Welcome to the dart side

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10 months of Flutter!

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For absolute beginners

1. We will learn basic things any Flutter developer should know
2. This Course is just the first step
3. Along the way you will have a lot of resources to support your learning journey

Where can I find all the resources?

Don’t worry, links can get lost, I know!

For that I have this one link for you, where I will put all the resources including the slides.

fairybits.com/growwgoogle-flutter

Bookmark it!

Further support

Tag me on Twitter @pr_Mais for any issue you face and I will help.

1 rule of thumb: public tweets are better as it gives the opportunity for more people to learn from your question!

Let's Flutter

What is Dart?

> Dart is a client-optimized language for fast apps on any platform

dart.dev

1 Optimized for UI

Built for the needs of UI creation

2 Hot reload

See changes instantly, no need to recompile

3

Fast on all platforms

Compiles directly to ARM and x64 machine code. Compiles to JavaScript on web.

Dart is the power that stands behind **Flutter**

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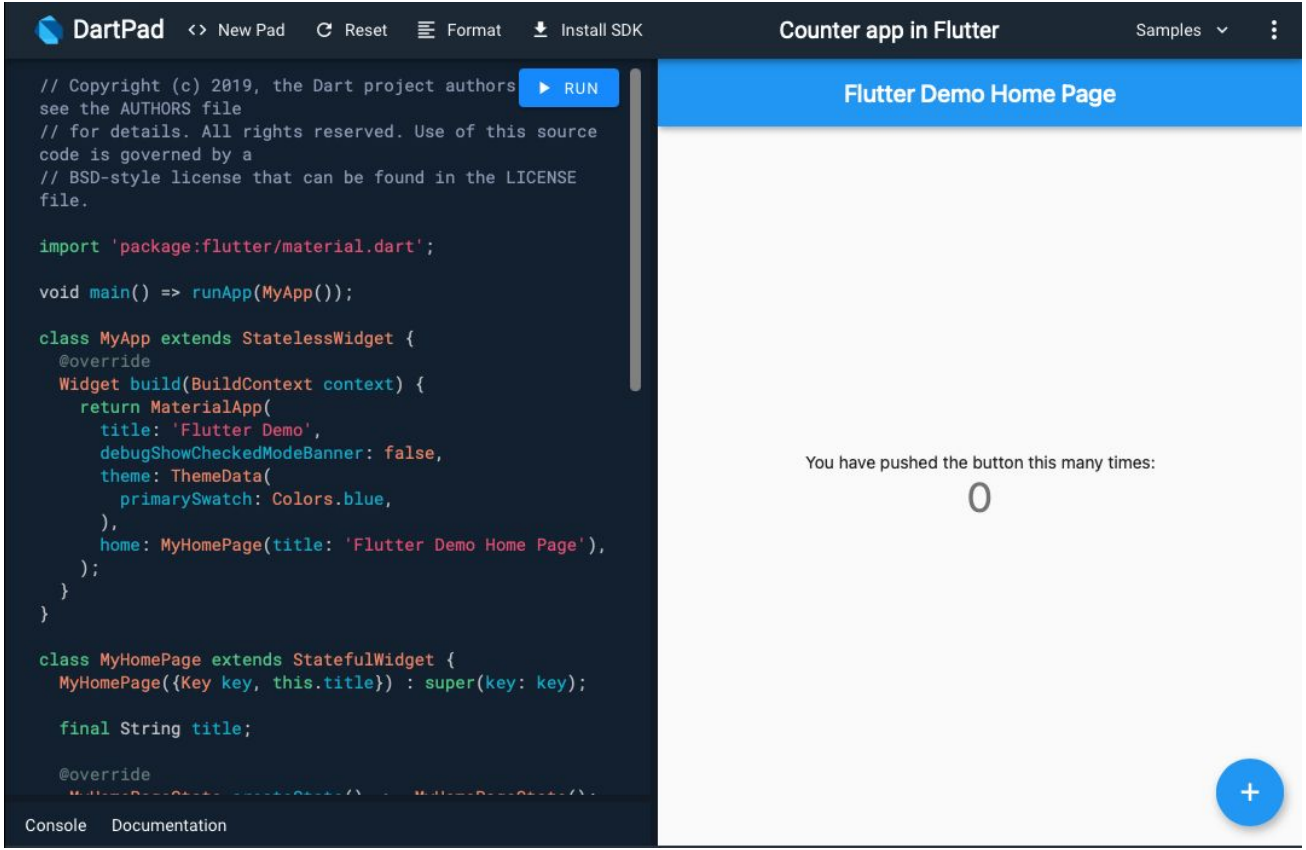
Where to start

1. Try it on DartPad.dev



2. Install

If you will use Flutter, Dart comes with it, so once you install Flutter you actually have installed Dart as well.

Let's Flutter

Let's Learn Dart

1. Dart built-in types and generics
2. Classes and inheritance
3. Async
4. Isolates
5. Null safety

Built-in Types

Everything in Dart is an Object

Literals: used to initialize any of the built-in types.

```dart
final x = 13; //integer
final y = 1.5; //double
final sentence = "This is a String"; //string
final condition = true;
```

- numbers
- strings
- booleans
- lists (also known as *arrays*)
- sets
- maps
- runes (for expressing Unicode characters in a string)
- symbols

Built-in Types

Initialize a type using a constructor

```
//Lists

final names = ['Ahmad', 'Ayman', 'Sara']; //List
final names = []; //Empty list
final names = List(); //Depecated in null-safety
final names = List.filled(1, 0, growable: true); //Will be explained in null-safety section

//Maps

final users = {};
final users = Map();
final users = {'name': User()};
final users = <String, User>{};
```

Generics

Generics makes your code safer

It's often used with collections and functions

```
var names = List<String>();
names.addAll(['Seth', 'Kathy', 'Lars']);
names.add(42); // Error
```

Classes

Class Sample

1. How to define a class
2. Class members (properties, methods, constructors)
3. Enums
4. Extension methods

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Go Further

Your FIRST destination to learn Dart:

dart.dev/guides

Null Safety:
dart.dev/null-safety

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Thank you!

Upcoming: Basic Widgets and Material Design

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