



Mobile Development with Flutter

Introduction to Flutter and what makes it a valid option to develop mobile apps in 2020.



Luca



Salsabil

Your hosts tonight

Agenda

- Intro to mobile development
- Native vs cross-platform
- Introduction to Flutter
- Quiz & Demo
- Dart in a nutshell
- Quiz & Demo
- Closing remarks
- Q&A
- Goodbye

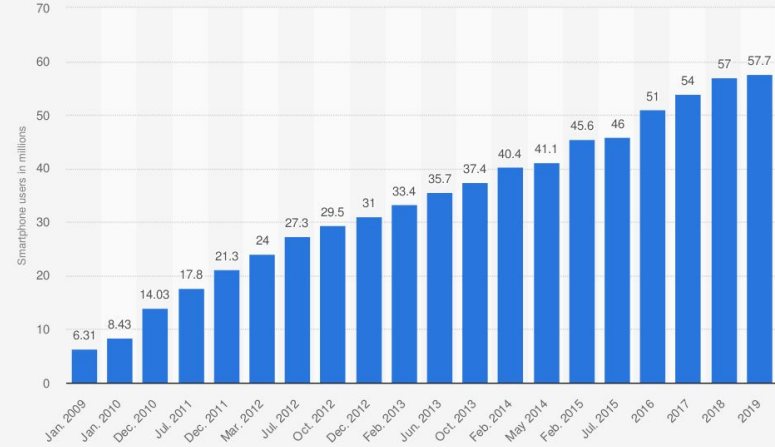
Smartphones Facts

Number of mobile app downloads worldwide in 2019
204bn

Number of mobile app downloads worldwide in 2016
140.7bn

**Why should we
care about mobile
development?**

Number of smartphone users in Germany from January 2009 to 2019 (in millions)



Sources
Bitkom Research; comScore; VuMA
© Statista 2020

Additional Information:
Germany; Bitkom Research; comScore MobilLens; VuMA; January 2009 to 2018; 14 years and older

Number of mobile app downloads worldwide in 2019

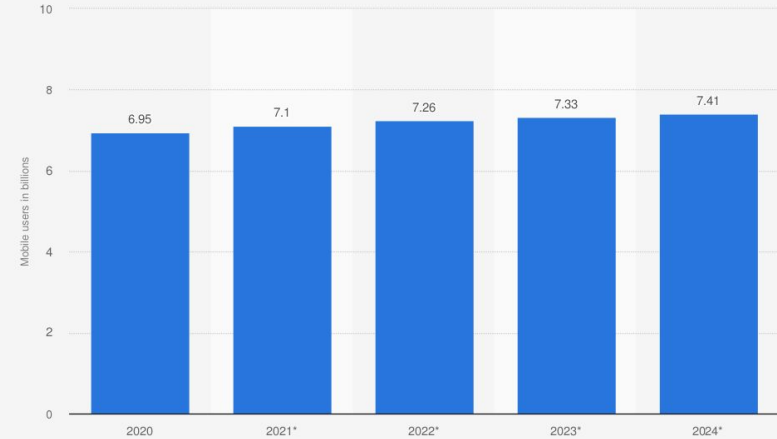
204bn

Number of mobile app downloads worldwide in 2016

140.7bn

**Why should we
care about mobile
development?**

Forecast number of mobile users worldwide from 2020 to 2024 (in billions)



Source
The Radicati Group
© Statista 2020

Additional Information:
Worldwide; The Radicati Group; 2020

**Businesses
need apps,
good ones.**

What do we have at our disposal?

Native - Cross Platform

A *native app* is built using the programming language and tools for the specific device platform.

A *cross-platform app* is built with non-native tools and it has historically made use of web technologies to render WebViews



Native - Hybrid - Cross Platform



Kotlin
Java



Swift
Objective-C

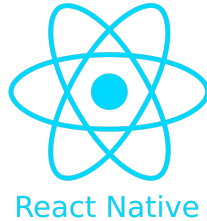
Native - Hybrid - Cross Platform



Phone**Gap**



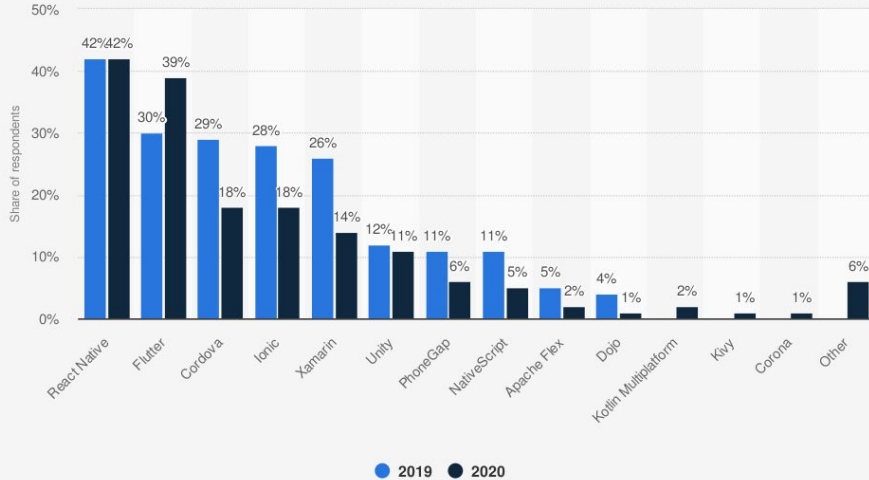
Flutter



APACHE
CORDOVA™

Cross platform frameworks - distribution

Cross-platform mobile frameworks used by software developers worldwide in 2019 and 2020



Source:
JetBrains
© Statista 2020

Additional Information:
Worldwide; 2019 and 2020; 19,696 respondents; software developers

**Flutter is the
definitely
promising!**


What is Flutter?

Flutter - intro



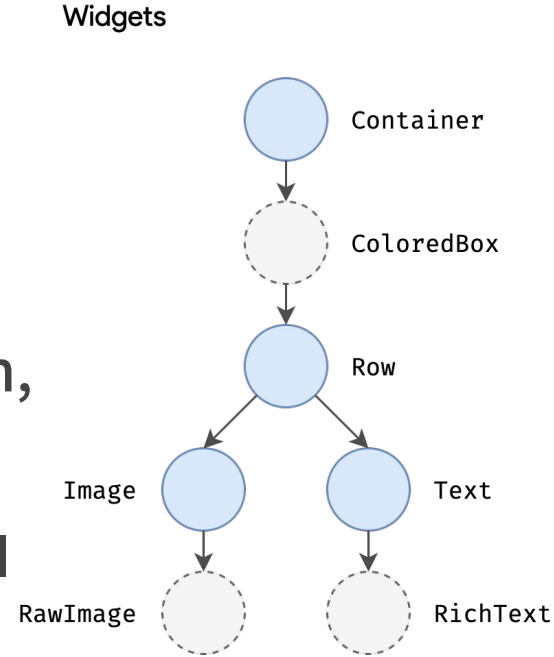
- Free and Open Source UI toolkit
- Provides a SDK to develop apps for Android and iOS
- Good for developers, designers

Flutter - something more

- Full control over the rendering stack
 - Reactive views with no bridge
 - Great development experience
 - Fast, smooth and predictable UI
 - Deploy on multiple platforms with one codebase
 - Great community
- 

Flutter - widgets

- In Flutter, everything is a widget!
 - UI elements (Text, Image, etc.)
 - Layout constraints (Padding, Column, Alignment, etc.)
- You can compose widgets to create your UI
 - Flutter offers a rich set of default widgets ([here](#))



Demo!

Dart in a nutshell




Dart - intro

- Flutter code is written in Dart
- Dart is a client-optimized language for fast apps on any platform
- Can be both JIT compiled and AOT compiled
- Type safe: it uses a combination of static type checking and runtime checks

Dart - a bit more

Typing system (primitive types, var vs dynamic)

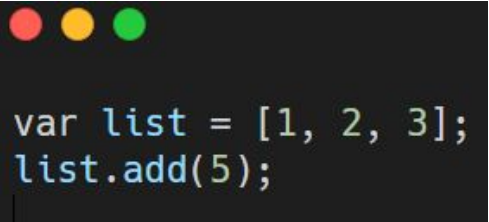


```
var name = 'ReDI';  
dynamic name = 'ReDI';  
String name = 'ReDI';  
final String nickname = 'ReDI';
```

Dart - types

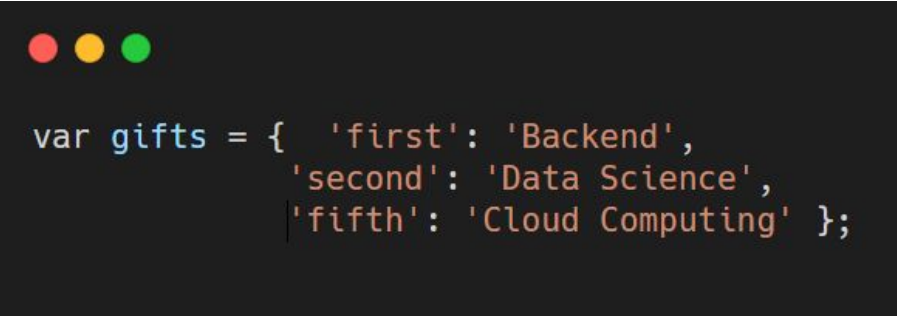
The Dart language has also support for the following types:

Lists



```
var list = [1, 2, 3];  
list.add(5);
```

Maps




```
var gifts = {  'first': 'Backend',  
               'second': 'Data Science',  
               'fifth': 'Cloud Computing' };
```

Control flow statements

```
if (year >= 2001) {  
    print('21st century');  
} else if (year >= 1901) {  
    print('20th century');  
}  
  
for (var object in flyby0bjects) {  
    print(object);  
}  
  
for (int month = 1; month <= 12; month++) {  
    print(month);  
}  
  
while (year < 2016) {  
    year += 1;  
}
```


Functions

Define a simple addition function:



```
int sumUp(int a, int b, int c) {  
    return a + b + c;  
}  
// ...  
int total = sumUp(1, 2, 3);
```


Class



```
class MyClass {  
    int property = 0;  
  
    int get property => property;  
  
    set property(int value) {  
        if (value >= 0) {  
            property = value;  
        }  
    }  
}
```

Awaits / Async / Future

Synchronous operation:

A synchronous operation blocks other operations from executing until it completes.

Asynchronous operation:


Once initiated, an asynchronous operation allows other operations to execute before it completes.



Awaits / Async / Future

The **async** and **await** keywords provide a declarative way to define asynchronous functions and use their results.

A **future** represents the result of an **asynchronous operation**, and can have three states:

- Uncompleted,
 - Completed with a value,
 - Completed with an error.
- 

Synchronous

vs

Asynchronous



```
String createOrderMessage() {
    var order = fetchUserOrder();
    return 'Your order is: $order';
}

Future<String> fetchUserOrder() =>
    // Imagine that this function is
    // more complex and slow.
    Future.delayed(
        Duration(seconds: 2),
        () => 'Large Latte',
    );

void main() {
    print('Fetching user order...');
    print(createOrderMessage());
}

//Fetching user order...
//Your order is: Instance of _Future<String>
```

```
Future<String> createOrderMessage() async {
    var order = await fetchUserOrder();
    return 'Your order is: $order';
}

Future<String> fetchUserOrder() =>
    // Imagine that this function is
    // more complex and slow.
    Future.delayed(
        Duration(seconds: 2),
        () => 'Large Latte',
    );

Future<void> main() async {
    print('Fetching user order...');
    print(await createOrderMessage());
}

//Fetching user order...
//Your order is: Large Latte
```

Demo!

Who's using Flutter?



...And many more!

You can see more [here](#).

Questions?

**THANK
YOU!**