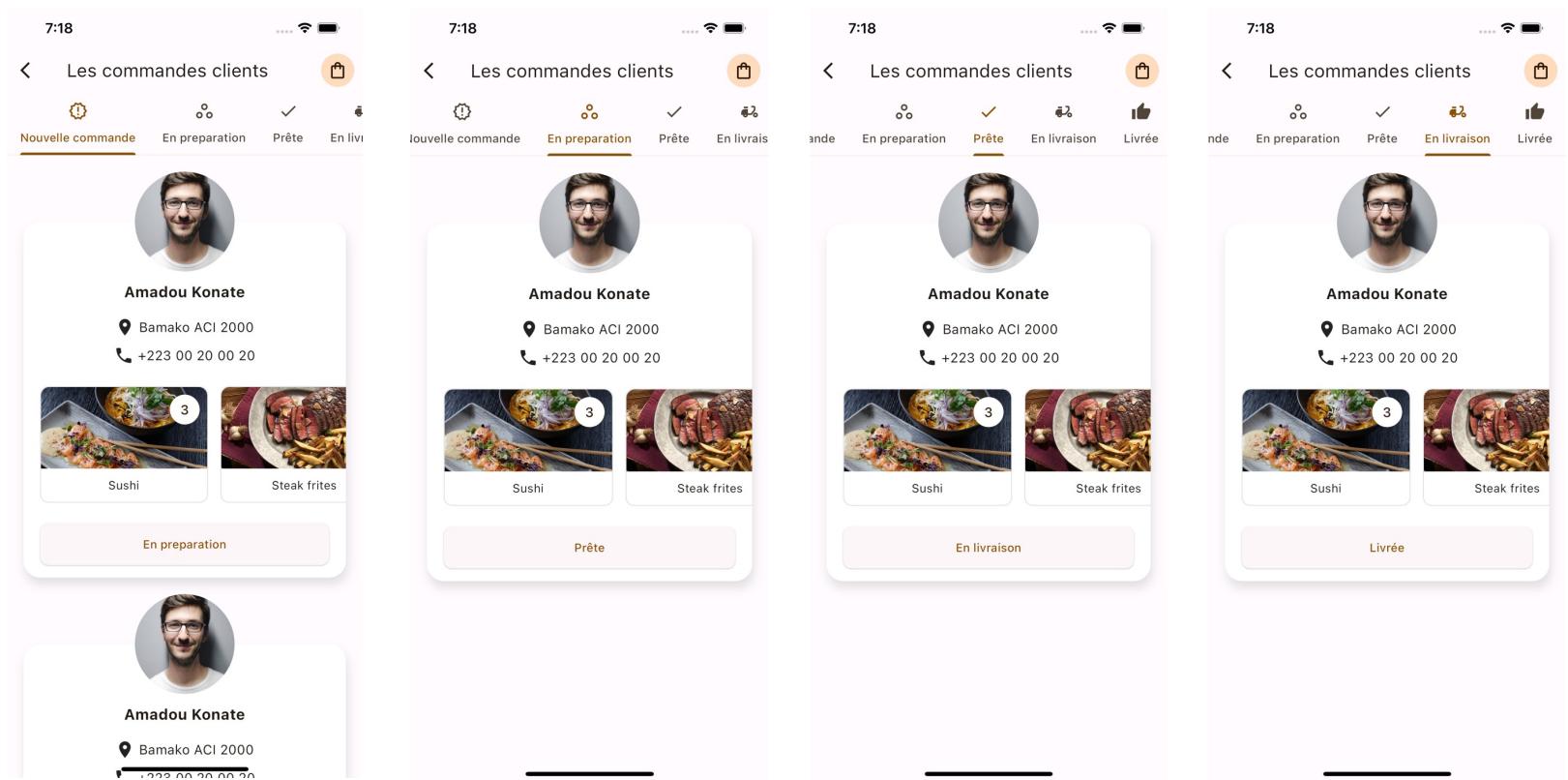
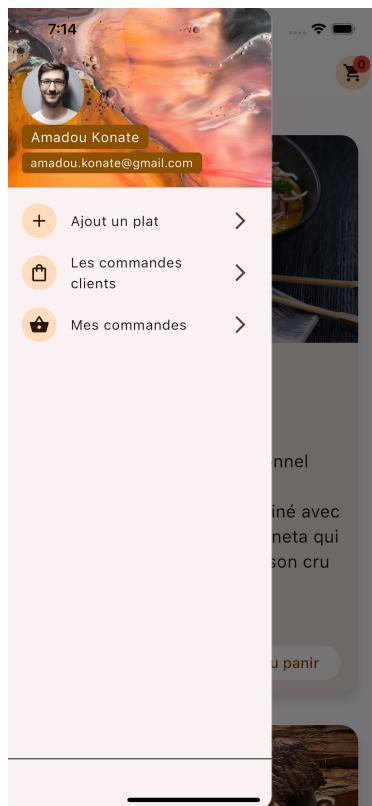
11000 F

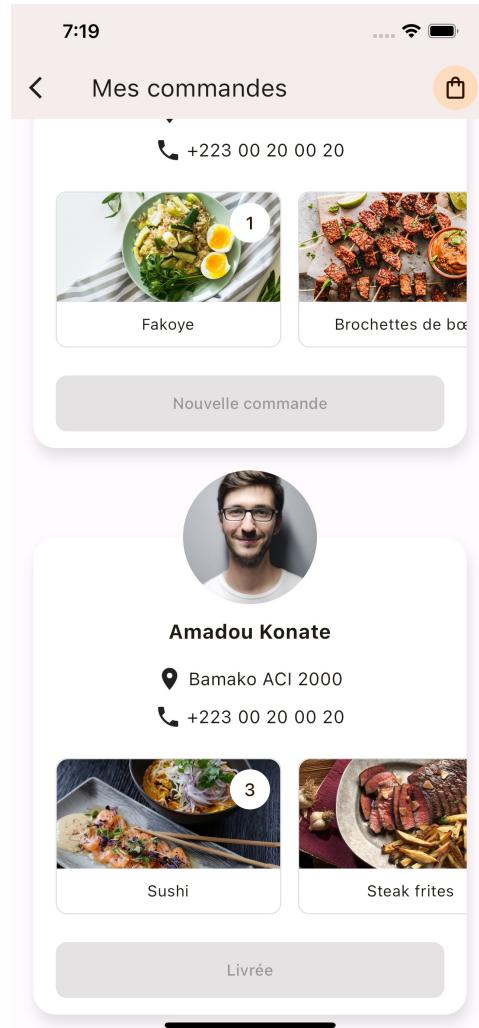
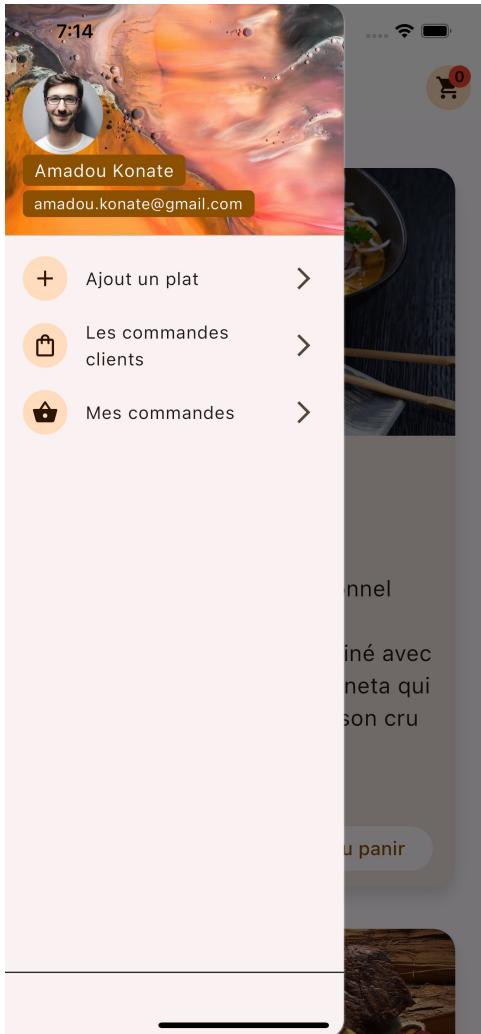
7:28

Panier

Valider

0 F





# Jour 2

Matin:

1. Afficher Image (Assets, Network) →
2. GridView →
3. StatefullWidget →
4. Stack →
5. Sélectionner l'image →
6. Récupérer les valeurs saisies →

Apres midi:

1. Créer la classe MenuData,
2. Afficher les Menu,

# Jour 3

Matin:

1. Gestion du panier,
2. Valider le panier,
3. Page mes commandes,
4. Gestion d'état global avec Bloc