

Mobile App Development

Flutter Basics

Getting Started

- `flutter doctor`
- `flutter emulators`
- `flutter emulator --launch <emulator id>`
- `flutter create <project name>`
- VSCode
 - `Settings Dart: Hot Reload On Save > All`
 - `Ctrl + P > Flutter: Select Device > <device>`
- `flutter run`

While you wait...

What is Flutter?

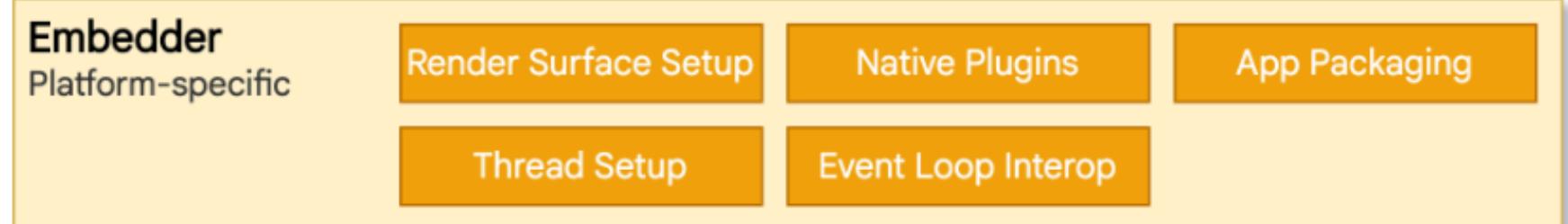
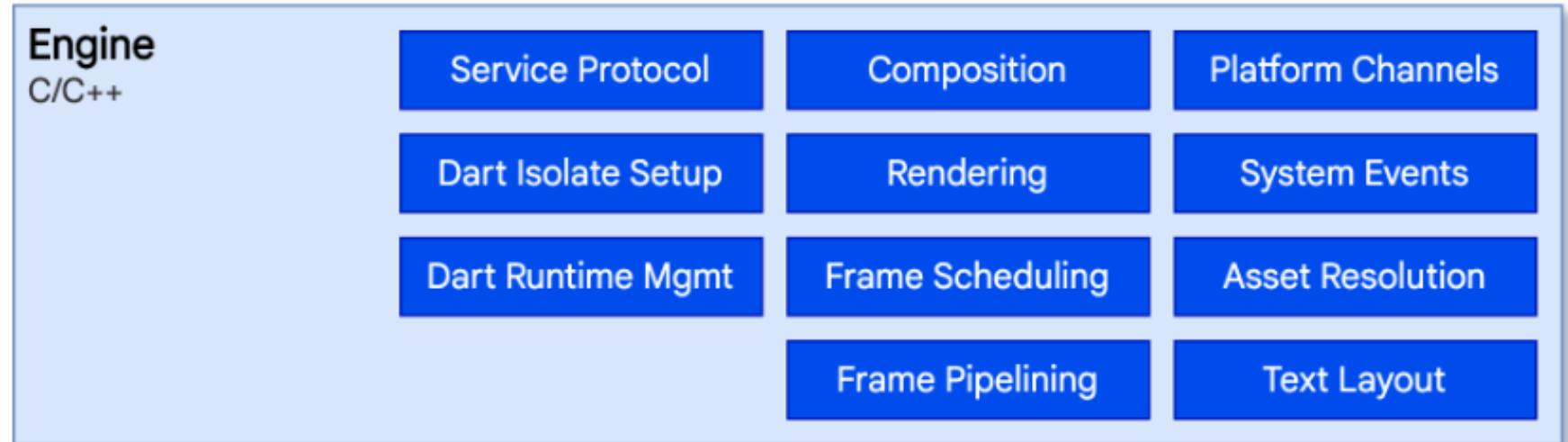
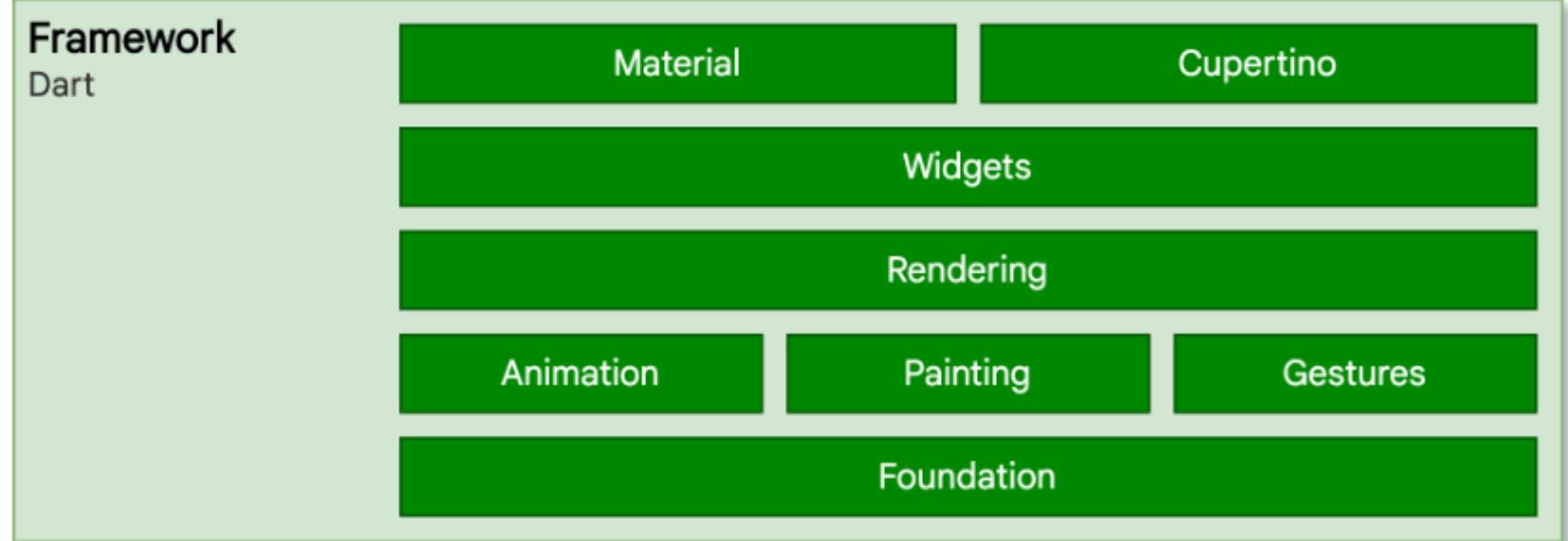
- Open-source UI software development kit (SDK)
- Allows developers to build native-quality applications for mobile, web, and desktop platforms from a single codebase.

How Flutter Works

- During development, Flutter apps run in a VM that offers stateful hot reload of changes without needing a full recompile.
- For release, Flutter apps are compiled directly to machine code, whether Intel x64 or ARM instructions, or to JavaScript if targeting the web.

Architecture of Flutter

| Source



Embedder

- A thin layer of code that allows Flutter to run on different platforms.
- Handles tasks such as creating a window, setting up the rendering surface, and managing input events.
- Each platform (iOS, Android, Windows, macOS, Linux, web) has its own embedder implementation.
- The embedder communicates with the Flutter engine to facilitate rendering and input handling.

Flutter Engine

- The Flutter engine is responsible for rendering the UI and handling the core functionality of Flutter applications.
- It is written primarily in C++ and provides low-level rendering support.
 - It uses [Impeller](#), a hardware-accelerated 2D graphics engine, to render graphics efficiently.
- The engine also manages the Dart runtime, which executes the Dart code written by developers.
- The engine is exposed to the Flutter framework through [dart:ui](#) library.

Flutter Framework

- The Flutter framework is a collection of libraries and tools that provide a high-level API for building Flutter applications.

Flutter Framework - Layers

- Foundational classes
 - Such as `ChangeNotifier`, `ValueNotifier`, and `InheritedWidget` help manage state and data flow within the app.
- Rendering layer
 - Such as `RenderObject`, `RenderBox`, and `RenderFlex` handle the layout and painting of widgets on the screen.

Flutter Framework - Layers (contd.)

- **Widget Layer**
 - Such as `StatelessWidget` , `StatefulWidget` , and `InheritedWidget` provide the building blocks for creating user interfaces.
- `Material` and `Cupertino` libraries
 - Provide pre-designed widgets that follow the Material Design and iOS design guidelines, respectively.

Material vs Cupertino

- Material : A set of Flutter widgets that implement Google's Material Design language.
- Cupertino : A set of Flutter widgets that implement the iOS design language.
- When to use which?
 - All platforms: Material
 - iOS only: Cupertino

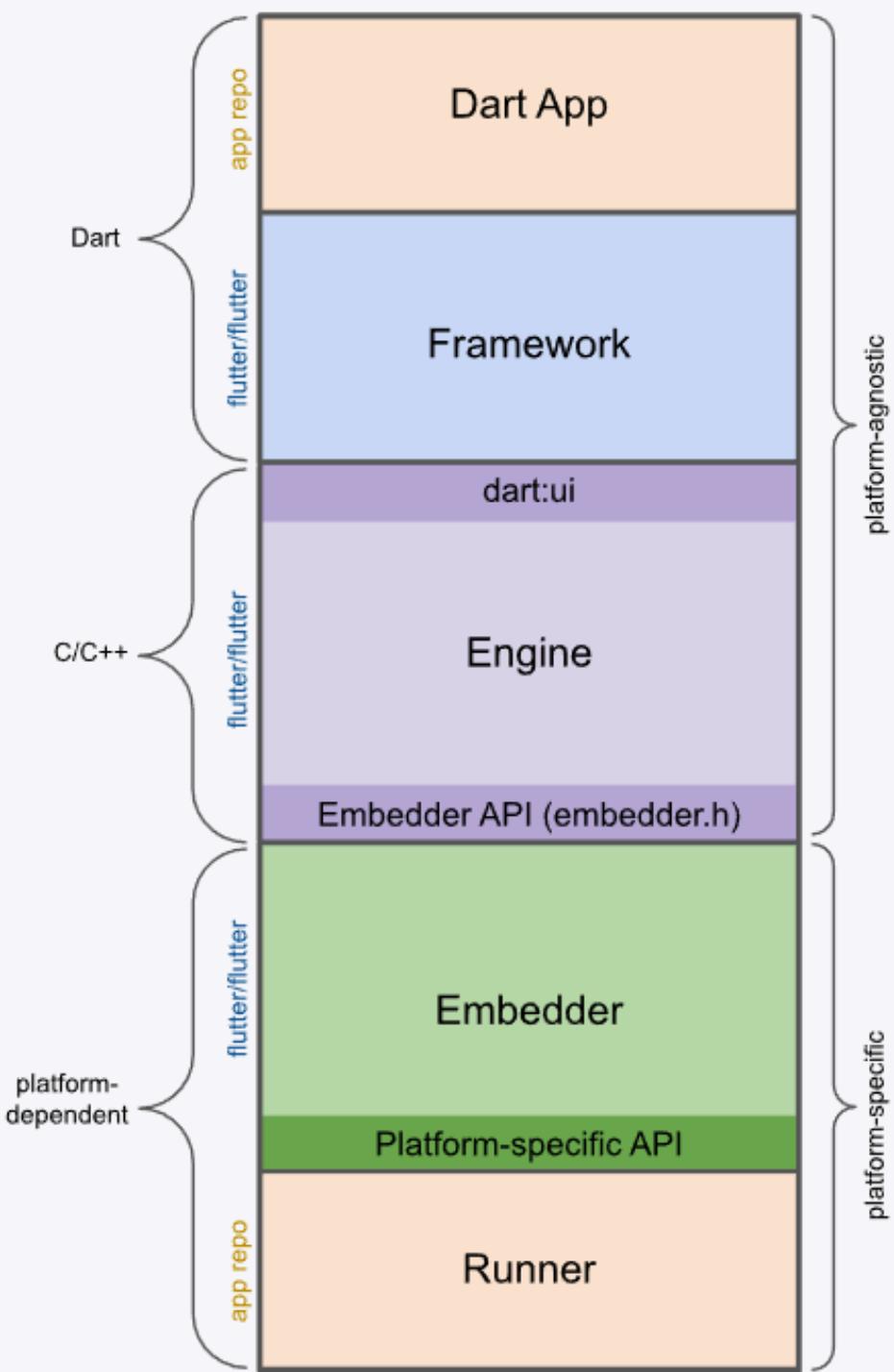
You can technically run a Cupertino app on either Android or iOS, but Cupertino won't have the correct fonts on Android.

You can mix-and-match!

- You can check the platform at runtime and use the appropriate widgets.

```
if(Platform.isIOS){  
    return CupertinoButton(); // iOS style button  
} else if(Platform.isAndroid) {  
    return ElevatedButton(); // Material design button  
}
```

Anatomy of a Flutter App



Anatomy of a Flutter App

- Dart App
 - What we write.
- Framework
 - Composites the app's widget tree into a scene.
- Engine
 - Renders the scene to the screen.
- Embedder
 - Hosts the engine on a specific platform.
- Runner
 - Platform-specific entry point for the app.

Widget

- The basic building block of a Flutter app's user interface.
- Everything in Flutter is a widget, from layout structures to UI controls.
- Each widget is an immutable declaration of part of the user interface

Building Widgets

- You determine the visual representation of a widget by overriding the `build()` function.
- A widget's `build` function should be free of side effects.
- The `build` function can be called multiple times, so it should be efficient (no heavy computations) and free of side effects.

Are we done yet?