



# Jaspr: Unleashing the Power of Dart for Modern Web Development

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# Building websites with Dart?

# Flutter Web?

## Web FAQ

Platform integration > Web > Web FAQ



„Flutter Web is only  
for web apps!“

### What scenarios are ideal for Flutter on the web?

Not every web page makes sense in Flutter, but we think Flutter is particularly suited for app-centric experiences:

- Progressive Web Apps
- Single Page Apps
- Existing Flutter mobile apps

At this time, Flutter is not suitable for static websites with text-rich flow-based content. For example, blog articles benefit from the document centric model that the web is built around, rather than the app centric services that a UI framework like Flutter can deliver. However, you *can* use Flutter to embed interactive experiences into these websites.

For more information on how you can use Flutter on the web, see [Web support for Flutter](#).

### Search Engine Optimization (SEO)

In general, Flutter is geared towards dynamic application experiences. Flutter's web support is no exception. Flutter web prioritizes performance, fidelity, and consistency. This means application output does not align with what search engines need to properly index. For web content that is static or document-like, we recommend using HTML—just like we do on [flutter.dev](#), [dart.dev](#), and [pub.dev](#). You should also consider separating your primary application experience—created in Flutter—from your landing page, marketing content, and help content—created using search-engine optimized HTML.

# Flutter Web?

/ Flutter Web



## Sites

- (More) text based
- (More) linear
- (More) static
- Little or no user state
- (More) consumption focused
- Enable short interactions
- Code-light

## Apps

- More *than* text
- Not (as) linear
- (More) dynamic/interactive
- (Potentially) lots of user state
- Creation / exploration focused
- Focused on long interactions
- Code-heavy

# Flutter Web?

/ Flutter Web



## Sites

## Apps

(More) text based

More than text

(More) linear

Not (as) linear

(More) static

(More) dynamic/interactive

Little or no user state

(Potentially) lots of user state

(More) consumption focused

Creation / exploration focused

Enable short interactions

Focused on long interactions

Code-light

Code-heavy

```
class FooComponent extends StatelessWidget {  
  const FooComponent({super.key});  
  
  @override  
  Iterable<Widget> build(BuildContext context) sync* {  
    yield div([  
      p([text('Hello World')]),  
    ]);  
    yield img(src: '/images/logo.png');  
  }  
}
```

```
class FooComponent extends StatelessWidget {  
  const FooComponent({super.key});  
  
  @override  
  Iterable<Widget> build(BuildContext context) sync* {  
    yield div([  
      p([text('Hello World')])  
    ]);  
    yield img(src: '/images/logo.png');  
  }  
}
```

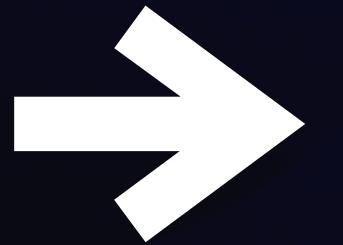
```
Node a = document.createElement('p');  
a.text = 'Hello World';  
Node b = document.createElement('div');  
b.appendChild(a);  
Node c = document.createElement('img');  
c.setAttribute('src', '/images/logo.png');  
  
<div>  
  <p>Hello World</p>  
</div>  

```

# Flutters Rendering System

## Widget

**FooWidget**



## Element

**FooElement**



## RenderObject

**RenderFoo**

Holds config for a piece  
of UI

Has a public API

Frequently rebuilds

Represents an actual  
piece of the UI

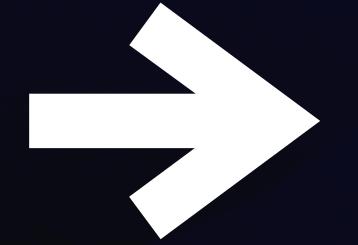
Rarely rebuilds

Renders to the screen  
Rarely rebuilds

# Jasprs Rendering System

## Component

**FooComponent**



Holds config for a piece  
of UI

Has a public API

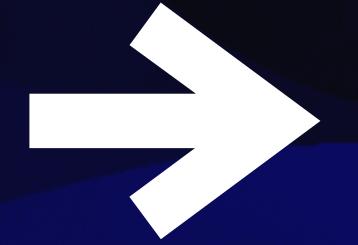
Frequently rebuilds

## Element

**FooElement**

Represents an actual  
piece of the UI

Rarely rebuilds



## RDOM Node

**RenderFoo**

Just plain DOM nodes

Rarely rebuilds



Client Side  
Hydration

Island  
Architecture

CLI

Server Side  
Rendering

Routing

SEO

# A full framework?!

Deployment

Using custom  
Backends

Javascript  
Integrations

Development  
Server

Testing

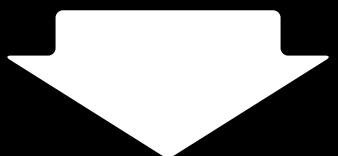
CSS Library  
Integrations

```
runApp (FooComponent);
```

Jaspr

## Pre-rendering

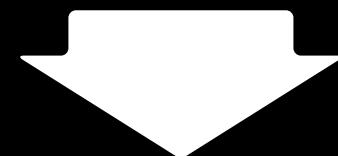
on the  
**server**



**HTML**  
(as a String)

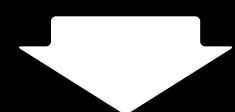
## (Continued) rendering

on the  
**client**



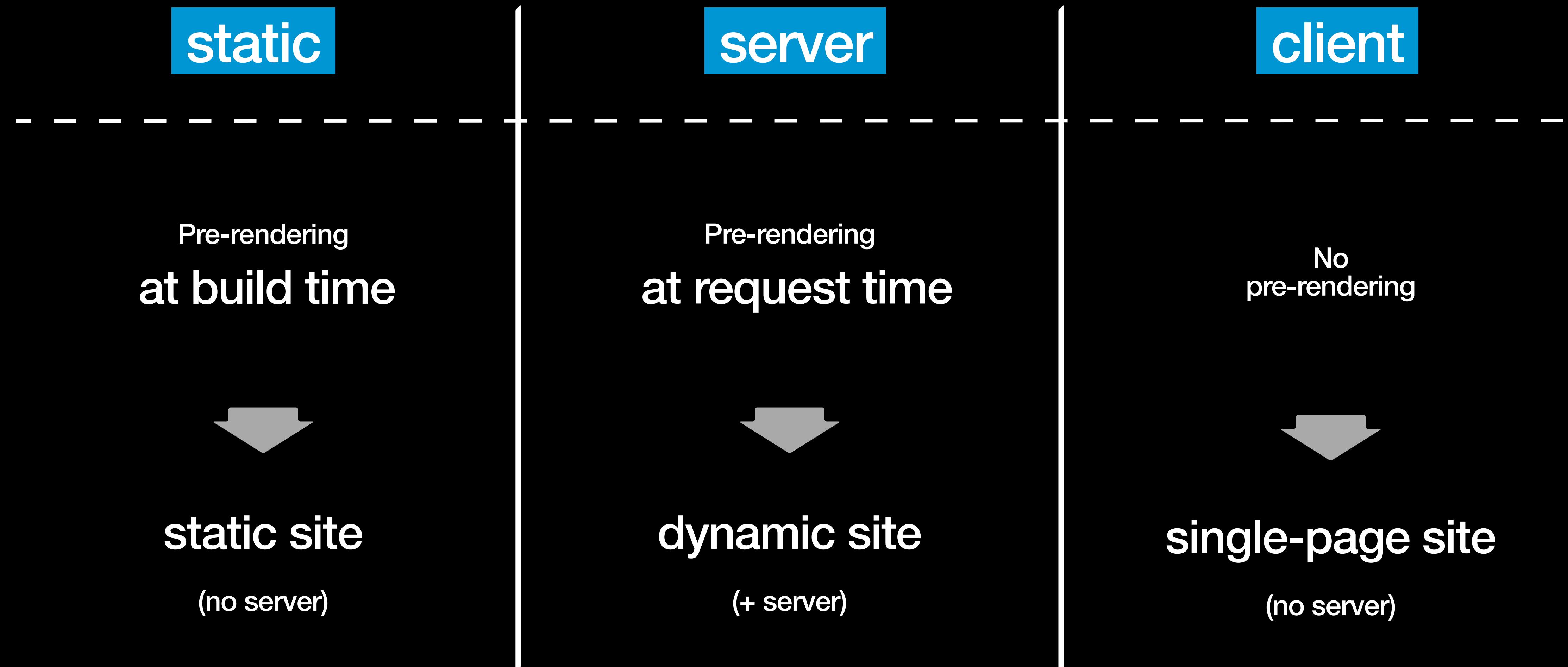
**DOM instructions**

Browser



**HTML Elements**

# Jasprs Rendering Modes





Let's build!

# Recap

- jaspr <create|serve|build>
- Build components as you would build widgets
- Styling using CSS in Dart
- Load data on the server using `Async StatelessWidget`
- `@client` components for automatic interactivity
- Integrating flutter plugins (`shared_preferences`)
- Platform specific `@Imports`

# I don't want to write CSS manually

- A. Use Tailwind with `jaspr_tailwind`
- B. Use a css framework (e.g. Bulma, Bootstrap)

# I have / need a Dart backend

Use Jaspr in server mode with your backend of choice:

shelf  
dart\_frog  
serverpod (soon)

# What about state management?

Its the same story as in Flutter!

- jaspr\_riverpod
- jaspr\_bloc (community)
- jaspr\_provider (community)

(create a fork yourself, its easy)

# Try out Jaspr for yourself!



[jasprpad.schultek.de](https://jasprpad.schultek.de)

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