

Treinamento Flutter

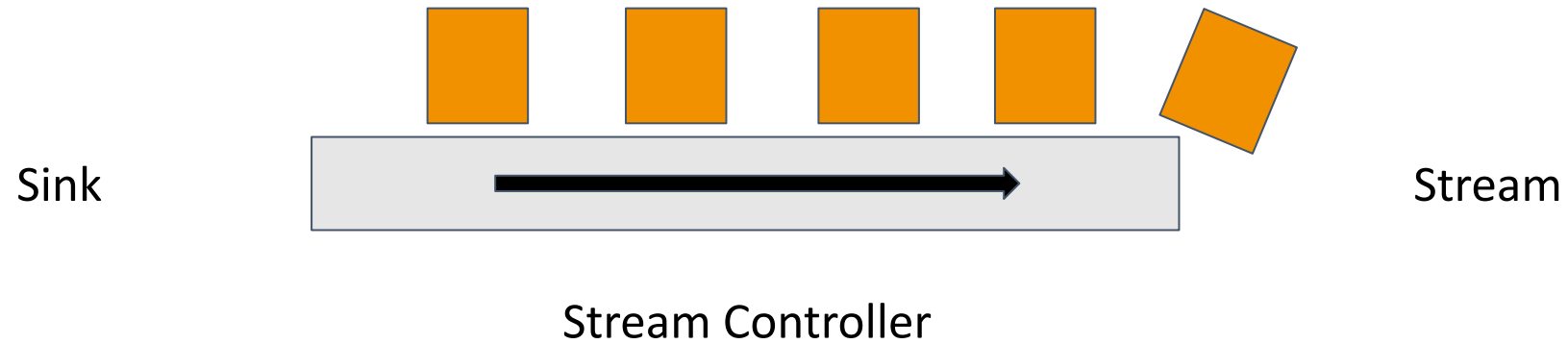
Aula 09



AULA 09

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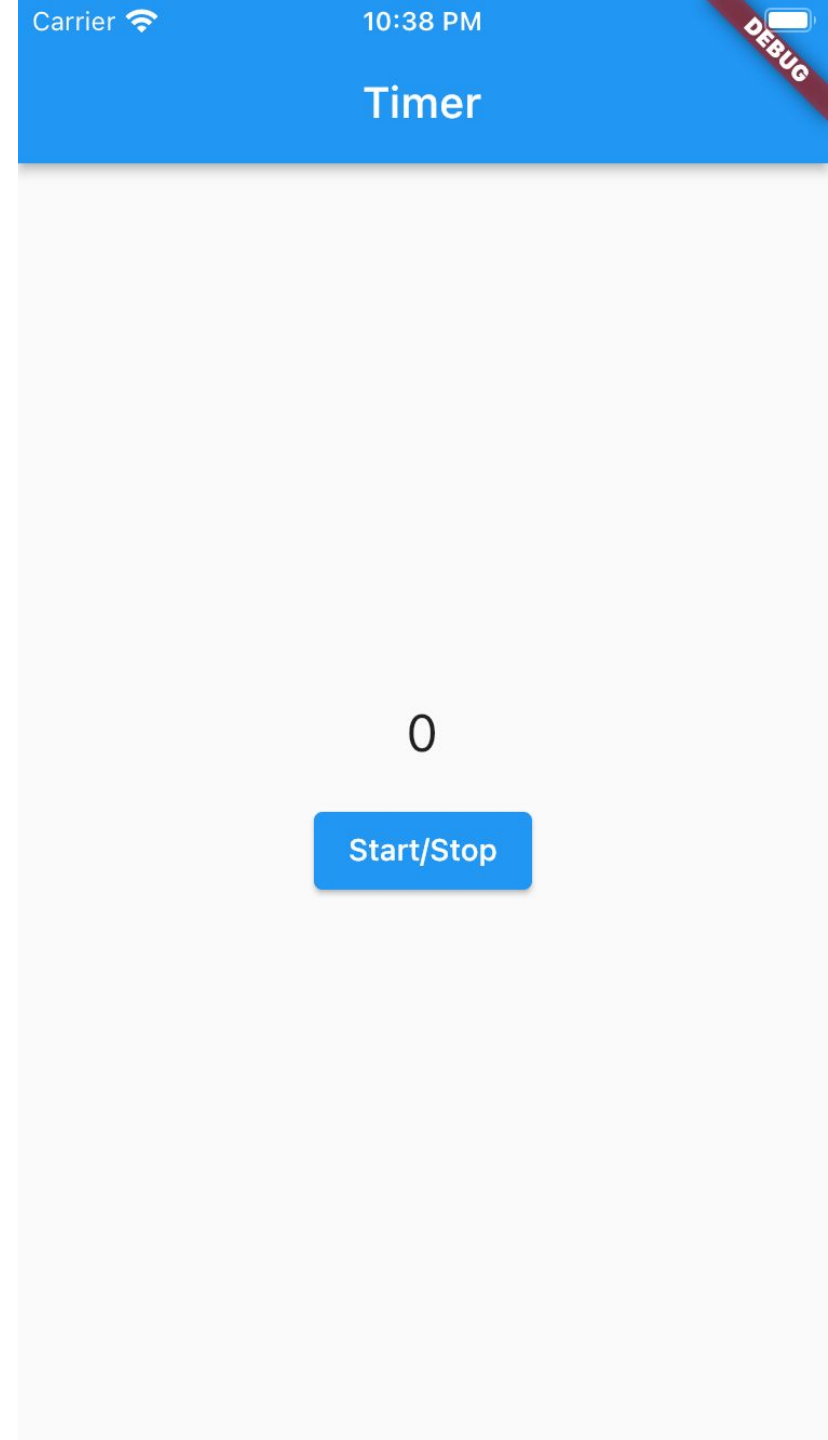
STREAMS: CONCEITO





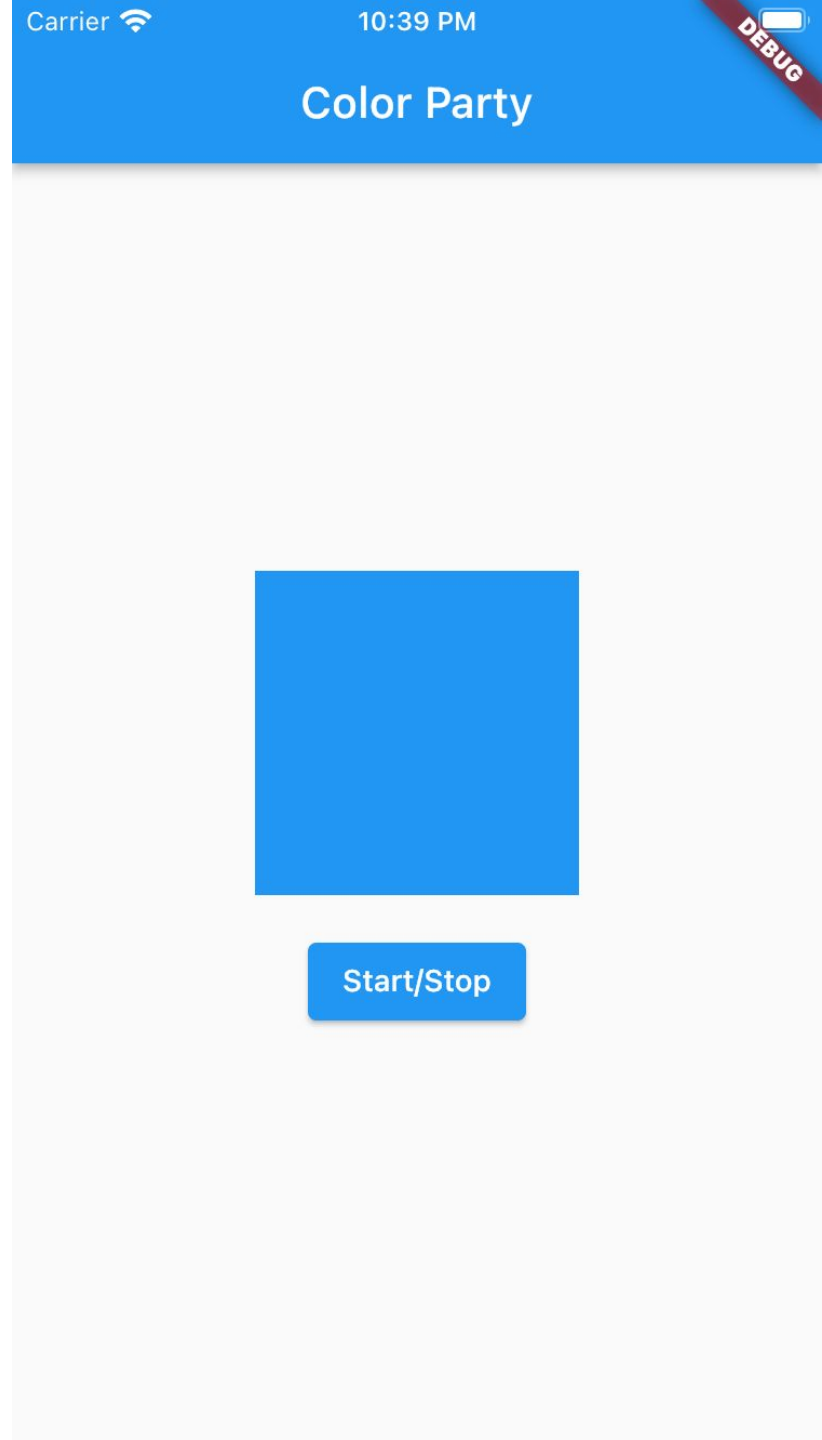
STREAMS: EXEMPLO 1

Construir um *Timer* usando *Streams* e *StreamControllers*.

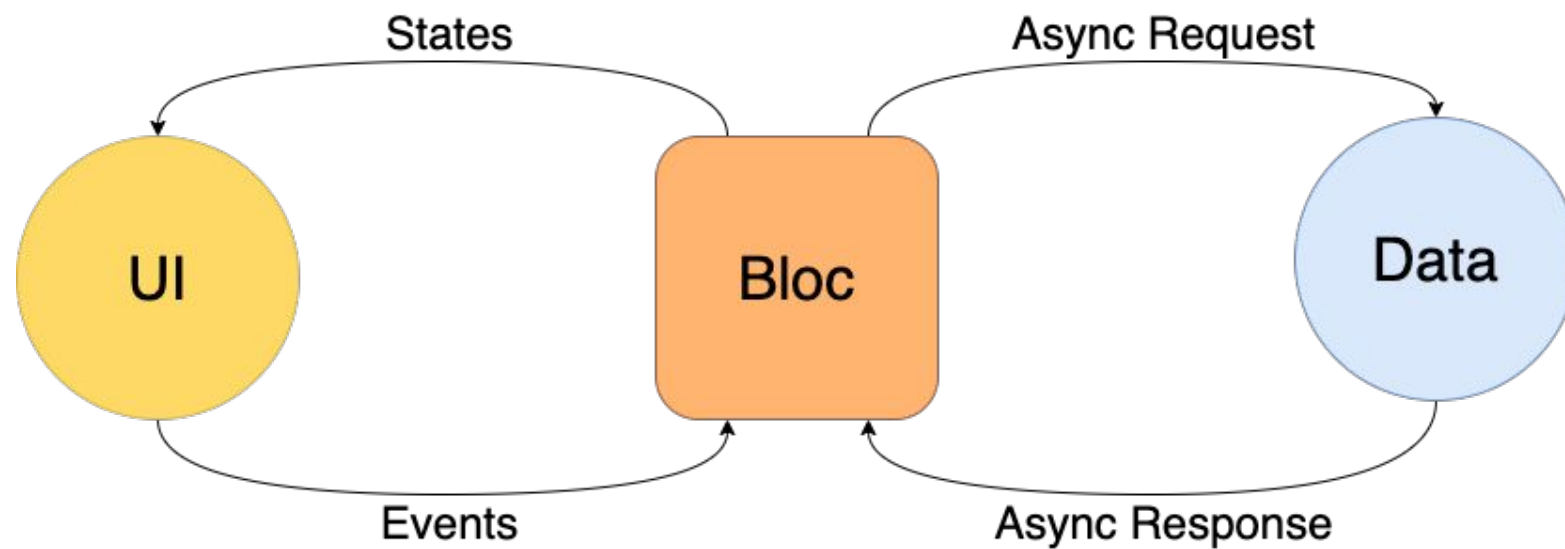


STREAMS: EXEMPLO 2

Construir um App com cores que mudam constantemente fazendo uso de *Streams*, *Sinks* de forma manual.



BLOC: CONCEITO





BLOC: EXEMPLO

Adicionando BLoC ao exemplo *login_register* desenvolvido em aulas anteriores. Para isso iremos usar as lib *bloc* e *flutter_bloc*.

Obs: Usar como base o projeto "bloc_login(initial)".

Login

Email Address

a@a

Password

123

[Don't have an account?](#)

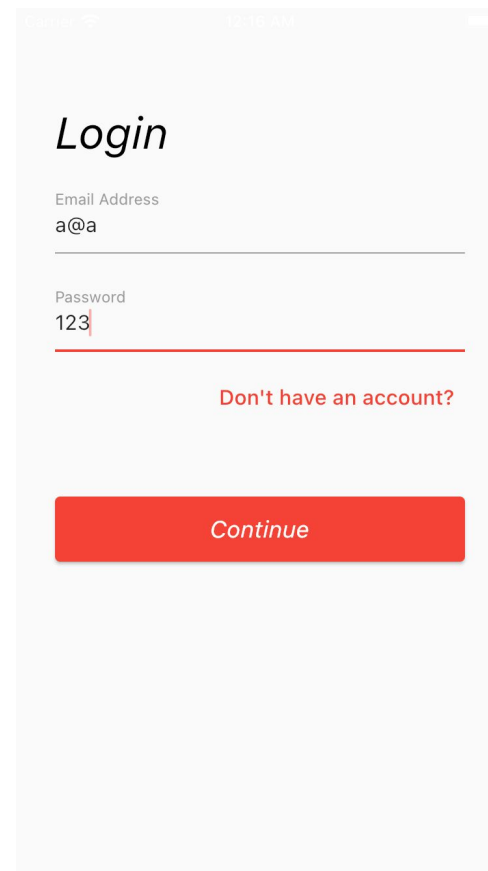
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BLOC: MÃO NA MASSA

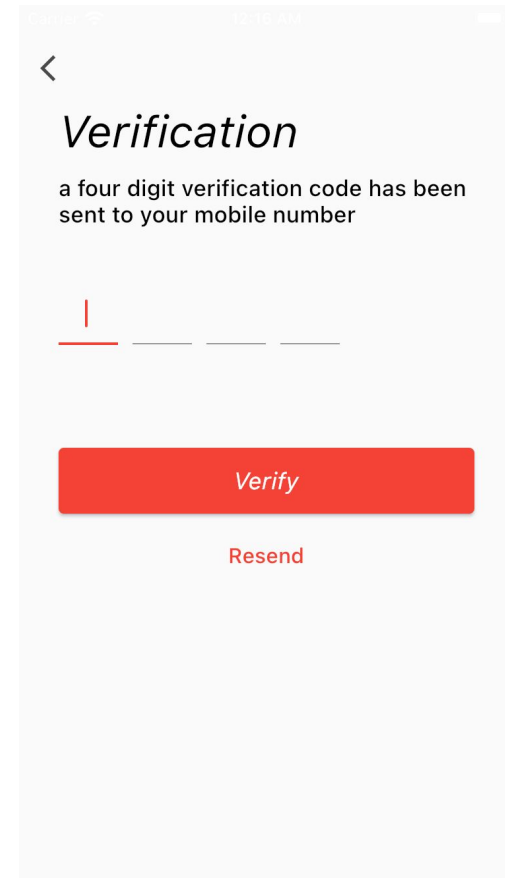
Adicionando BLoC ao exercício de *login_register*. Para isso iremos usar as lib *bloc* e *flutter_bloc*.

Objetivo: Criar um *bloc* para gerenciar o estado da aplicação durante todo o fluxo de login. Após passar pela tela *Verification* redirecionar o usuário para a *home* (uma tela toda azul com o texto home).

Obs: Usar como base o projeto "bloc_login(initial)".



Mockup of a mobile app login screen. The title is "Login". It features two input fields: "Email Address" with the text "a@a" and "Password" with the text "123". Below the password field is a red "Continue" button. A link "Don't have an account?" is positioned above the button. The status bar at the top shows the time as 10:16 AM.

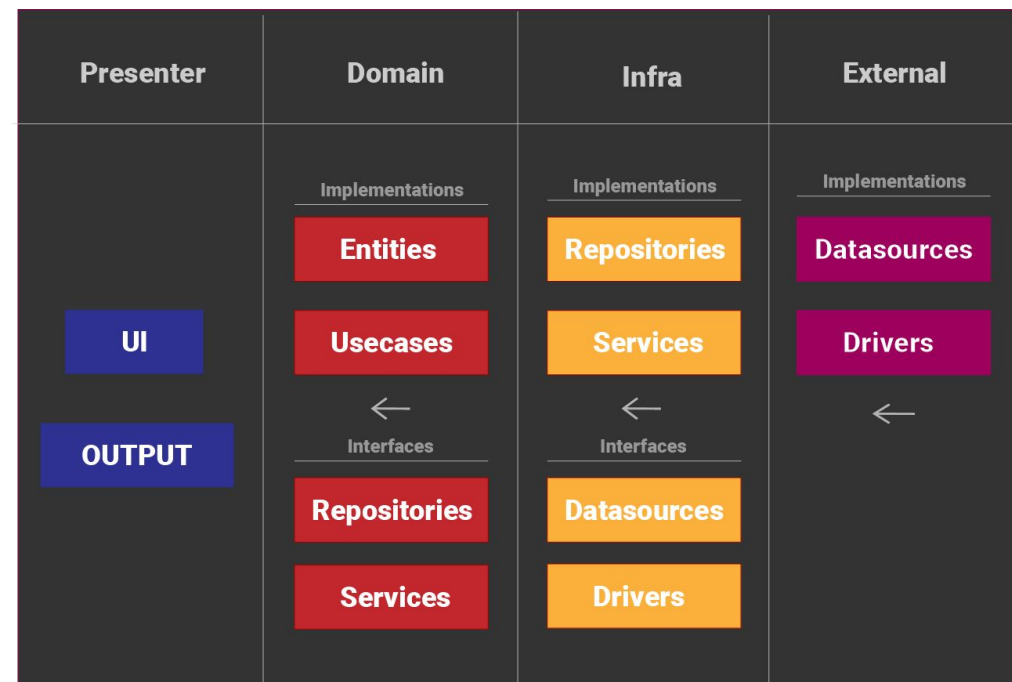


Mockup of a mobile app verification screen. The title is "Verification". It displays the message "a four digit verification code has been sent to your mobile number". Below this is a four-digit code input field, with the first digit containing a red vertical line. A red "Verify" button is located below the input field, and a "Resend" link is positioned underneath it. The status bar at the top shows the time as 10:16 AM.

CLEAN DART

Implementação Dart/Flutter da arquitetura limpa, proposta pelo tio Bob.

Clean Dart: <https://github.com/Flutterando/Clean-Dart>





ALÉM DO SOFTWARE