

FLUTTER

SUCCINCTLY

BY **ED FREITAS**

Flutter Succinctly

By
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Foreword by Daniel Jebaraj



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The Story Behind the *Succinctly* Series of Books

Daniel Jebaraj, Vice President
Syncfusion, Inc.

Staying on the cutting edge

As many of you may know, Syncfusion is a provider of software components for the Microsoft platform. This puts us in the exciting but challenging position of always being on the cutting edge.

Whenever platforms or tools are shipping out of Microsoft, which seems to be about every other week these days, we have to educate ourselves, quickly.

Information is plentiful but harder to digest

In reality, this translates into a lot of book orders, blog searches, and Twitter scans.

While more information is becoming available on the Internet and more and more books are being published, even on topics that are relatively new, one aspect that continues to inhibit us is the inability to find concise technology overview books.

We are usually faced with two options: read several 500+ page books or scour the web for relevant blog posts and other articles. Just as everyone else who has a job to do and customers to serve, we find this quite frustrating.

The *Succinctly* series

This frustration translated into a deep desire to produce a series of concise technical books that would be targeted at developers working on the Microsoft platform.

We firmly believe, given the background knowledge such developers have, that most topics can be translated into books that are between 50 and 100 pages.

This is exactly what we resolved to accomplish with the *Succinctly* series. Isn't everything wonderful born out of a deep desire to change things for the better?

The best authors, the best content

Each author was carefully chosen from a pool of talented experts who shared our vision. The book you now hold in your hands, and the others available in this series, are a result of the

authors' tireless work. You will find original content that is guaranteed to get you up and running in about the time it takes to drink a few cups of coffee.

Free forever

Syncfusion will be working to produce books on several topics. The books will always be free. Any updates we publish will also be free.

Free? What is the catch?

There is no catch here. Syncfusion has a vested interest in this effort.

As a component vendor, our unique claim has always been that we offer deeper and broader frameworks than anyone else on the market. Developer education greatly helps us market and sell against competing vendors who promise to “enable AJAX support with one click,” or “turn the moon to cheese!”

Let us know what you think

If you have any topics of interest, thoughts, or feedback, please feel free to send them to us at succinctly-series@syncfusion.com.

We sincerely hope you enjoy reading this book and that it helps you better understand the topic of study. Thank you for reading.

Please follow us on Twitter and “Like” us on Facebook to help us spread the word about the *Succinctly* series!



About the Author

Ed Freitas is a consultant on software development applied to customer success, mostly related to financial process automation, accounts payable processing, and data extraction.

He really likes technology and enjoys playing soccer, running, traveling, life hacking, learning, and spending time with his family.

You can reach him at: <https://edfreitas.me>

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This book is dedicated to *Mi Chelin*, *Lala*, and *Tita*, who inspire me every day and light up my path ahead—God bless you all, always.

Introduction

With the rapid rise of cross-platform mobile frameworks such as [Ionic](#), [React Native](#), and [Xamarin](#), the folks at Google decided to step into the game and develop their own framework with support for both Android and iOS using the same codebase—this is how [Flutter](#) came to be.

Flutter is an open-source mobile application development SDK primarily developed and sponsored by Google, used for developing applications for [Android](#) and [iOS](#)—as well as being the primary method of creating applications for the [Google Fuchsia](#) operating system.

Flutter is written in [C](#), [C++](#), and [Dart](#), and uses the [Skia Graphics Engine](#). It offers a rich set of fully customizable widgets for building native interfaces, including the beautiful [Material Design](#) library and Cupertino (iOS-flavored) widgets, rich motion APIs, smooth natural scrolling, platform awareness, and hot reload—which helps to quickly build UIs without losing state on emulators, simulators, and any hardware for iOS and Android.

All these great features have helped Flutter take off very quickly, and developers are flocking to the framework. It's also one of the [trending projects in GitHub](#), which has helped it gain even more popularity.

With Flutter gaining momentum, it seems unlikely that it will fade away anytime soon, so I decided to give it a whirl and write an application with it. My personal experience: I was blown away. I felt immediately productive, even though I had never programmed in Dart before.

Throughout this book, I want to go on that same journey with you. We'll do this by creating a fully functional app, which will allow you to get a good grasp of the framework—whether you are coming from another mobile development framework, or have no previous mobile development experience.

I'm quite excited to embark on this journey with you. I hope that by the end of it, you'll have a great impression of the framework and be able to assess whether Flutter is the right choice for your mobile development needs. So, without further ado, let's get going.