CET4104 – MOBILE PROGRAMMING

Week 2 – 15.03.2023

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What is Flutter?

IDEs

Required software

Installation

MIT App Inventor ✓

What is flutter?

Java → Android Studio

Objective C → Xcode
swift IOS

developed by Google

uses Dart language

cross platform → IOS
→ Android
→ web → responsive
→ Desktop

very popular, dominates secter

fast development

↳ hot reload → compile the last changes

↳ hot restart → compile the last file

- Native
- You can also use online editor

flutter.dev

flutter.dev SDK → adres it do IDE

↘ update your path

otherwise you cannot run flutter commands in terminal console command

windows

change "environment variables"

AS → installation

https://dartpad.dev/ → online development

replit.com → share codes

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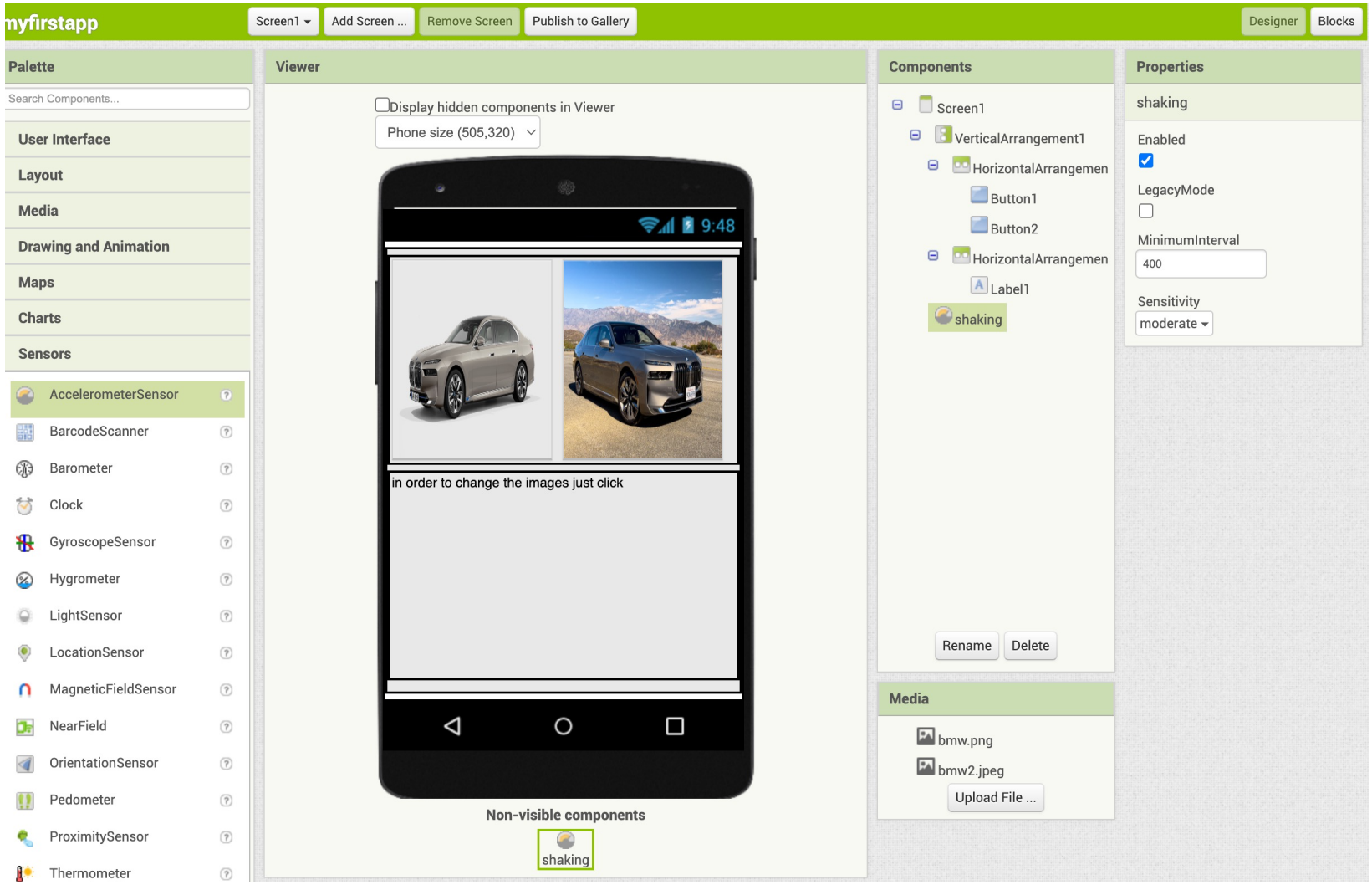
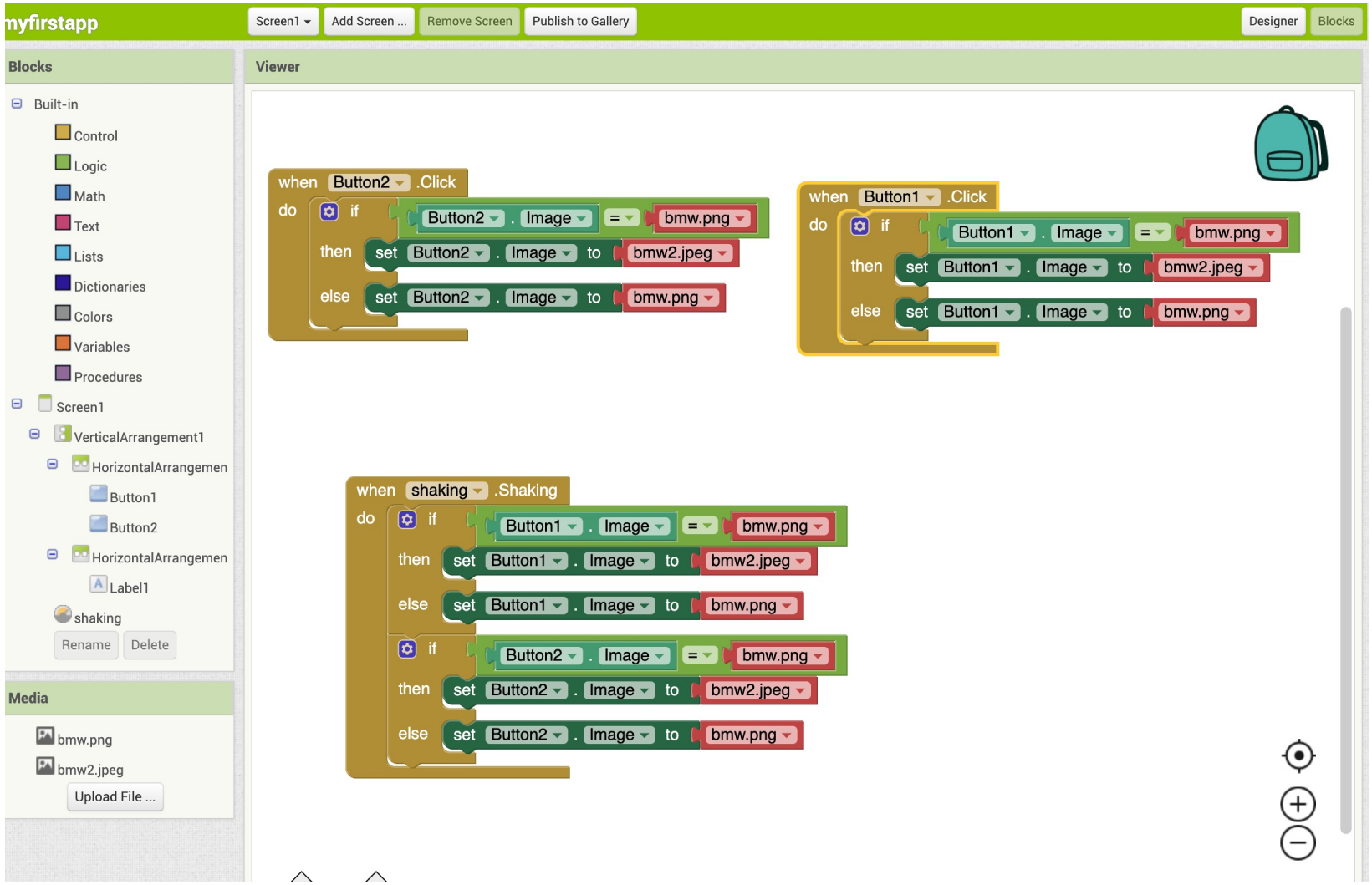
disadvantage of online editors is

"intellisense" is weak

As an additional gain, every week we will go through with MIT App Inventor, if we have time at the end of the lecture

Lets make an easy app in MIT App Inventor with block coding


myfirstapp
Screen1
Add Screen ...
Remove Screen
Publish to Gallery
Designer
Blocks
Palette
Search Components...
User Interface
Layout
Media
Drawing and Animation
Maps
Charts
Sensors
AccelerometerSensor
BarcodeScanner
Barometer
Clock
GyroscopeSensor
Hygrometer
LightSensor
LocationSensor
MagneticFieldSensor
NearField
OrientationSensor
Pedometer
ProximitySensor
Thermometer
Viewer
Display hidden components in Viewer
Phone size (505,320)
9:48
in order to change the images just click
Non-visible components
shaking
Components
Screen1
VerticalArrangement1
HorizontalArrangemen
Button1
Button2
HorizontalArrangemen
Label1
shaking
Rename
Delete
Media
bmw.png
bmw2.jpeg
Upload File ...
Properties
shaking
Enabled
LegacyMode
MinimumInterval
400
Sensitivity
moderate


myfirstapp
Screen1
Add Screen ...
Remove Screen
Publish to Gallery
Designer
Blocks
Blocks
Built-in
Control
Logic
Math
Text
Lists
Dictionaries
Colors
Variables
Procedures
Screen1
VerticalArrangement1
HorizontalArrangemen
Button1
Button2
HorizontalArrangemen
Label1
shaking
Rename
Delete
Media
bmw.png
bmw2.jpeg
Upload File ...
Viewer
when Button2 .Click
do if Button2 . Image = bmw.png
then set Button2 . Image to bmw2.jpeg
else set Button2 . Image to bmw.png
when Button1 .Click
do if Button1 . Image = bmw.png
then set Button1 . Image to bmw2.jpeg
else set Button1 . Image to bmw.png
when shaking .Shaking
do if Button1 . Image = bmw.png
then set Button1 . Image to bmw2.jpeg
else set Button1 . Image to bmw.png
if Button2 . Image = bmw.png
then set Button2 . Image to bmw2.jpeg
else set Button2 . Image to bmw.png