CET4104 – MOBILE PROGRAMMING

Week 3 – 22.03.2023

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→ Dart
 └ variables → simple
        practic
    ↓
  replit   AS

       widget

 └ condition → simple practice

→ MIT App Inventor

4 primitive variables

String

int

double

bool ⟶ true
　　　⟶ false

```
//variables
String sentence='my favorite symbol is " and I love it so much ';
String sentence2="my favorite \\ symbol \n is \" and I love it so much ";
print(sentence);
print(sentence2);

int birthYear;
birthYear=1981;
int age=40;
String name="mustafa", surname="coskun";
double interestRate=10.5;

print(name + " " +surname);

print("my age is " + age.toString());

bool isLogin= false; //true

//camelCase
//SnakeCase
```

hot reload -> Cmd+S
hot restart
deploy (run)

Scaffold -> popular
widget

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

void main(){
 //String message="my new app";

 //intellisense can come with ctrl+space
 //when you write runnApp
 // import 'package:flutter/cupertino.dart'; comes -->IOS design interface
 //but choose material.dart -->Android design interface
 //but both are just about design issues
 runApp(MaterialApp(
  home:Scaffold(
   appBar: AppBar(
    title: Text("Hello my first application!22222"),
    //title: Text(message),
   ),
   body: Center( //centers the insiders
    child: Text("body part"), //since I changed the widget tree hot reload possibly not work
   ),
  ) , //this is a property, running code block widget
        //Scaffold is a widget most popular
));
 //use MaterialApp class, this creates a workspace with material standards

}
```

first
practice

```dart
import 'package:flutter/cupertino.dart'; //for IOS Design
import 'package:flutter/material.dart'; // for Android Design

void main(){

  //intellisense
  runApp(MaterialApp(
    home: MyApp()
  ));
}

class MyApp extends StatelessWidget{
  int year=1981;
  String myTitle="how are you";
  String myText="here is my body text";
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text(myTitle),
      ),
      body: Center(
        child: ElevatedButton(
          onPressed: (){
            String message="";
            if(year<1990)
              message="you are soo old";
            else
              message="my young friend";
            var alert=AlertDialog(
              title: Text("Result"),
              content: Text(message)
            );
            showDialog(context: context, builder: (BuildContext)=>alert);
          },
          child: Text("Please click on me")
        )
      ),
    );
    throw UnimplementedError();
  }

}
```
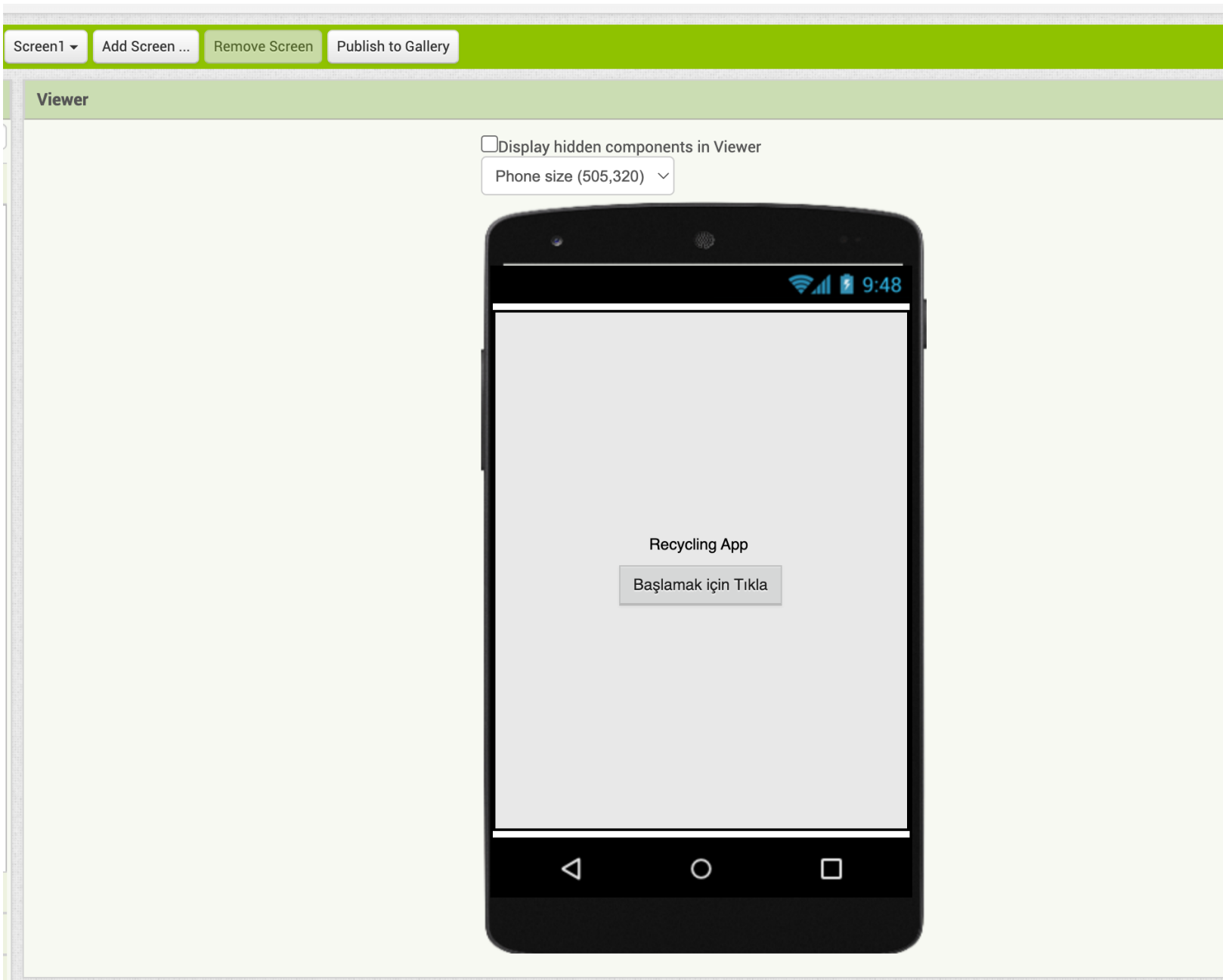
2.
practice
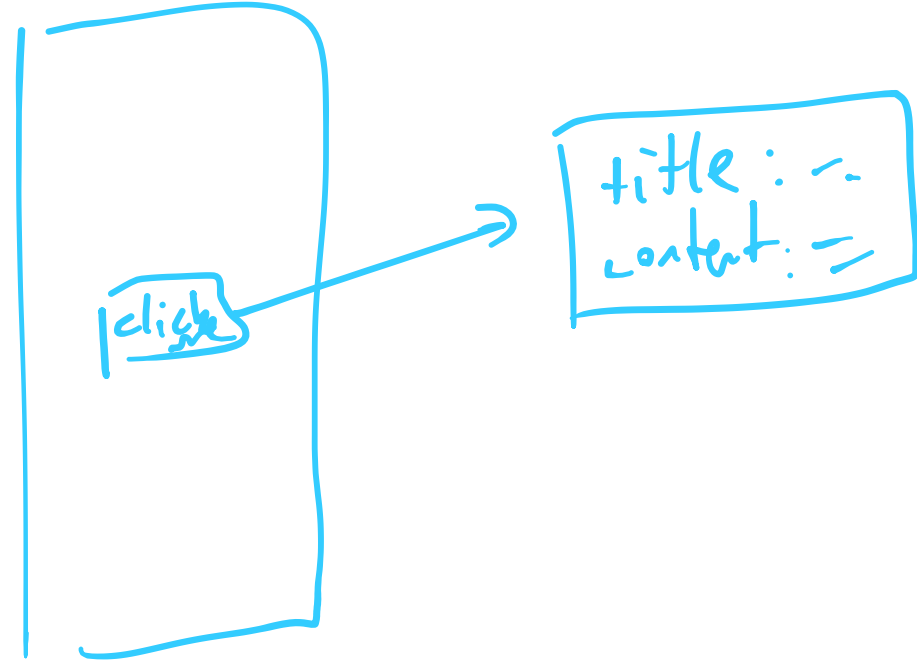
click

title :-
content :-

APP INVENTOR

Viewer

☐ Display hidden components in Viewer

Phone size (505,320) ▾

Recycling App

Başlamak için Tıkla

◁   ○   ▢

Viewer

☐ Display hidden components in Viewer

Phone size (505,320) ▾

Classify

VerticalArrangement1 Matal 0%

Paper 0%

Plastic 0%

Glass 0%
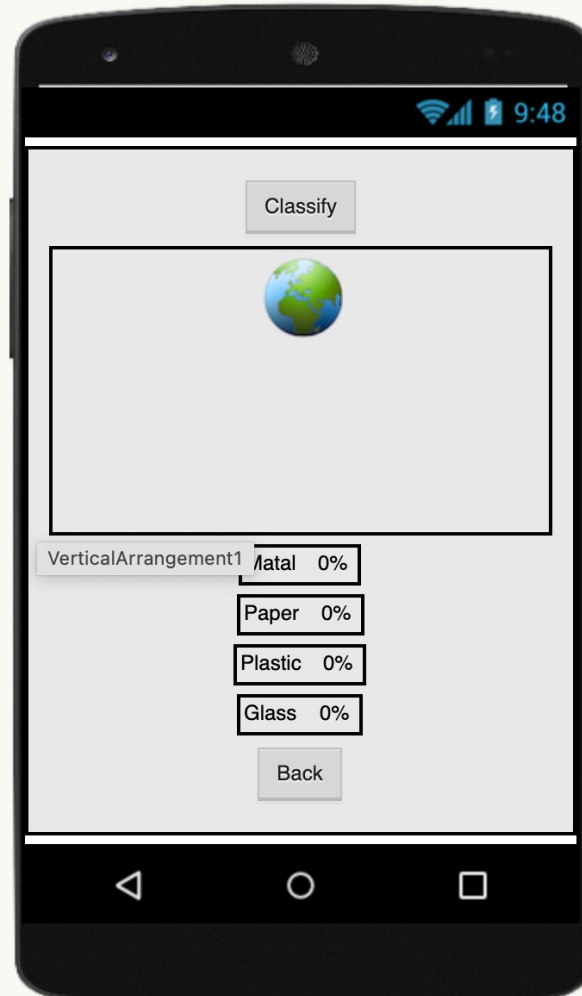
Back

Non-visible components

TeachableMachineImageClassifier1

Viewer

when classify ▾ .Click
do   call TeachableMachineImageClassifier1 ▾ .ClassifyVideoData

when Back ▾ .Click
do   call TeachableMachineImageClassifier1 ▾ .StopWebcam
      open another screen screenName Screen1 ▾

when TeachableMachineImageClassifier1 ▾ .GotClassification
result
do   set metalval ▾ . Text ▾ to join round ▾ get value for key " Metal "
                                                  in dictionary get result ▾
                                                  or if not found " not found "
                                            " % "
      set paperval ▾ . Text ▾ to join round ▾ get value for key " Paper "
                                                  in dictionary get result ▾
                                                  or if not found " not found "
                                            " % "
      set plasticval ▾ . Text ▾ to join round ▾ get value for key " Plastic "
                                                  in dictionary get result ▾
                                                  or if not found " not found "
                                            " % "
      set glassval ▾ . Text ▾ to join round ▾ get value for key " Glass "
                                                  in dictionary get result ▾
                                                  or if not found " not found "
                                            " % "

⚠ 0   ✗ 0