

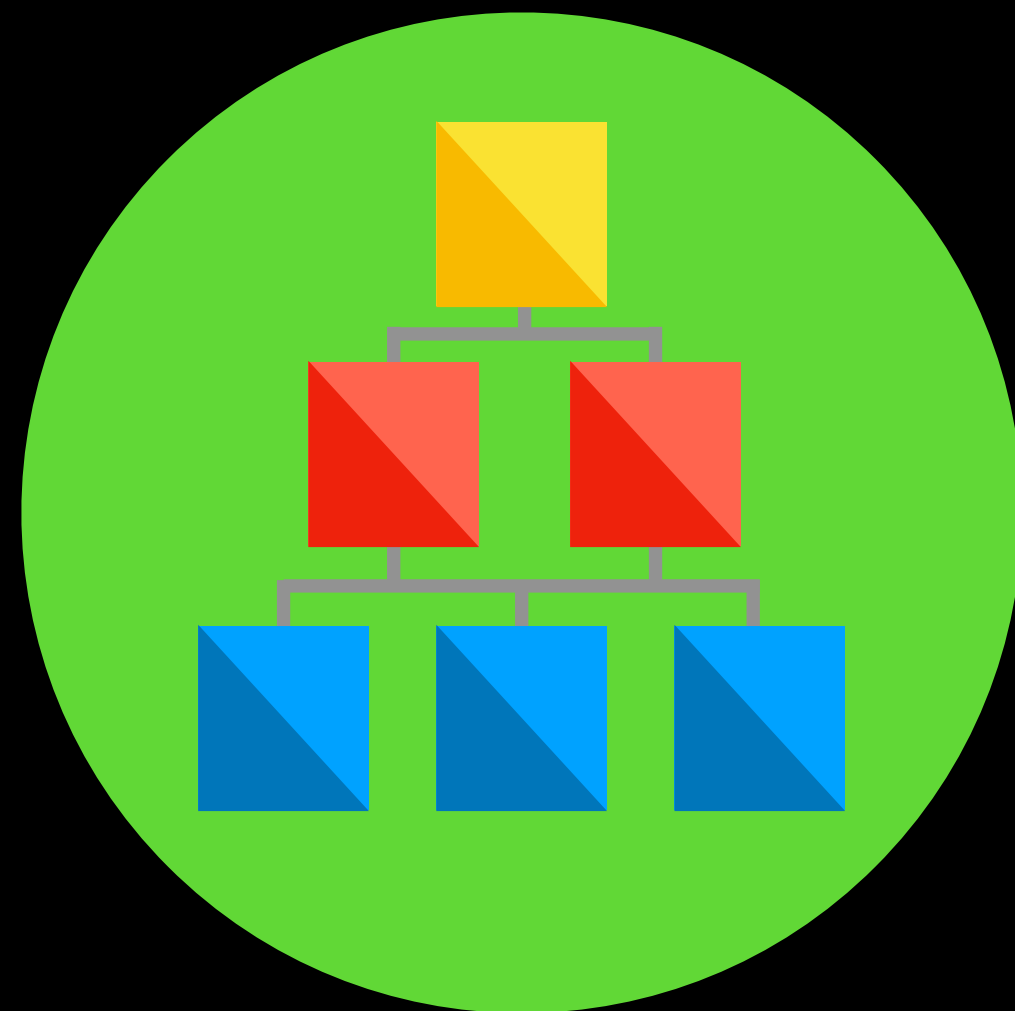
Conceitos do **Flutter**

Módulo Introdução





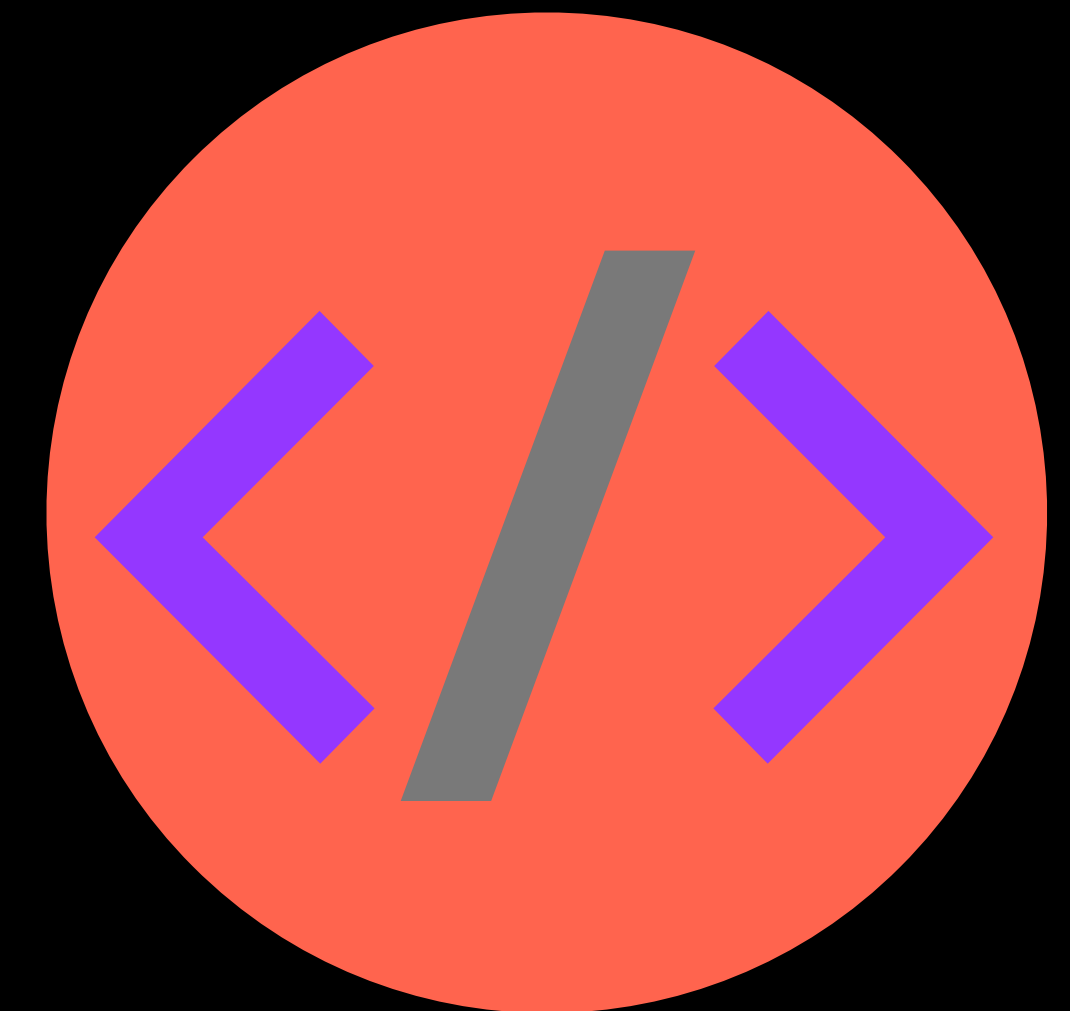
Conceitos do **Flutter**



UI em Código: Construir
uma Árvore de Widget



Suporta as Diferenças
entre plataformas



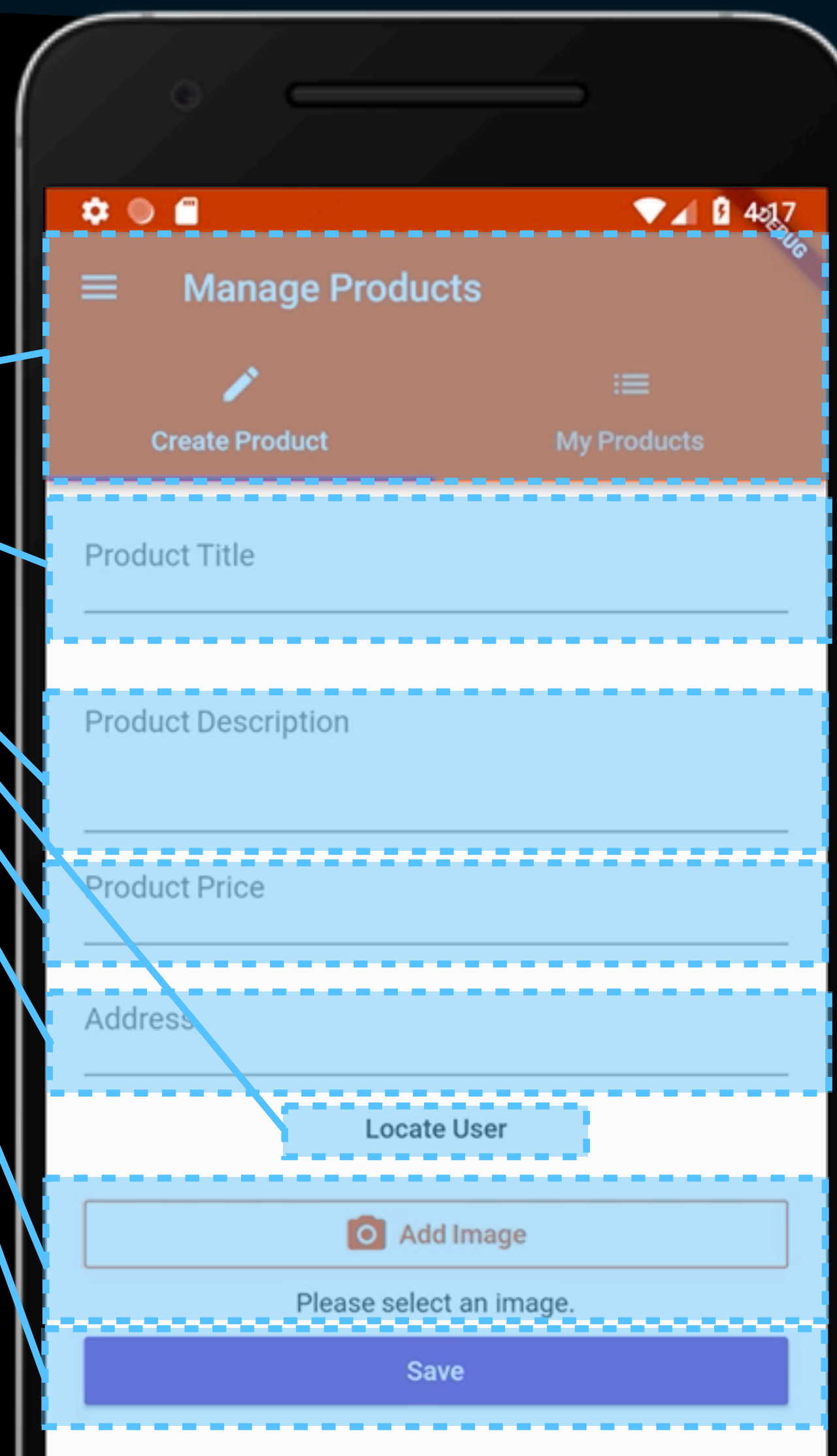
Única base de
Código





Tudo é **Widget**

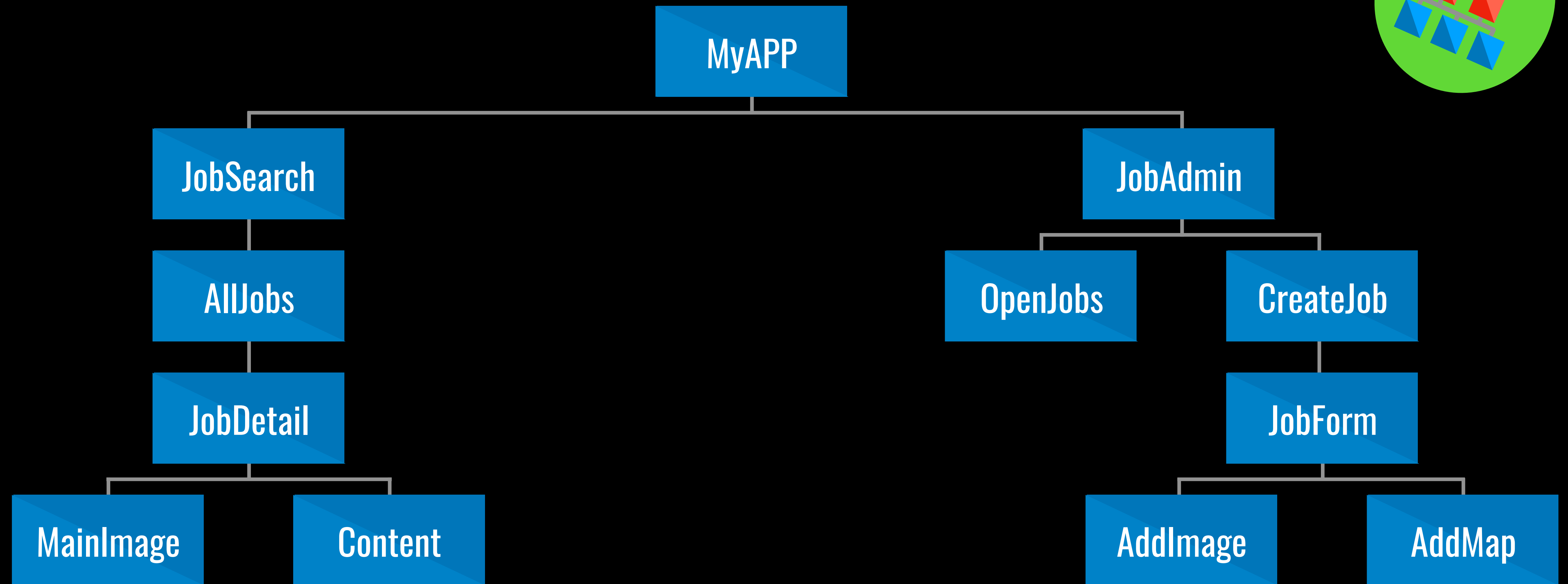
Widgets!



Na verdade, a tela inteira é um **Widget**!



UI da APP é uma **Árvore de Widgets**





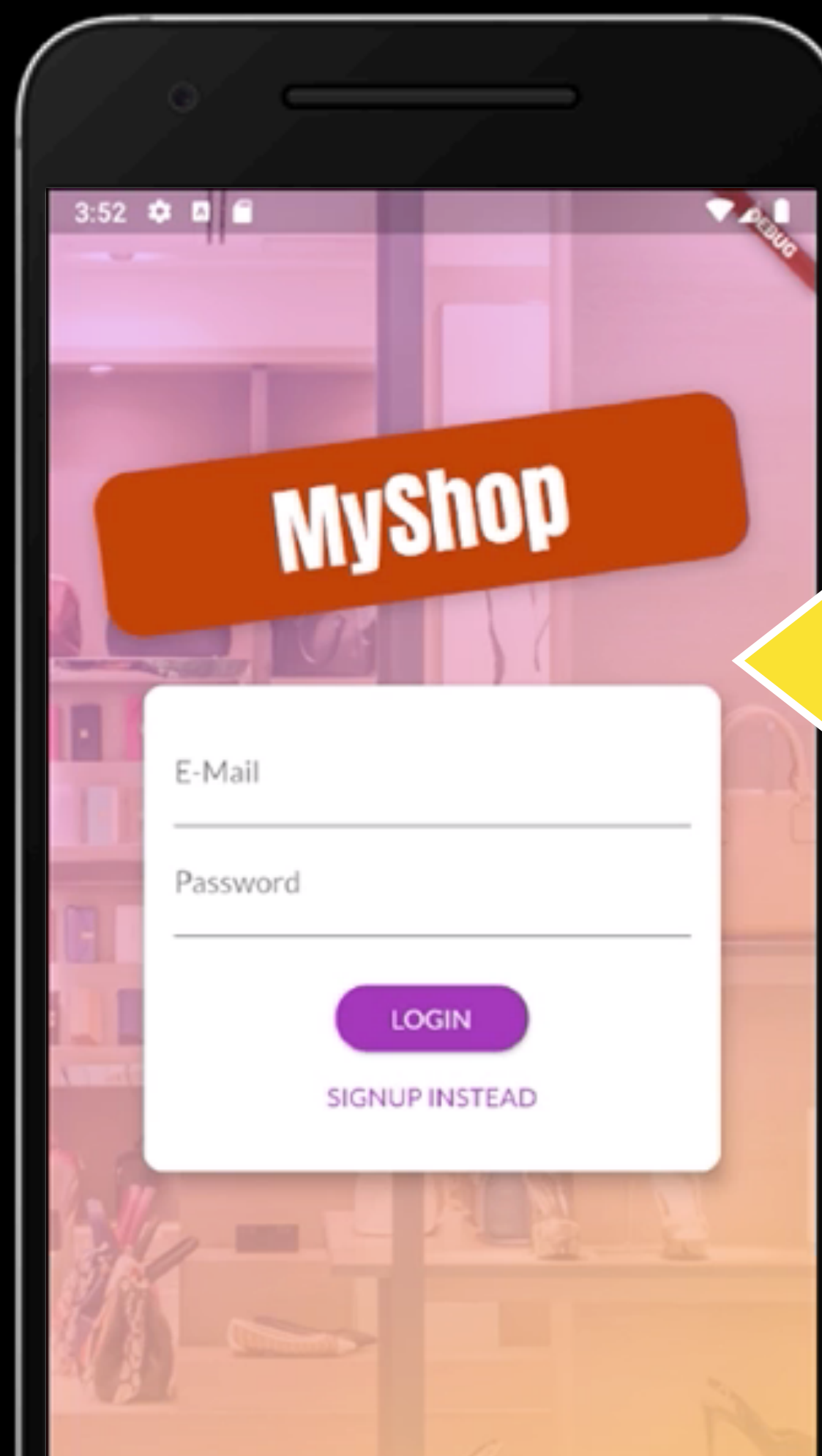
"UI em Código"

Sem Drag & Drop

Sem Editor Visual

Somente Código

Mas o código é simples



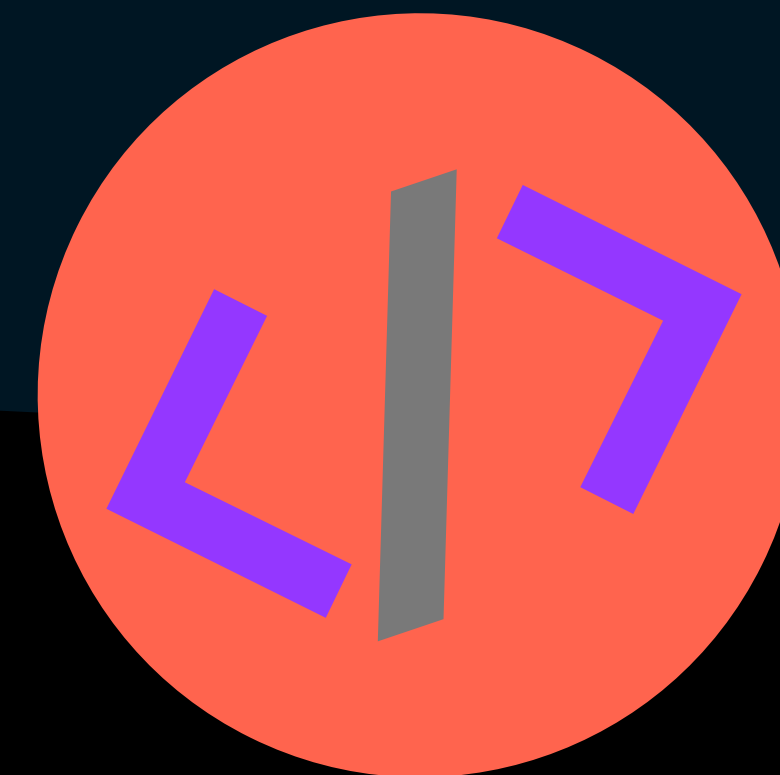
```
body: Stack(  
  children: <Widget>[  
    Container(  
      decoration: BoxDecoration(  
        image: DecorationImage(  
          image: AssetImage('assets/images/store.jpg'),  
          fit: BoxFit.cover,  
          alignment: Alignment.center,  
        ), // DecorationImage  
      ), // BoxDecoration  
    ), // Container  
    Container(  
      // width: double.infinity,  
      // height: double.infinity,  
      decoration: BoxDecoration(  
        gradient: LinearGradient(  
          colors: [  
            Color.fromRGBO(215, 117, 255, 1).withOpacity(0.5),  
            Color.fromRGBO(255, 188, 117, 1).withOpacity(0.9),  
          ],  
          begin: Alignment.topLeft,  
          end: Alignment.bottomRight,  
          stops: [0, 1],  
        ), // LinearGradient  
      ), // BoxDecoration  
    ), // Container  
    SingleChildScrollView(  

```





Única Base de Código



main.dart

list.dart

home.dart





Suporta Diferenças



```
child: Theme.of(context).platform == TargetPlatform.iOS  
  ? CupertinoButton(...) // Apple look & feel  
  : RaisedButton(...) // Material (Google) look & feel
```

