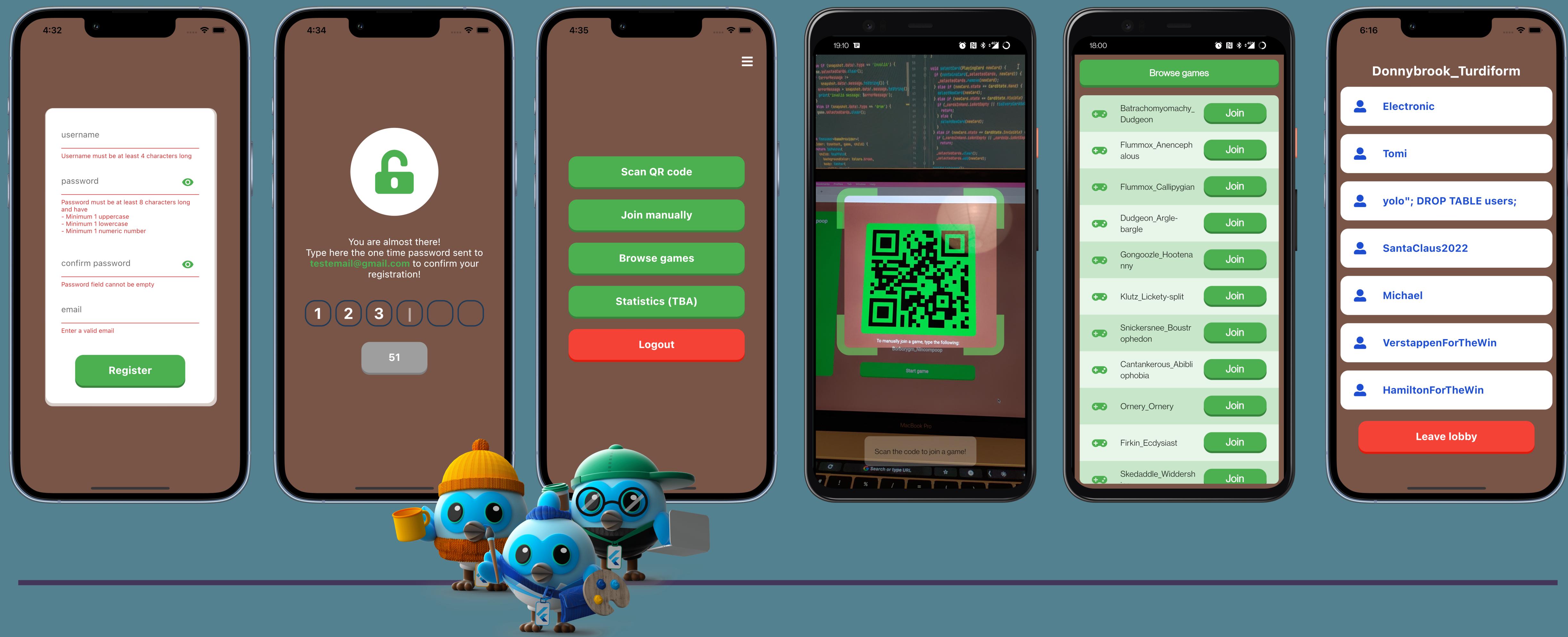


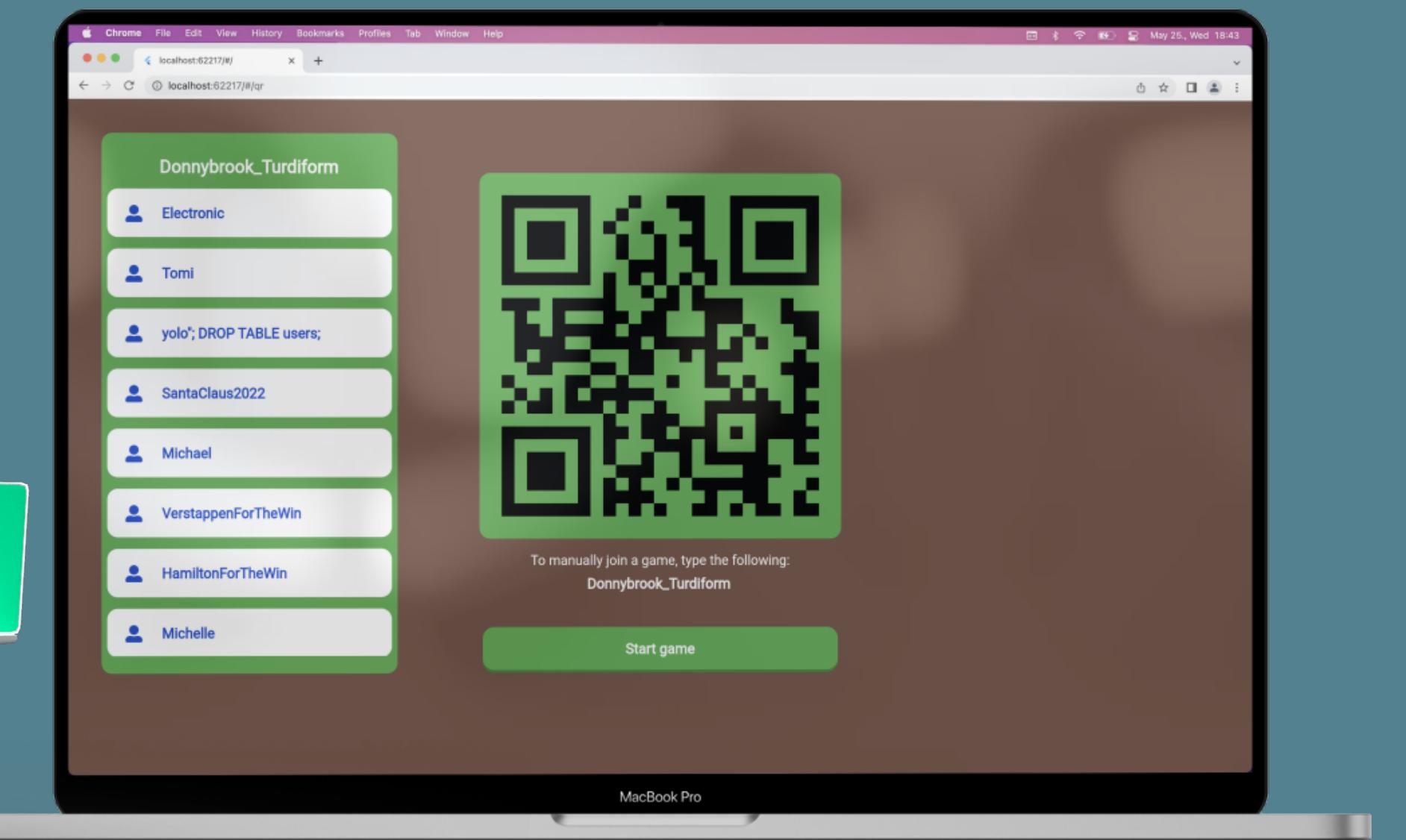
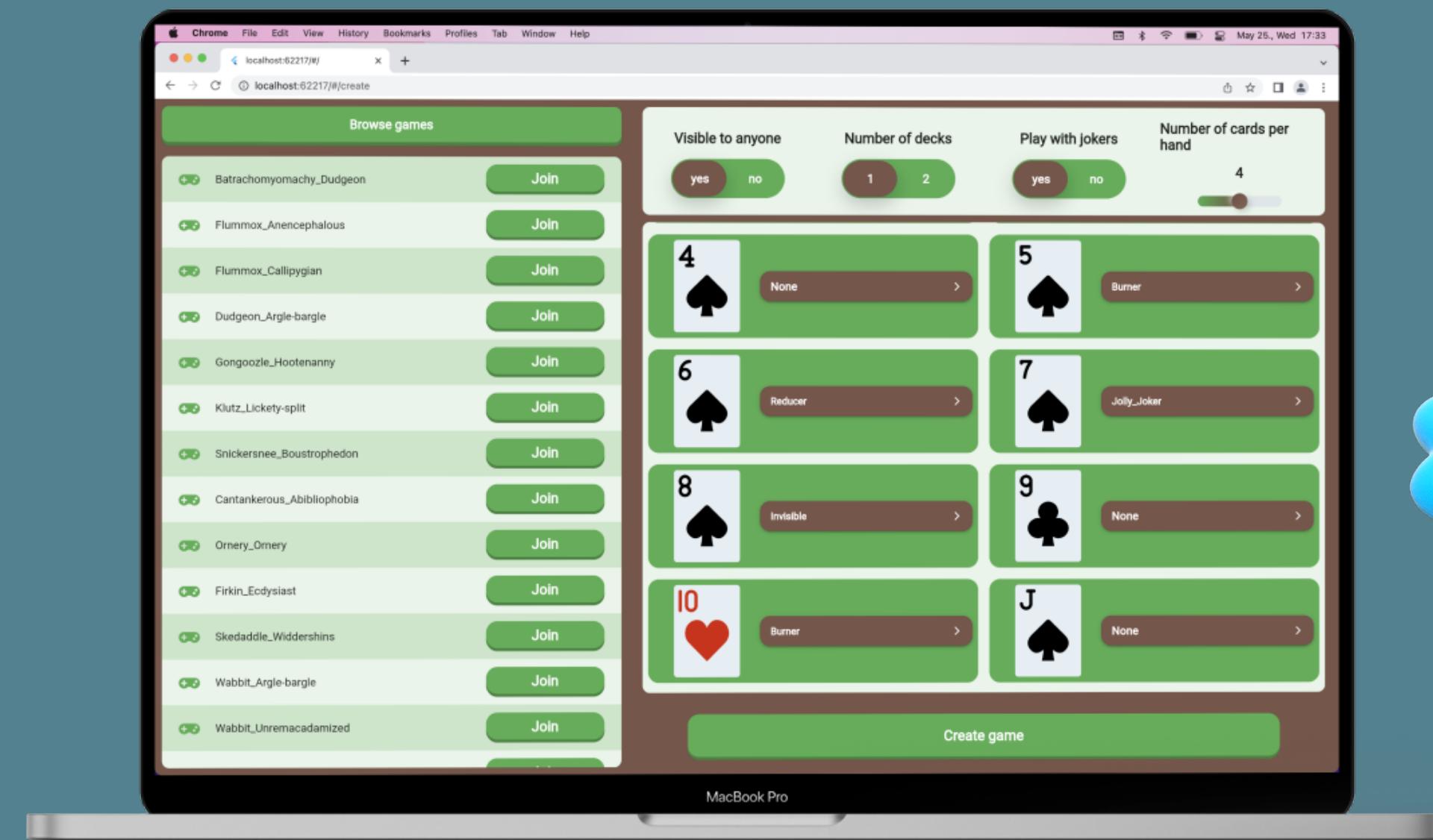
Önálló laboratórium

# CROSS PLATFORM KÁRTYAJÁTÉK FEJLESZTÉSE SPRING ÉS FLUTTER KÖRNYEZETBEN

# MOBIL ÉS WEBES APP



# MOBIL ÉS WEBES APP



# MIÉRT PONT A FLUTTER?

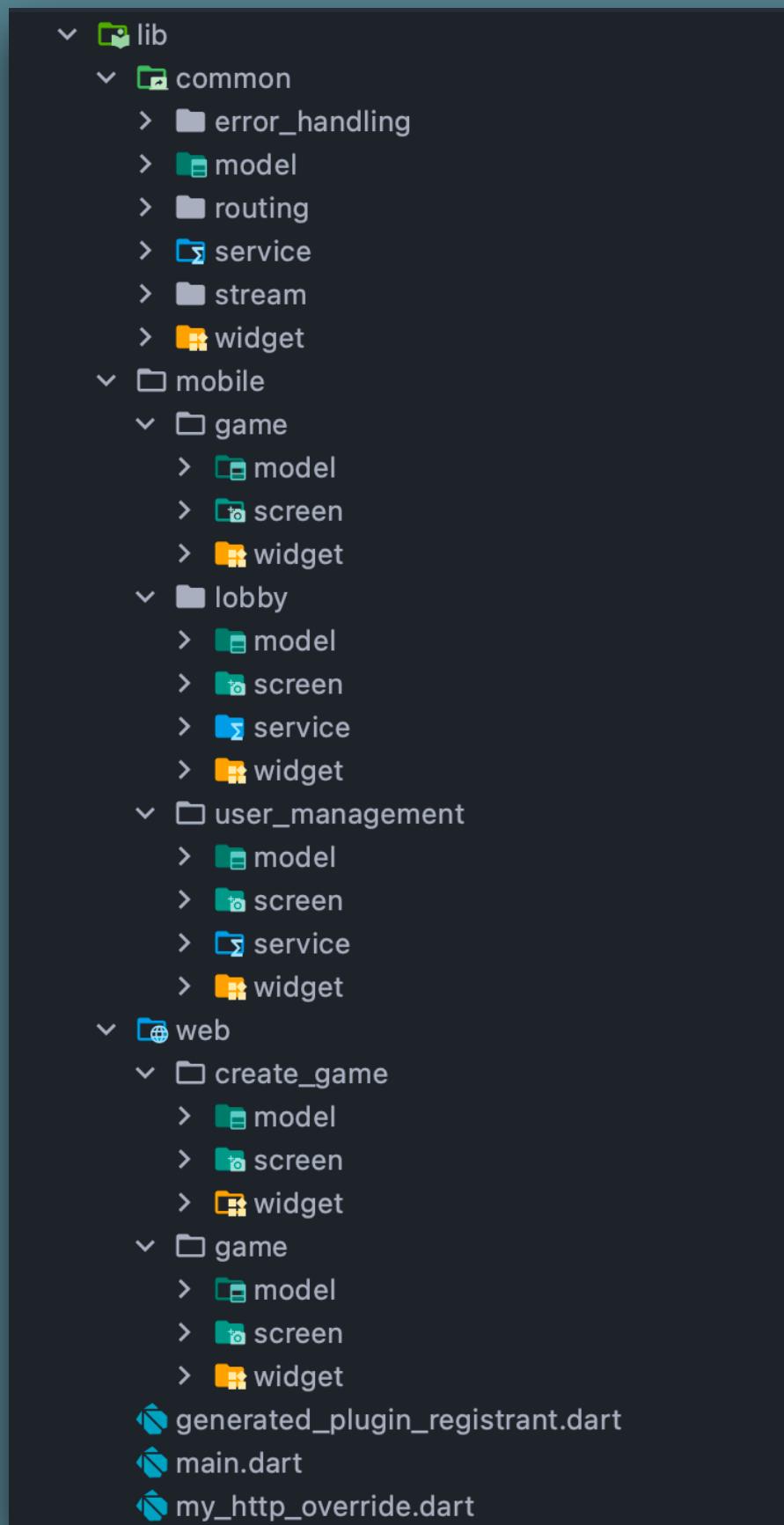
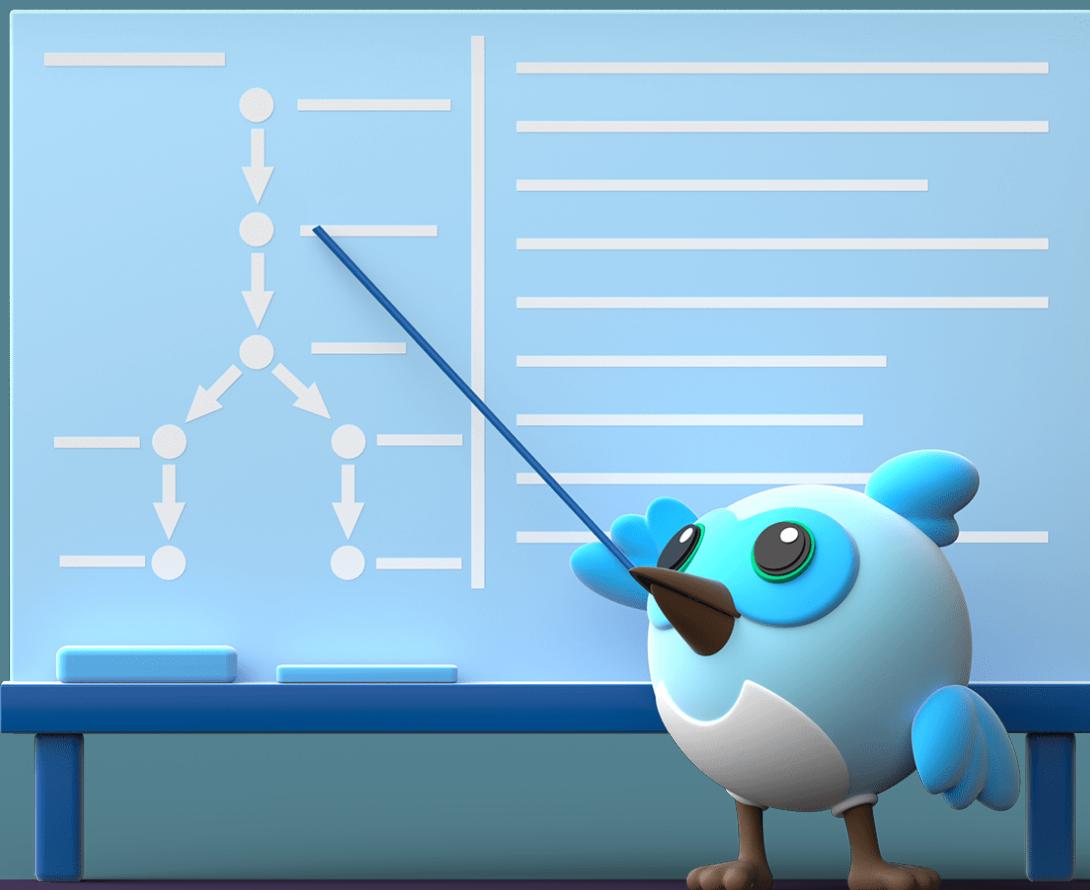
- Cross platform - iOS, Android, Web - egy kód bázis
- Gyorsítja a fejlesztés folyamatát - pl. hot reload
- A Google fejleszti és open-source - dokumentációk és issue management
- Kis méretű alkalmazásokra érdemesebb ezt használni a natív nyelvekkel szemben
- Designos képernyőket lehet vele készíteni

Google



# SKÁLÁZHATÓ KÓD

- Linter
- Strukturáltság
- Json serializable



```
include: package:lint/analysis_options.yaml
```

```
linter:
```

```
  rules:
```

```
    sort_constructors_first: true
```

```
    prefer_single_quotes: true
```

```
    always_specify_types: false
```

```
    lines_longer_than_80_chars: false
```

```
    always_put_required_named_parameters_first: true
```

```
    avoid_classes_with_only_static_members: false
```

```
    annotate_overrides: true
```

```
    always_declare_return_types: true
```

```
    avoid_double_and_int_checks: true
```

```
    avoid_print: false
```

```
    cast_nullable_to_non_nullable: true
```

```
    avoid_dynamic_calls: false
```

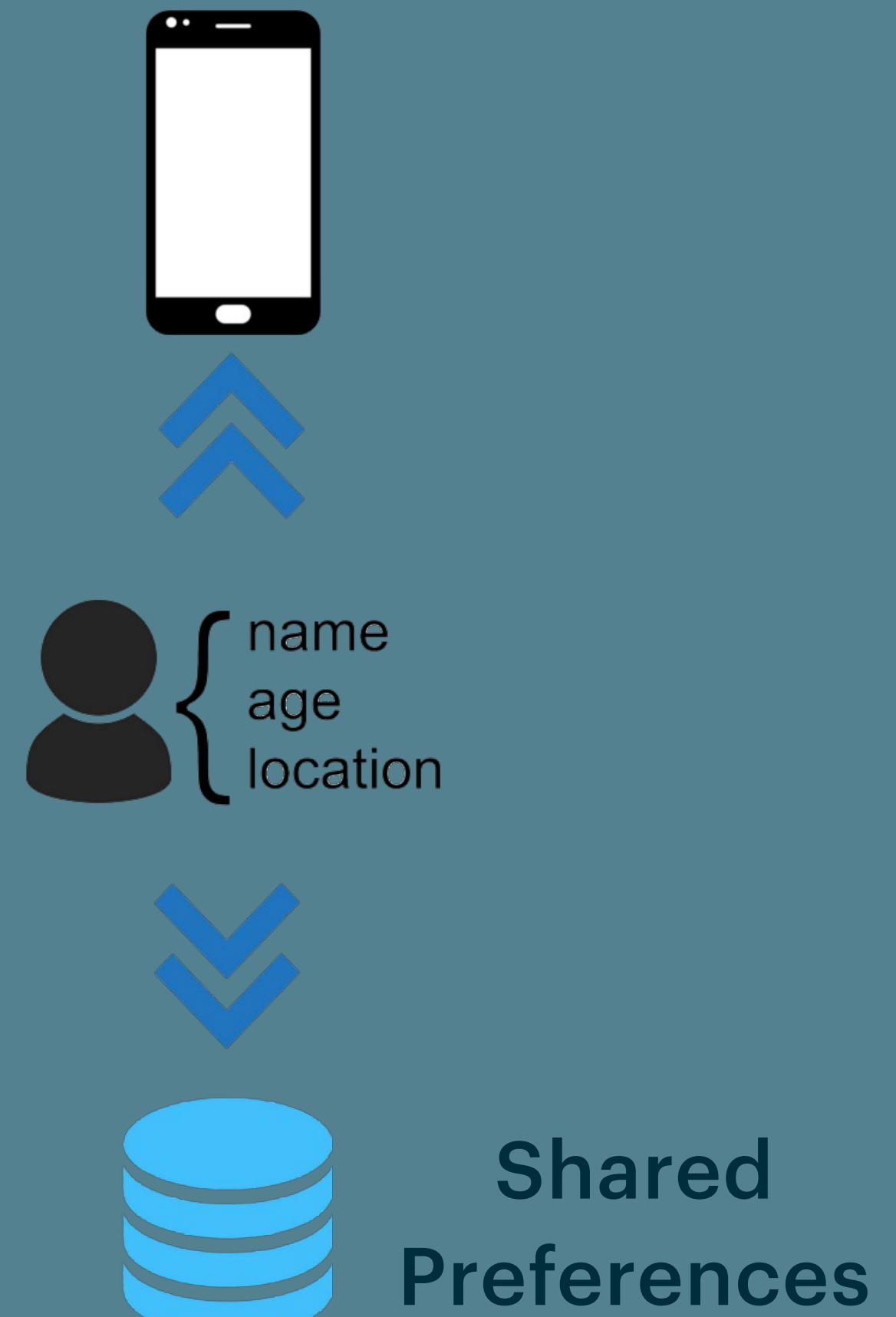
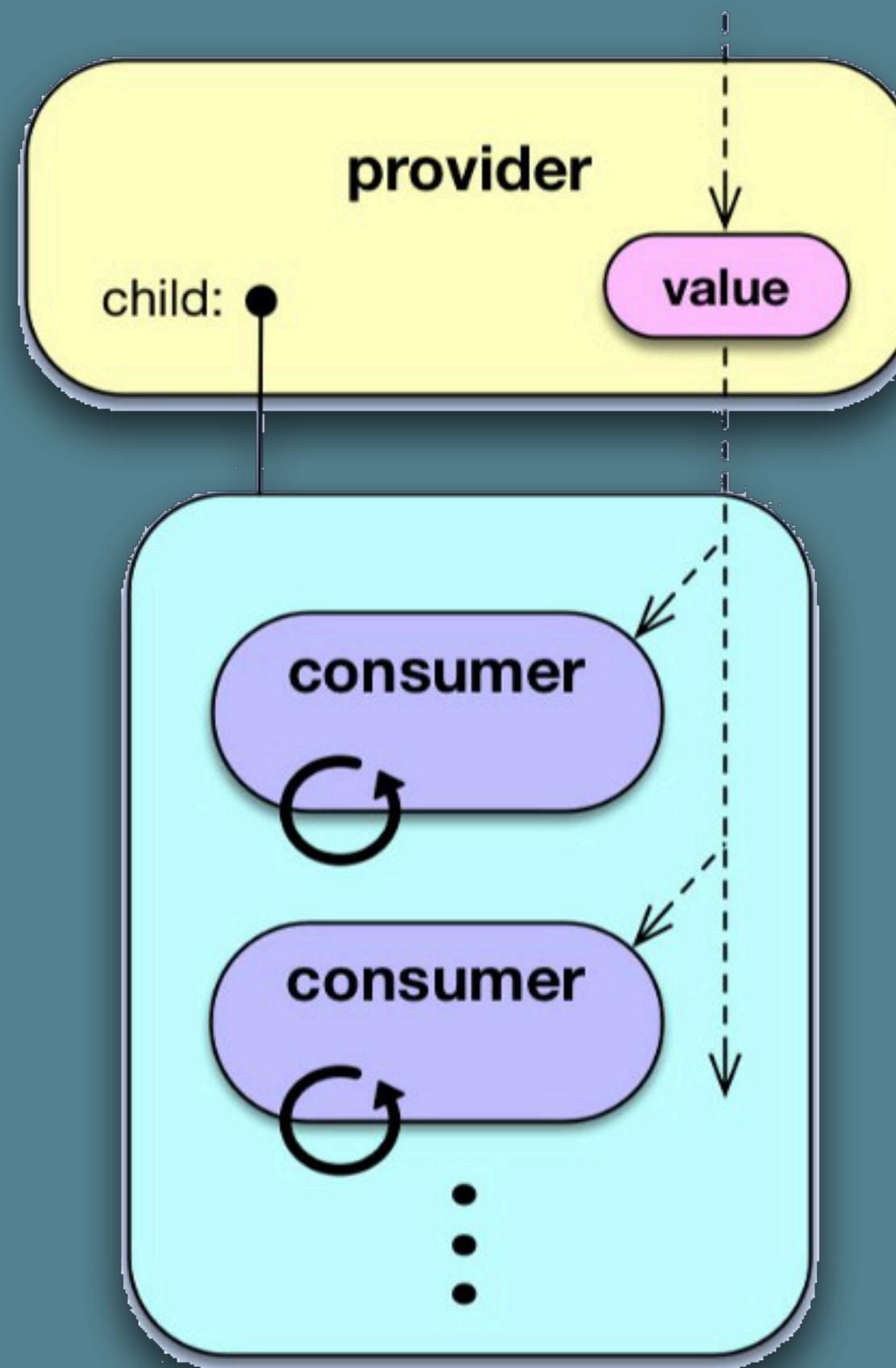
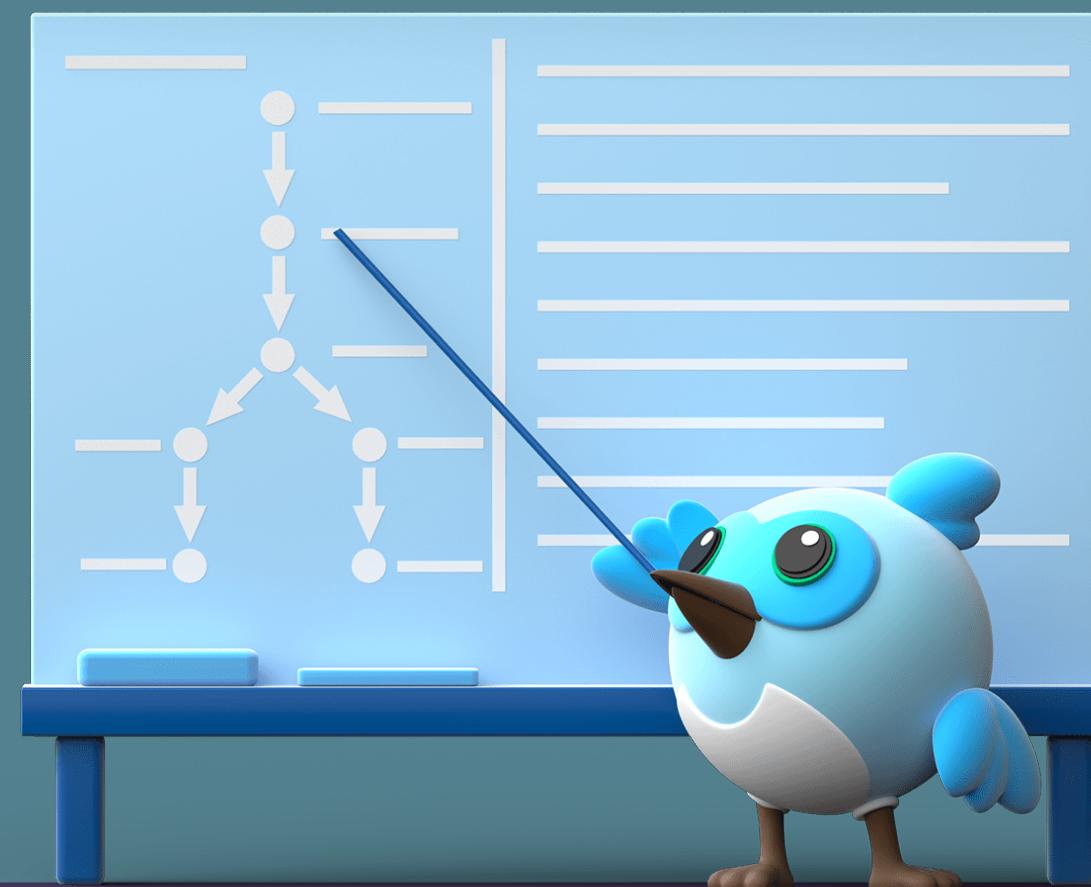
```
    type_annotation_public_apis: false
```

```
    always_use_package_imports: true
```

```
    avoid_relative_lib_imports: true
```

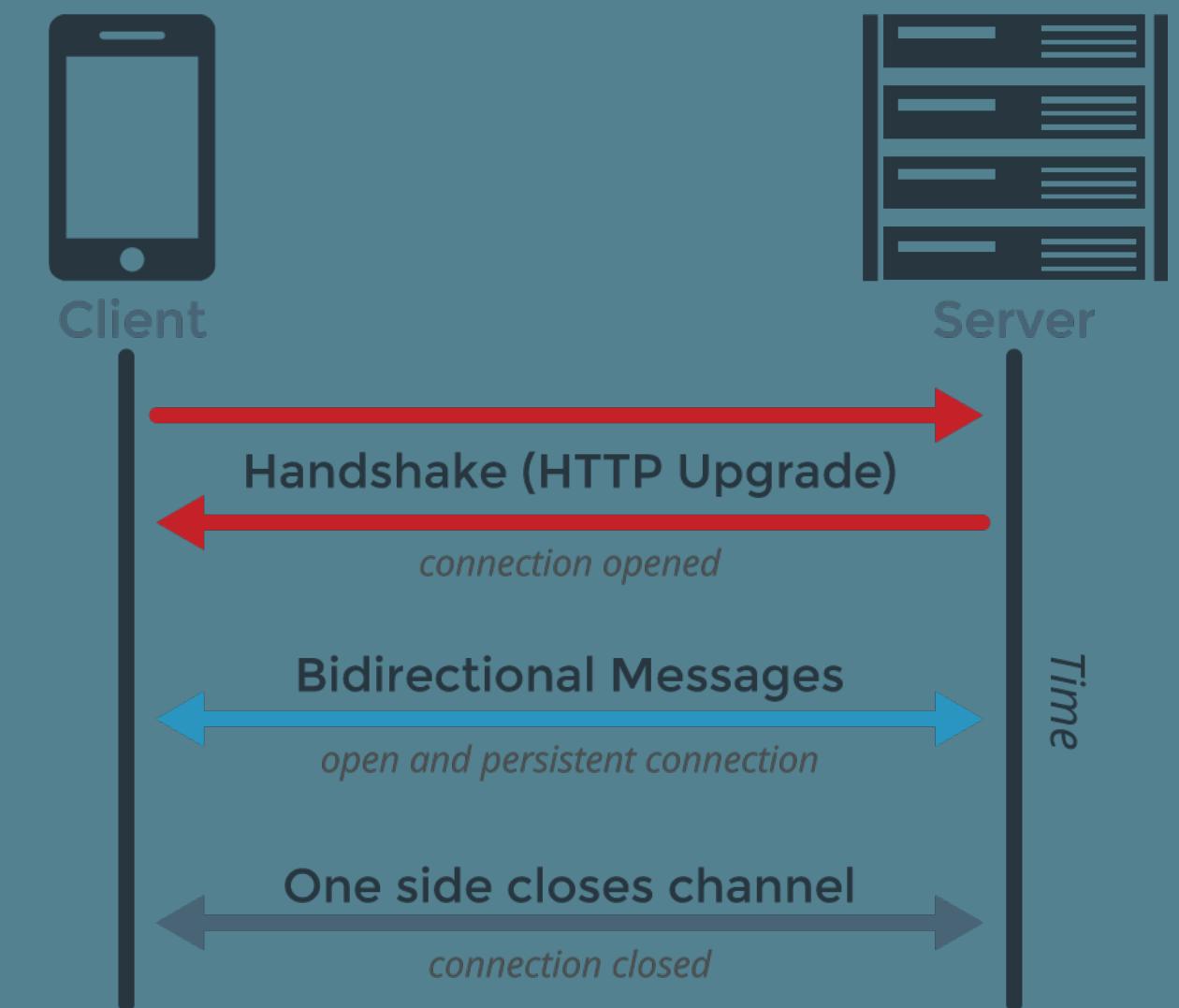
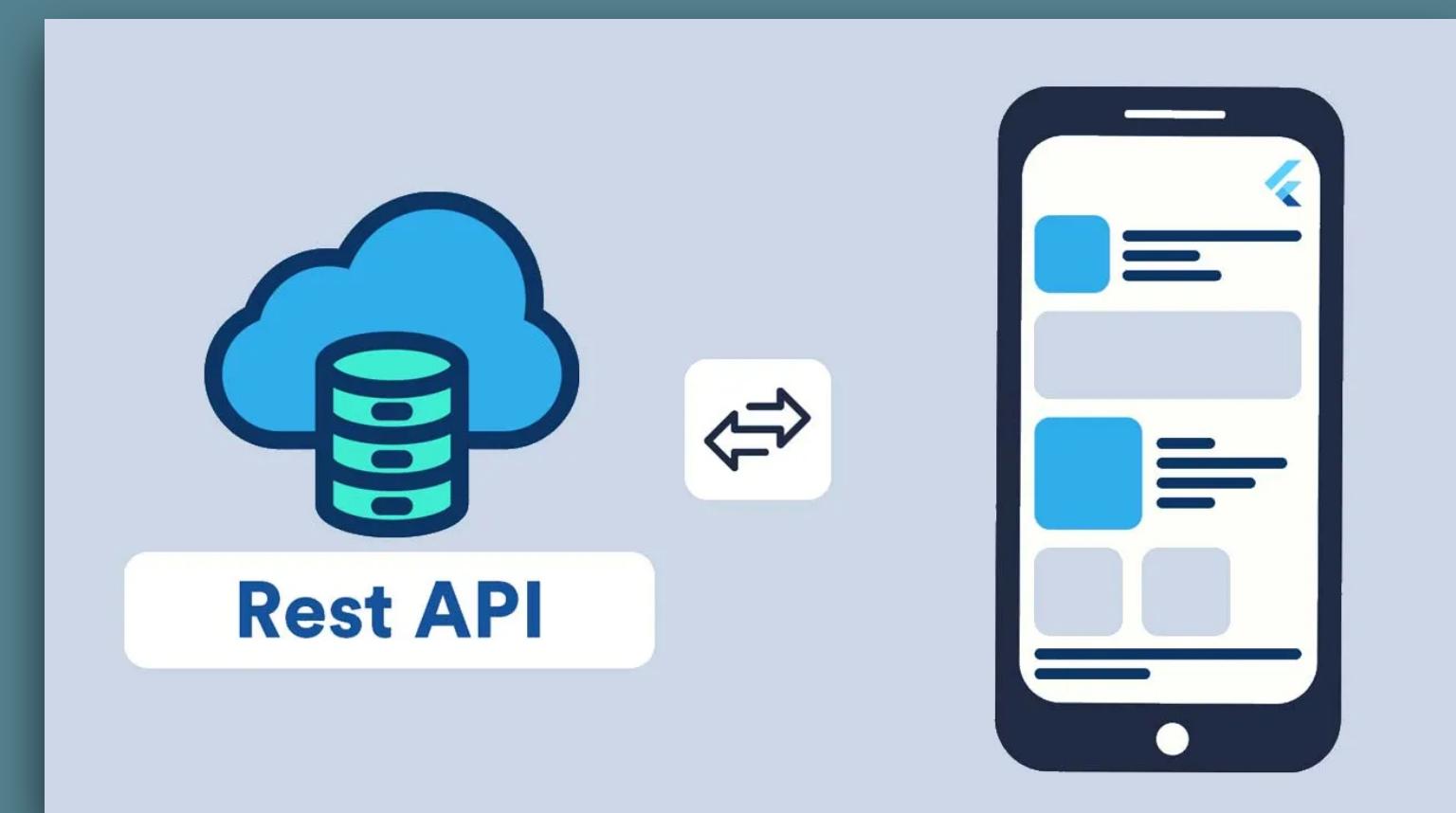
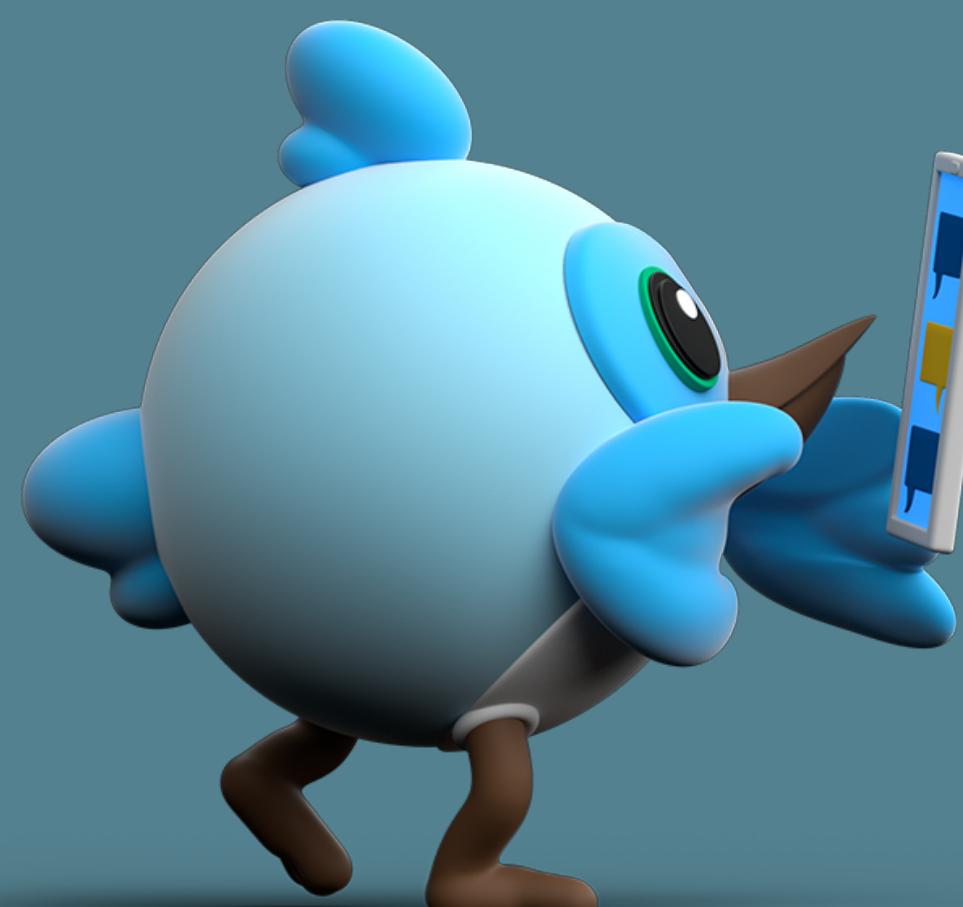
# ÁLLAPOTKEZEZLÉS ÉS PERZISZTENCIA

- State management
- Shared preferences



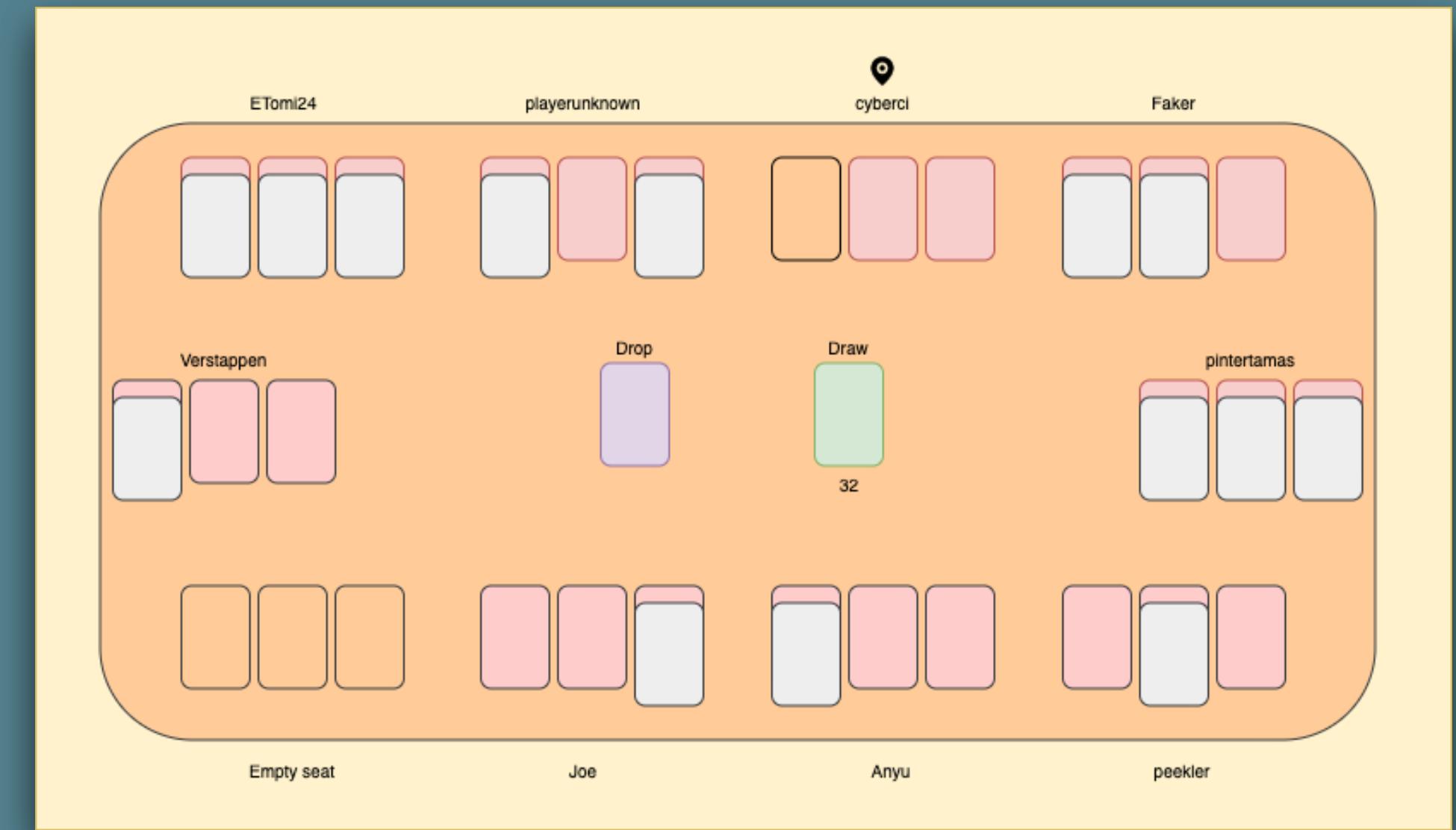
# NETWORKING

- Dio package - Rest API
- WebSocket Stomp client



# MIVEL SZERETNÉM BŐVÍTENI?

- Játék webes része
- Statisztika nézet
- Profil nézet
- Egyedi téma



# KÉRDÉSEK

