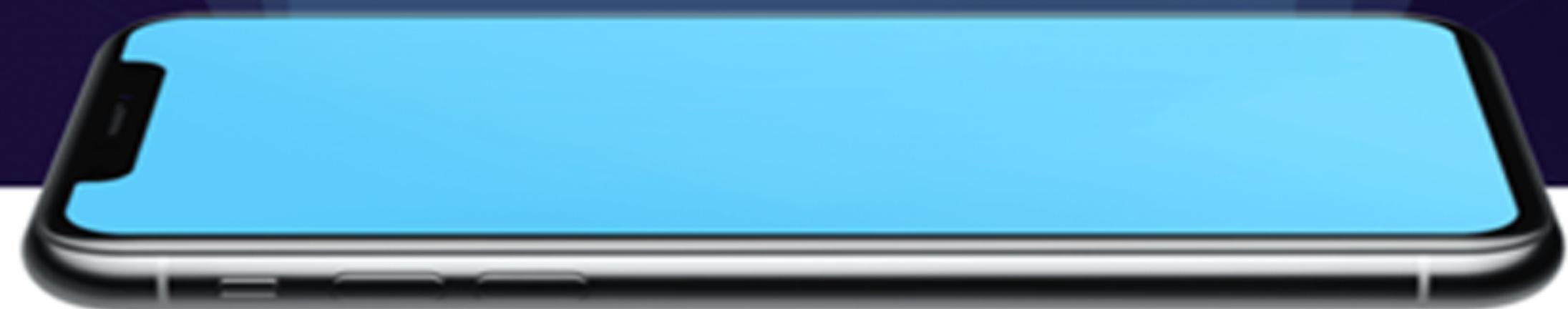


**LET'S GO  FLUTTER**

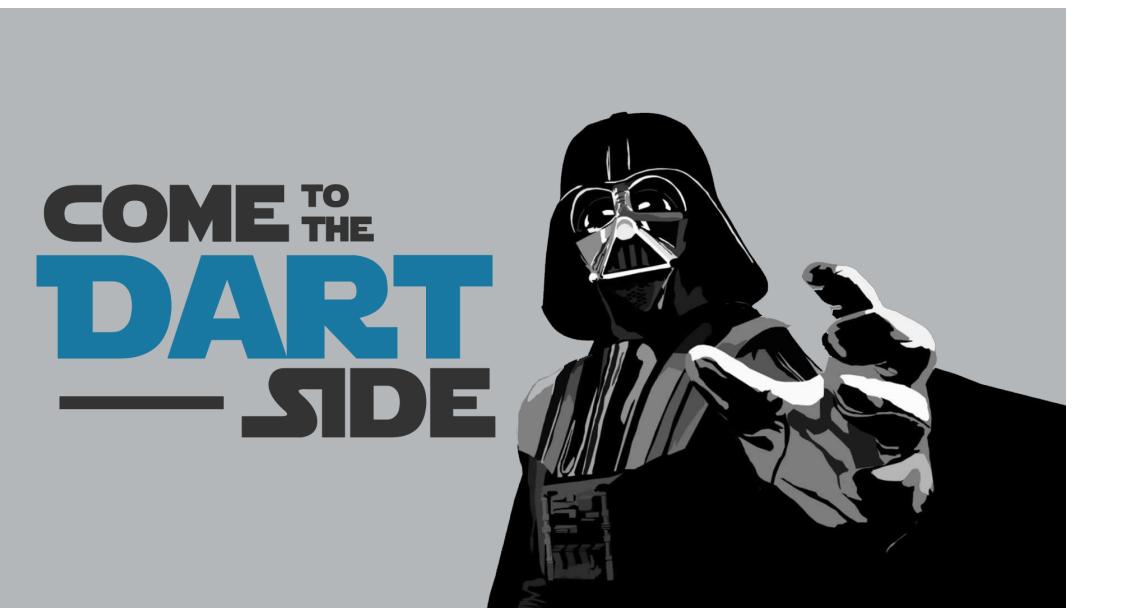
**2. INTRODUZIONE A FLUTTER**



**The  
Communities Bay**

# Federico Parezzan

Java Developer



Sviluppatori Flutter

*Homo sum, humani nihil a me alienum puto ~ Terenzio*



federico-parezzan



parez93

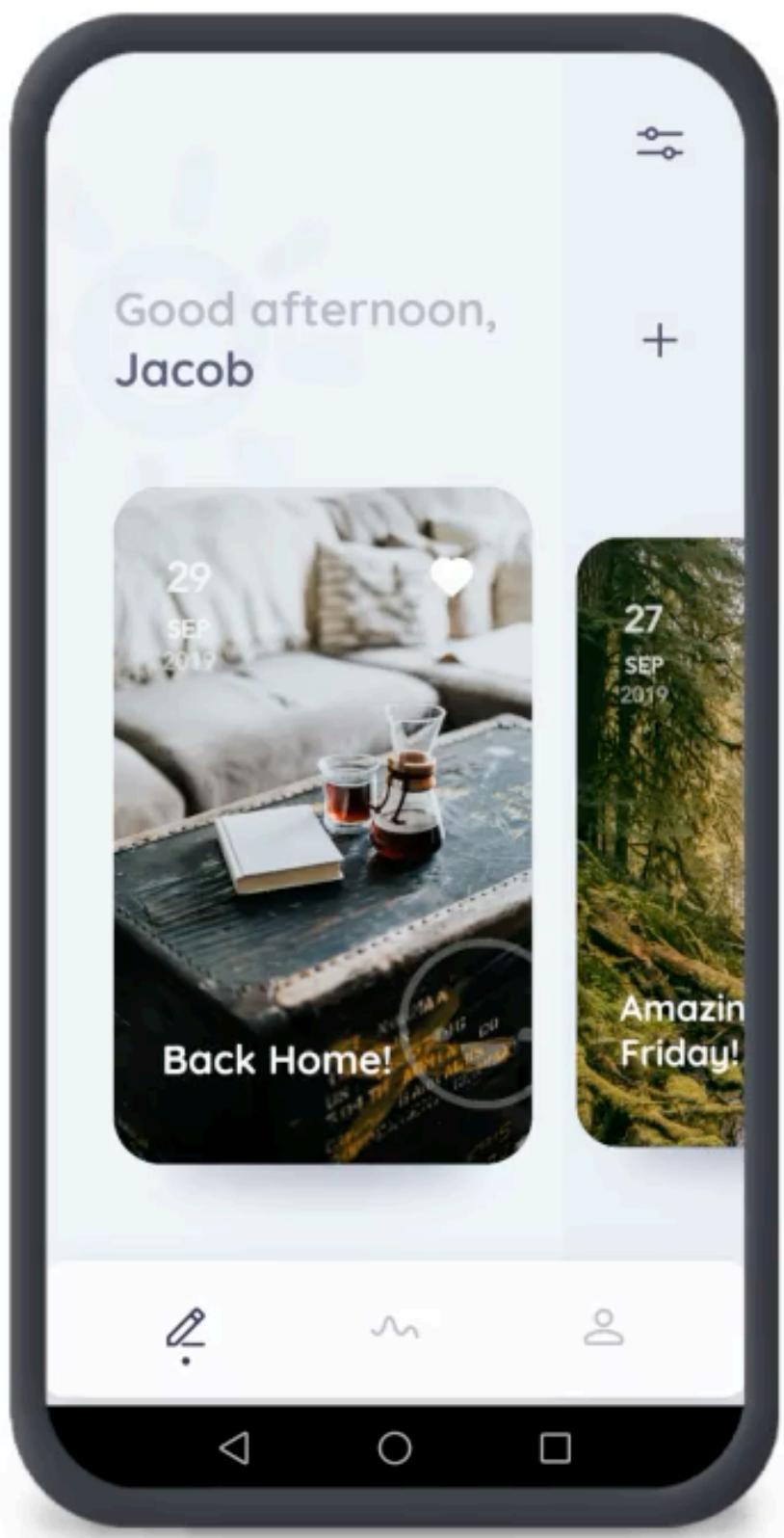


# What is Flutter?

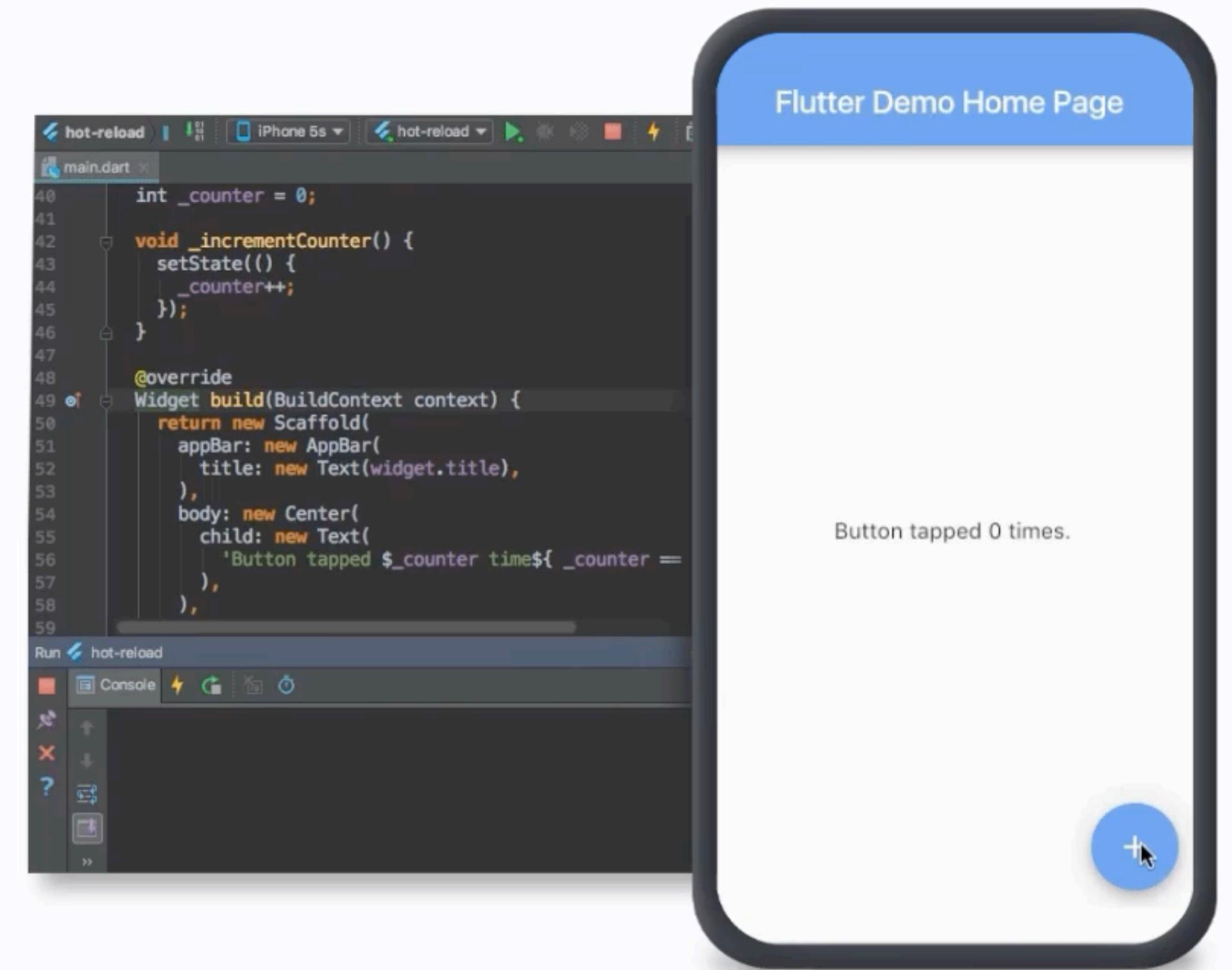


**Flutter is Google's UI toolkit for building beautiful,  
natively compiled applications for mobile, web,  
and desktop from a single codebase.**

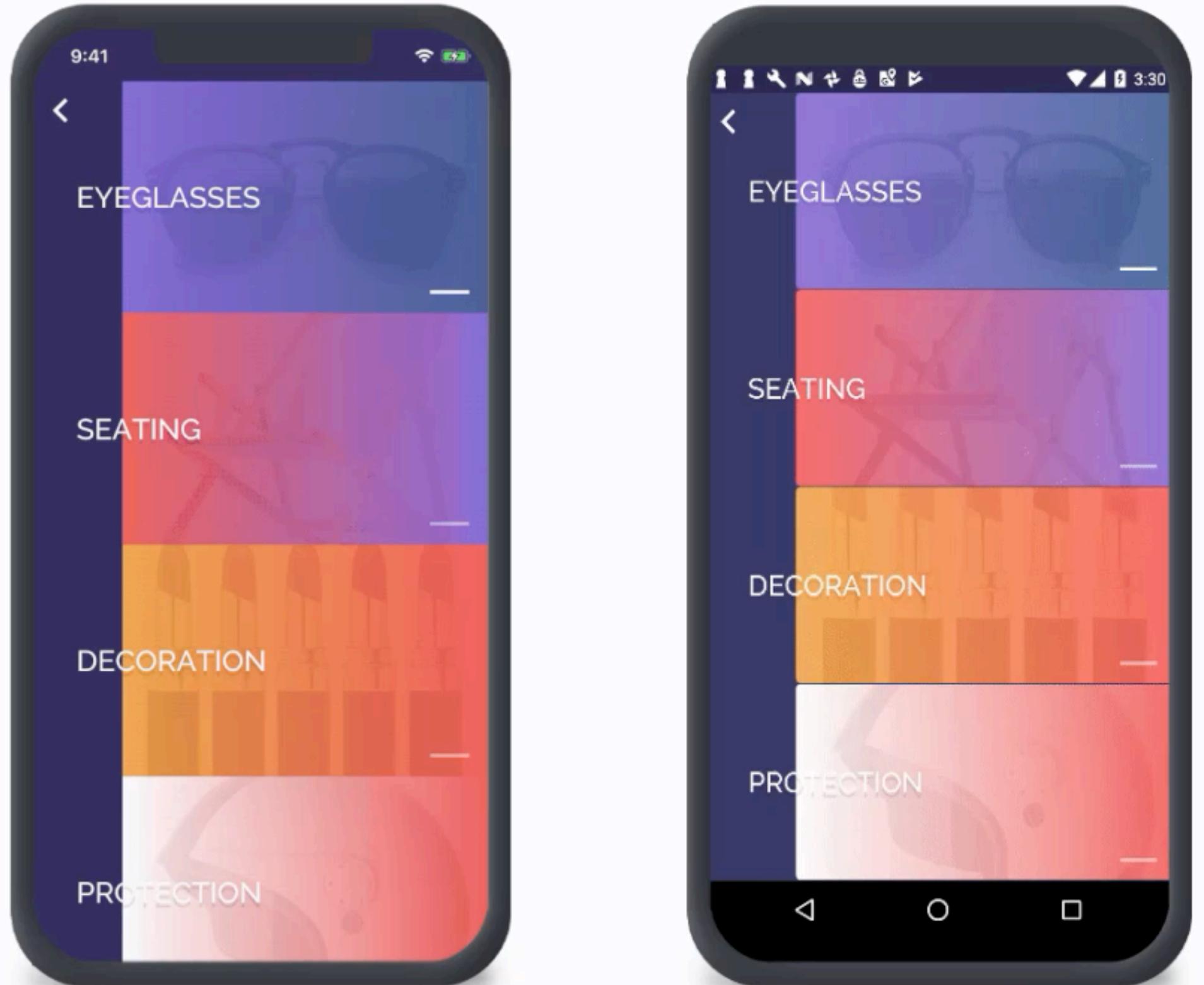
# Beautiful UIs



# Fast development

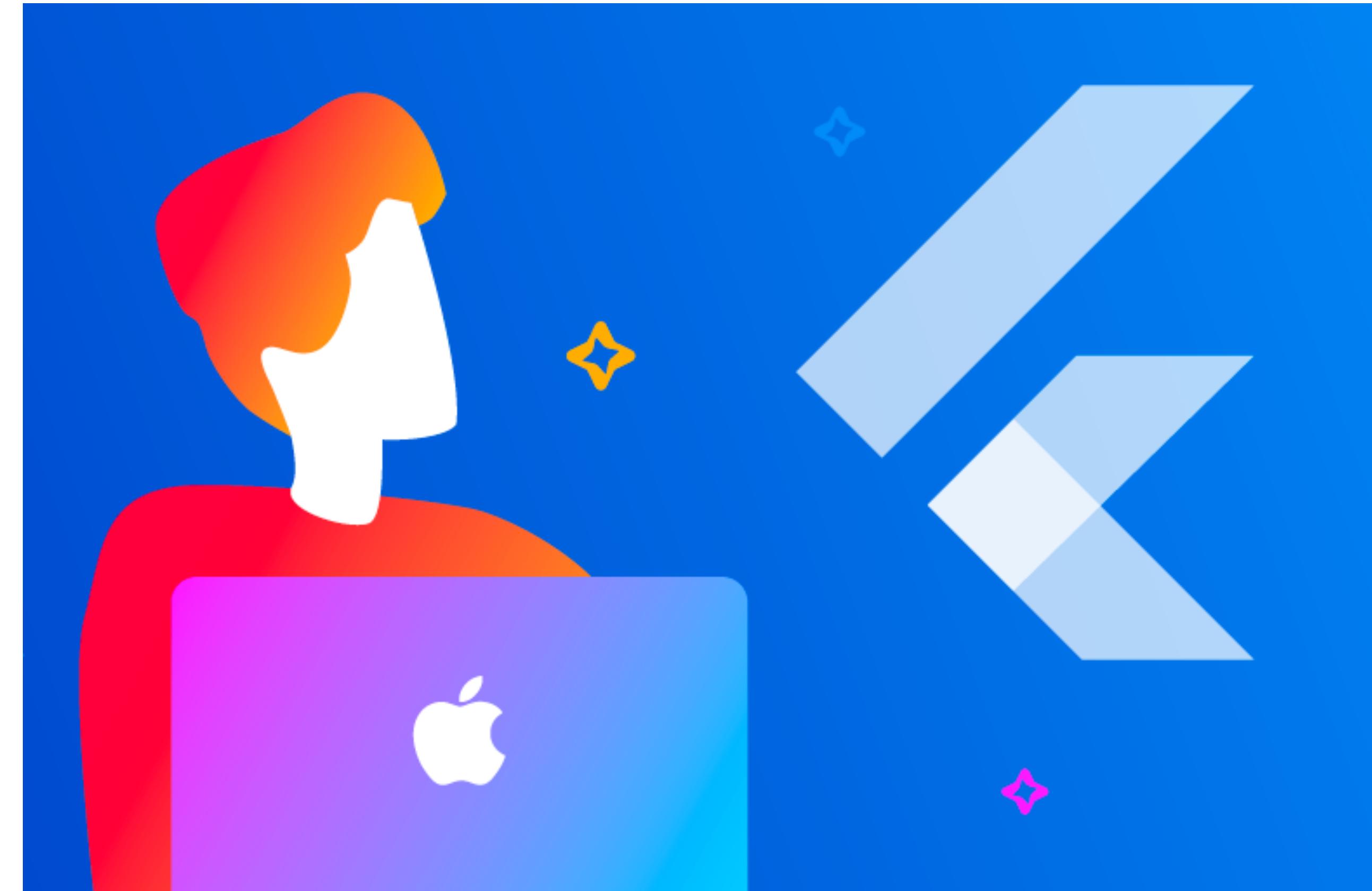


# Native Performance

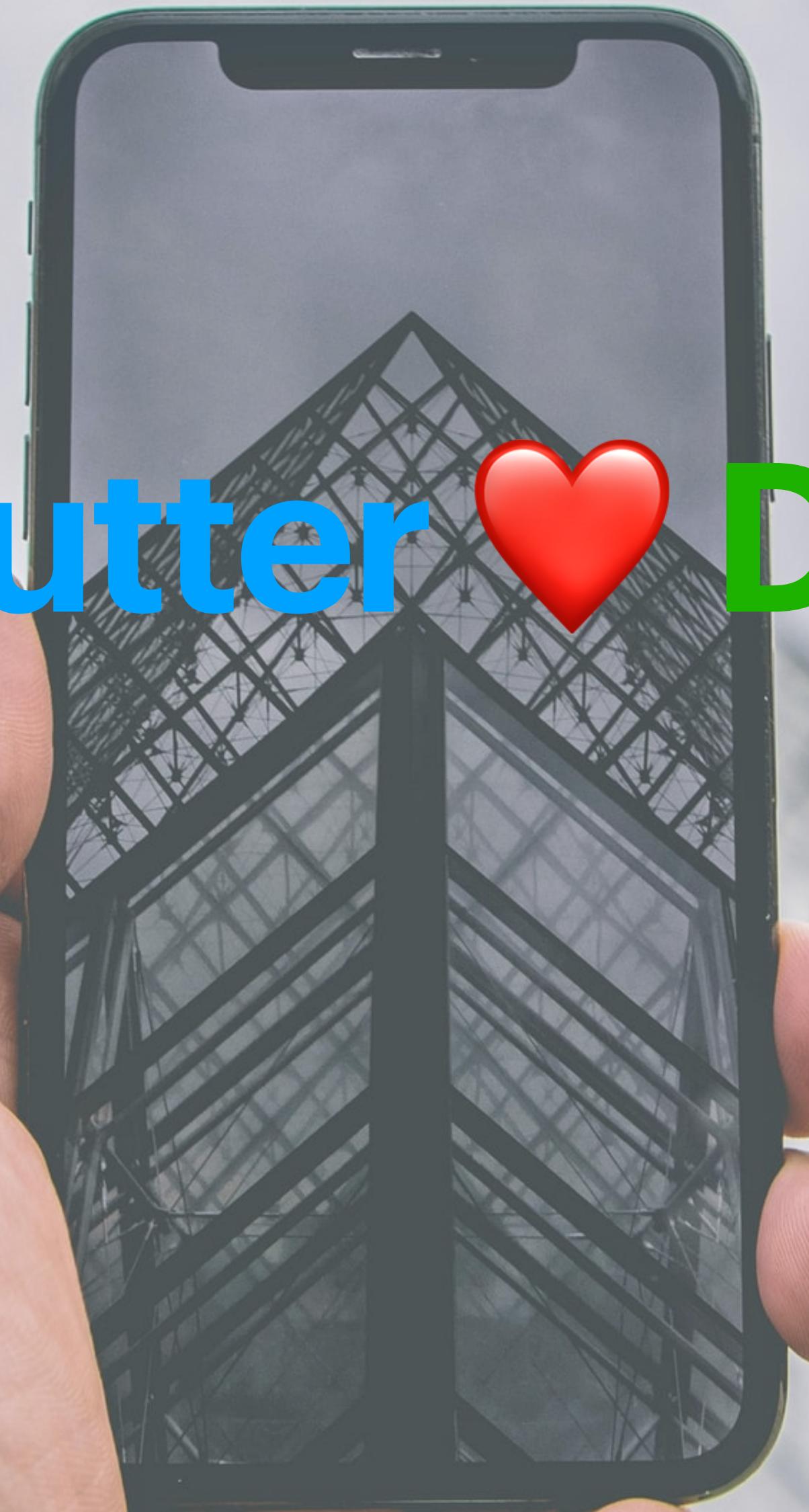


# What makes Flutter unique?

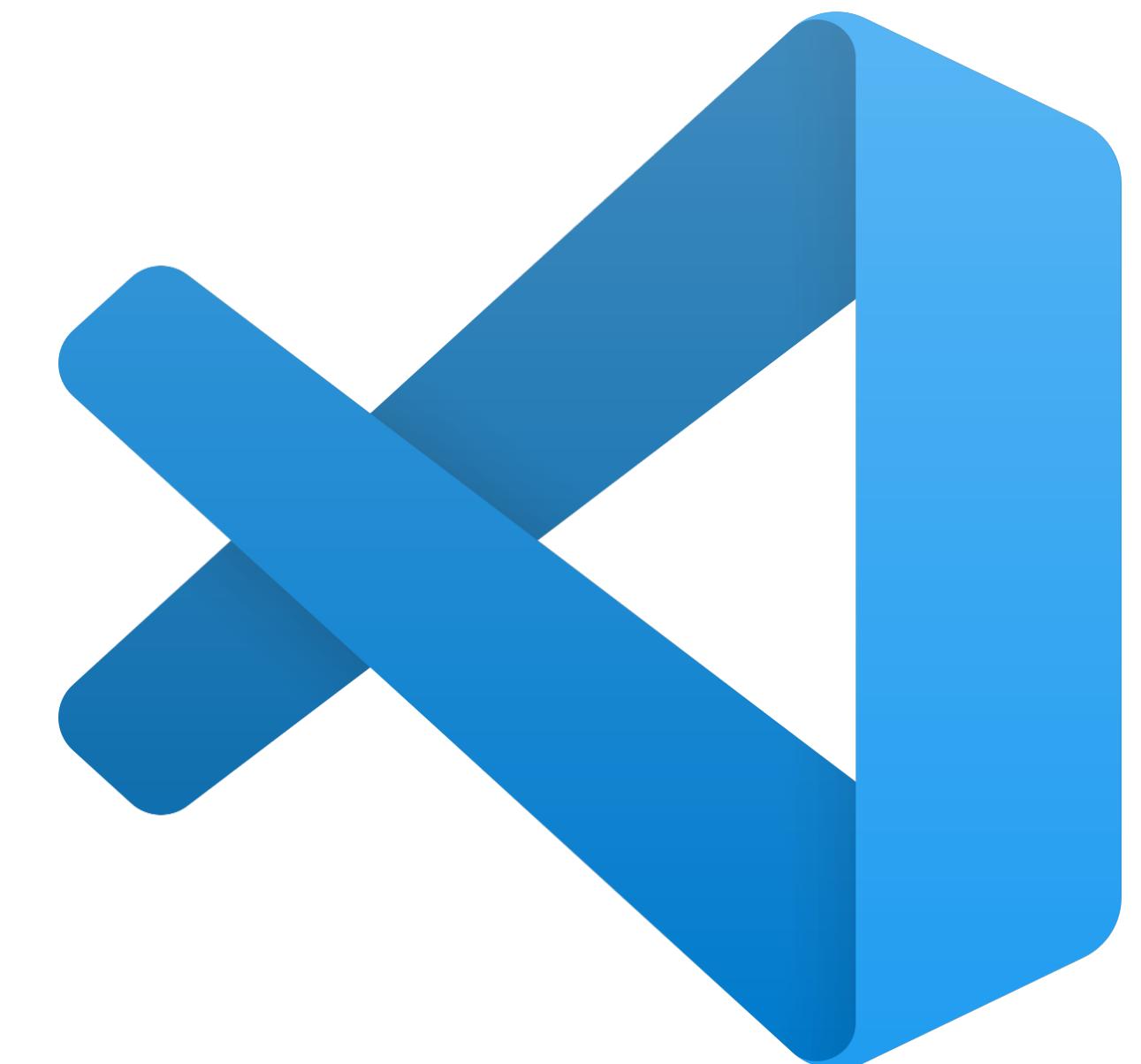
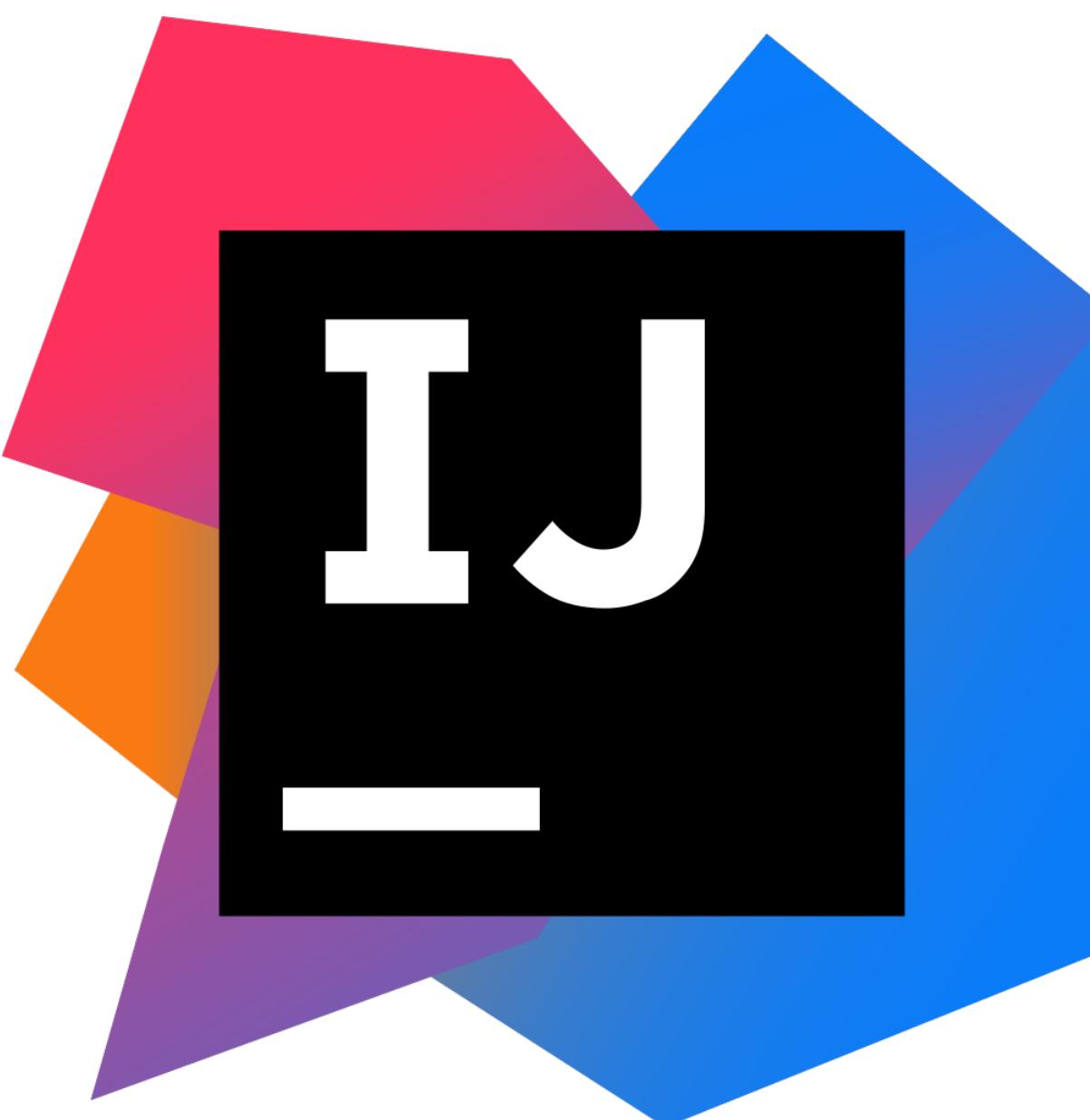
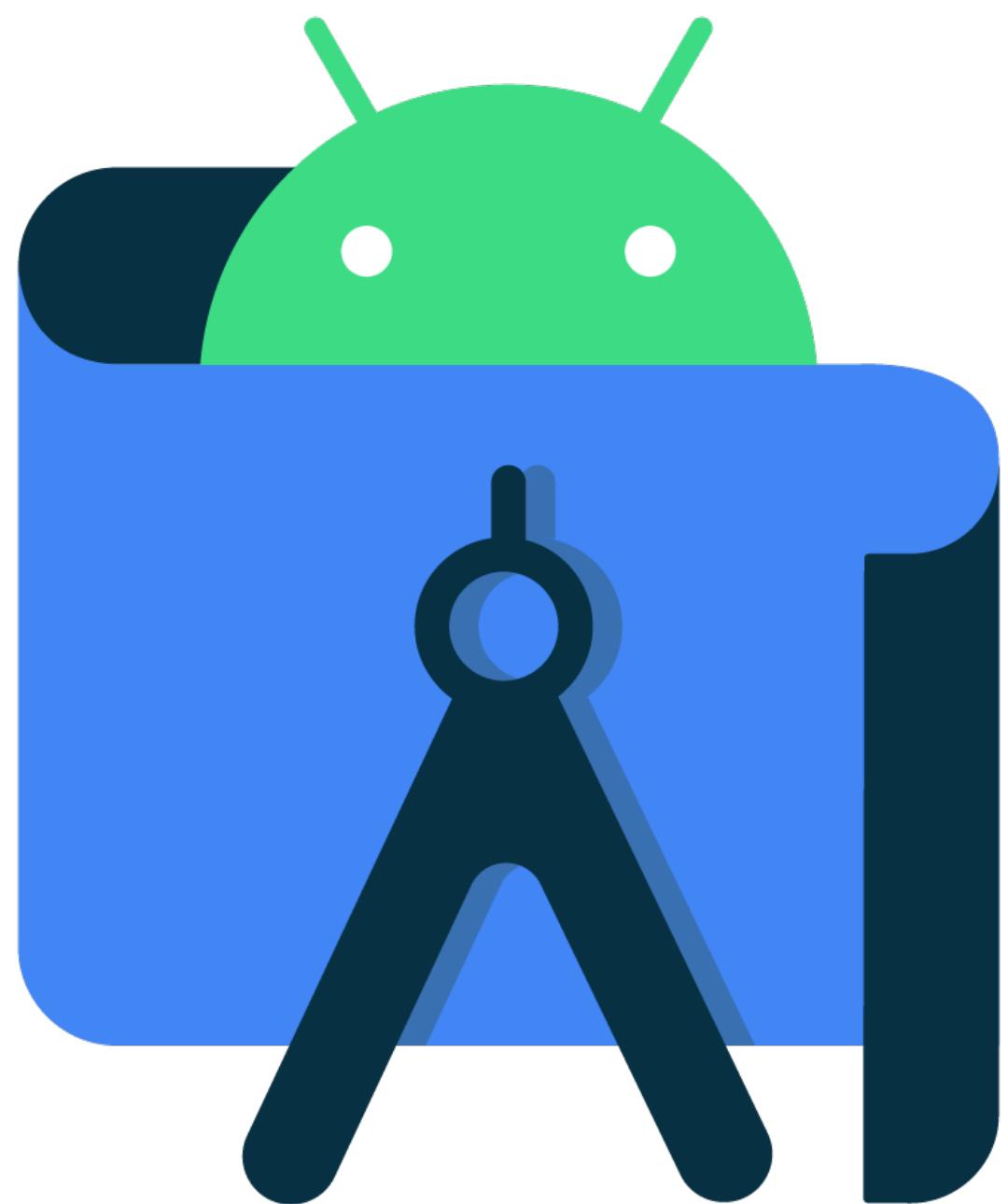
- Compile to Native Code (ARM Binary Code)
- No bridge needed
- No markup language



Flutter ❤ Dart



# IDE Support

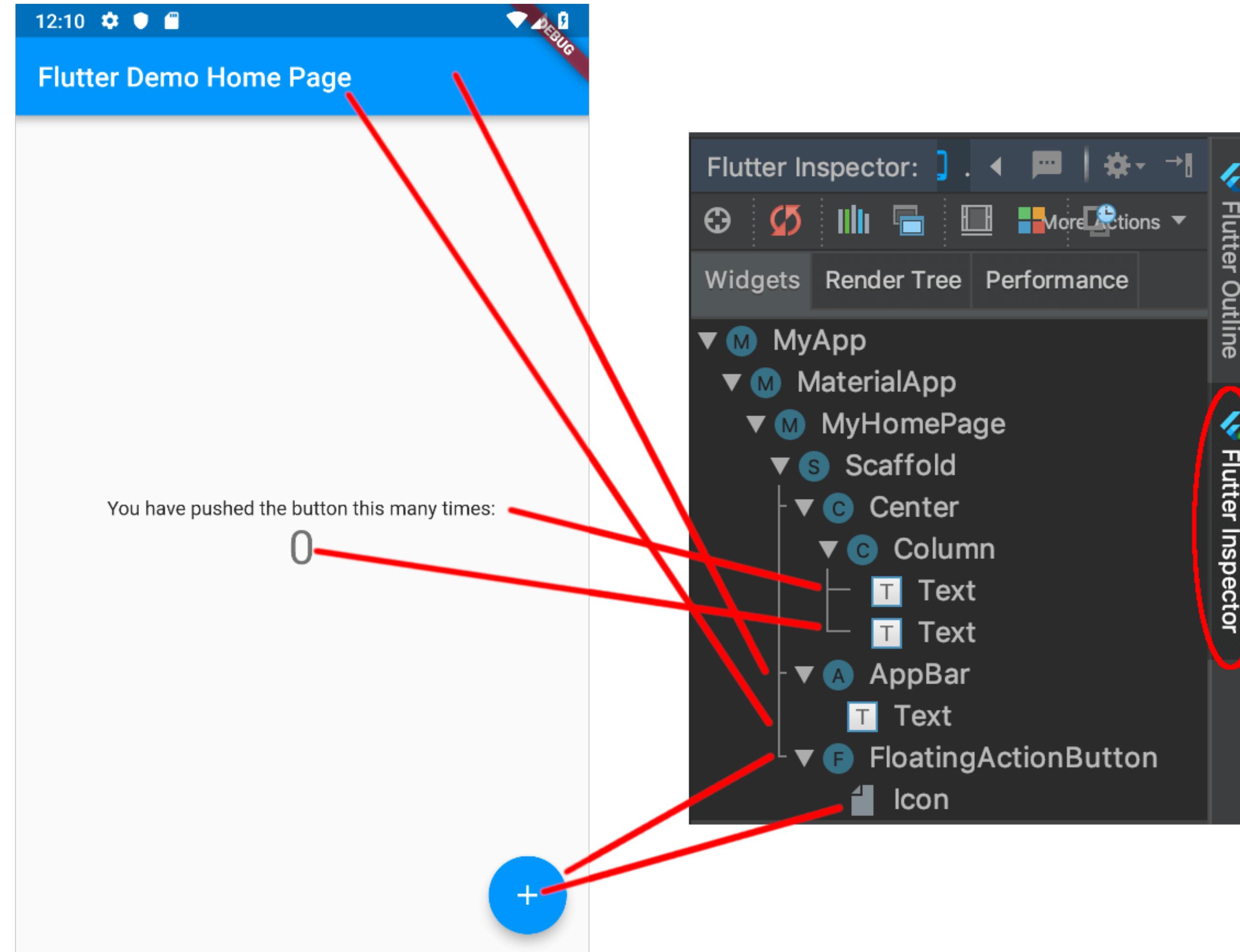


A photograph of a person sitting on a wooden dock extending into a calm lake. The person is seen from behind, looking out at the water. The lake is framed by towering, rugged mountains covered in dense green forests. The sky is clear and blue. The overall scene is serene and natural.

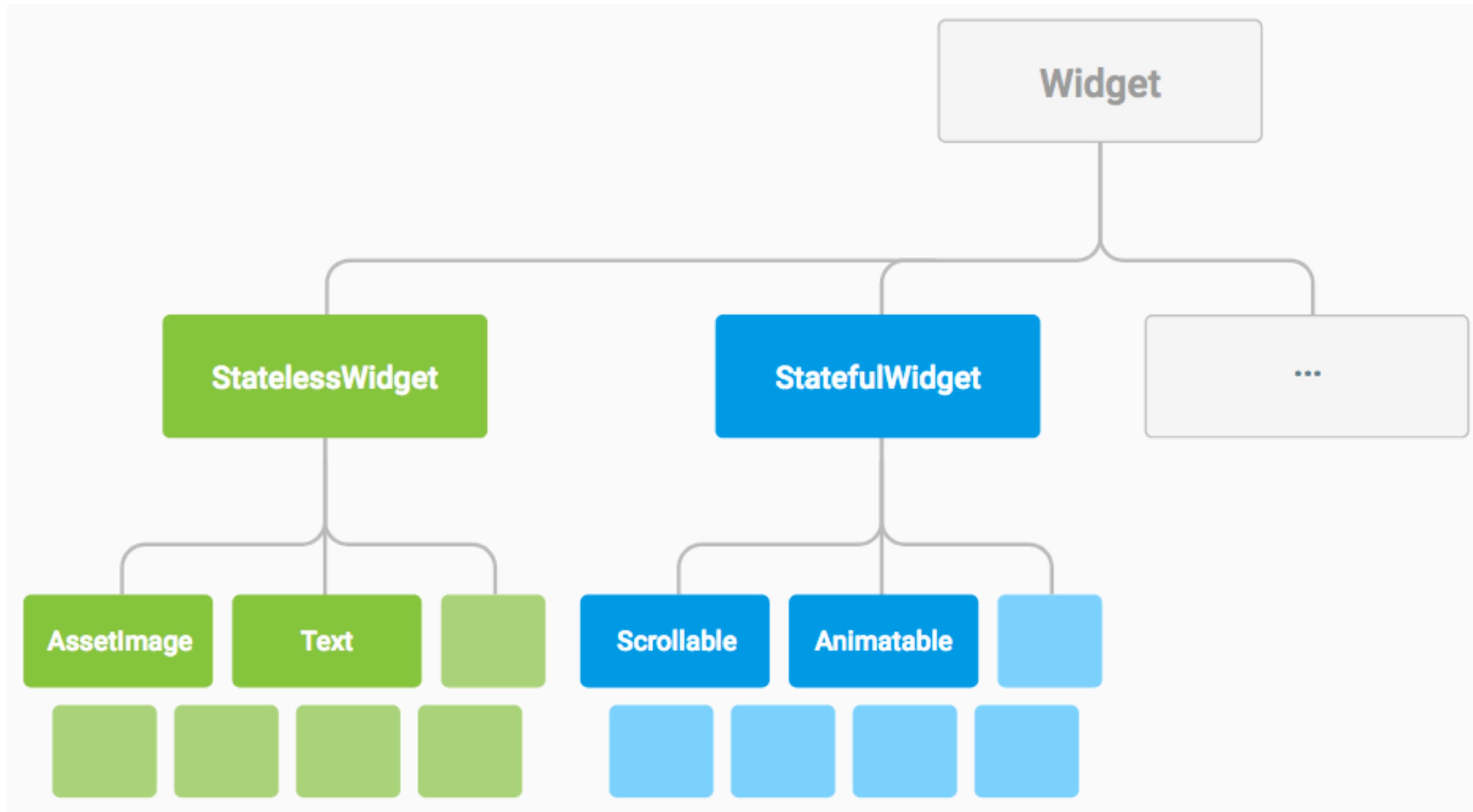
Widget, Widget, Widget!

Everything is a widget

# All is a widget



# Types of widget



# **Stateless VS Stateful**

# Stateless Widget

- Immutable views (widgets)
- Only one time is built
- Examples: Text, Icon, IconButton, etc.

# Stateful Widget

- Still immutable, but...
- Contains *State<W>*
- Redraw after `setState(() -> {})` call
- Examples: AppBar, Scaffold, TextField, etc.

# Project Structure

**THANK YOU FOR YOUR ATTENTION**



# I SEE WIDGETS



# EVERYWHERE