

Multiplatform App Development Flutter

WF-ENG, IMA17

Lab-Session Weiland



Agenda

- Feedback Online Course
 - Successful Setup?
- Introduction
- Cloning & Setup
- Expanding the App
- Questions?

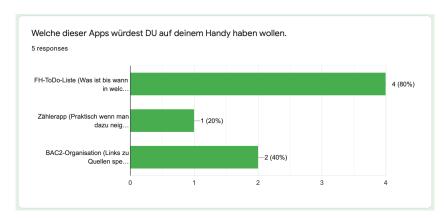


INTRODUCTION



Background

Majority vote decided on FH Manager



Based on <u>Fluttery Todo</u> (MIT License, great preconditions)

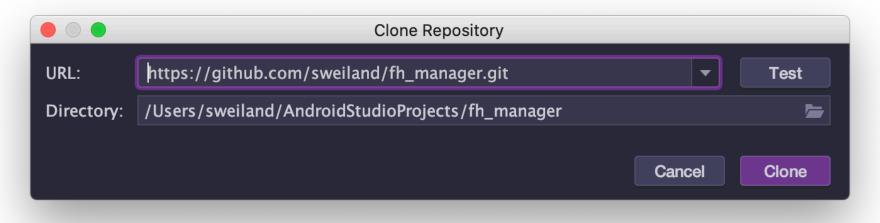


CLONING & SETUP



Cloning

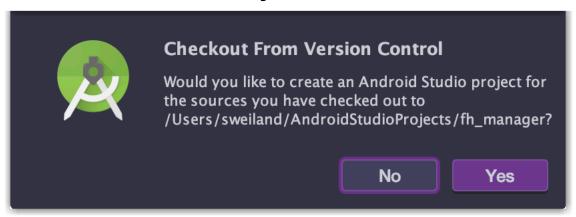
 Clone Repository from Link in Moodle using Android Studio





Cloning contd.

Allow creation of AS-Project from source files

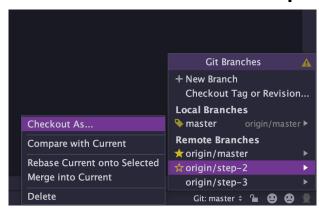


- "Create Project from existing sources"
- Next until finished



Setup

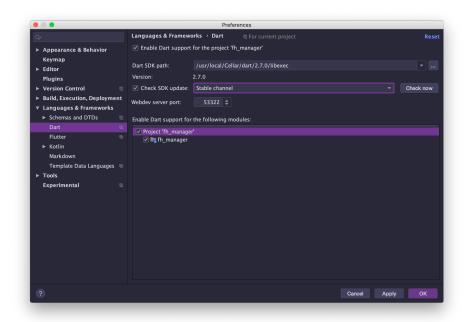
Switch Branch to 'step-2'

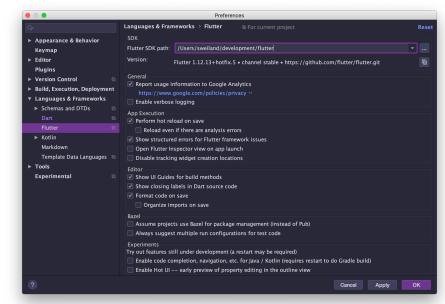


 Open Settings and add your installations of Flutter and Dart under "Languages & Frameworks"



Setup contd.

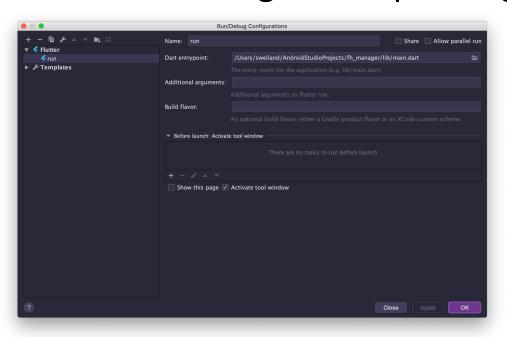






Setup contd.

Add a Run Configuration pointing to 'main.dart'





Setup contd.

Open 'pubspec.yaml' and click on "Packages get"

Done!



Look Around

- Model -> Data Model
- Db -> Database access
- Page -> Displaying information
- Main.dart -> Entry point



Everything's a Widget

- In Flutter, even components like Padding are modelled as Widgets
 - Reusable components which can be instantiated indefinitely



EXPANDING THE APP!



Expanding the Task-Model

- Would be nice to have more information on Tasks!
 - Description
 - Date
- Add them to TaskModel (both as final String)
 - DateTime cannot be easily persisted, so we resort to using String
- Also add them to Task constructor & 'copy'



Expanding the Task-Model contd.

```
@JsonSerializable()
class Task {
final String id, parent;
final String name;
final String description;
final String dueDate;
@JsonKey(name: 'completed')
final int isCompleted;
Task(this.name,
   {@required this parent,
   this.isCompleted = 0,
   String id,
   this.dueDate,
   this.description}
   : this.id = id ?? Uuid().generateV4();
Task copy(
   {String name,
   int isCompleted,
  int id,
   int parent,
   String description,
   DateTime dueDate}) {
  return Task
   name ?? this.name,
   isCompleted: isCompleted ?? this.isCompleted,
  id: id?? this.id.
   parent: parent ?? this.parent,
```



Generate Code & Expand DB

- part 'task_model.g.dart';
- Open Terminal in AS
 - flutter pub run build_runner build
 - This will automatically generate the .g.dart-file which handles JSON serialization
- Open db_provider.dart
 - Modify CREATE TABLE Task to include new fields
 - "description TEXT,"
 "dueDate TEXT"



Modify Add Task Page

- Add local variables description and dueDate to class
- Initialize them appropriately in initState()
 - description = ";
 dueDate = DateTime.now().tolso8601String();
- Copy-Paste TextField from name twice (more elegant: Widget)
 - Change on Changed to set correct variable
 - Change hintText
- Include them in call to model.addTodo



Test your app

- With your device connected, run your app
 - iOS: change your developer certificate now
 - In case of errors: flutter clean
- Add a Subject, and a Task
 - Where is Description and dueDate?
- We need to add it to the page!



Displaying description and dueDate

- Open detail_screen.dart
 - Add subtitle to ListTile (around line 214)
 - Displays todo.description
 - Add onTap to ListTile
 - Displays a Snackbar with dueDate

```
subtitle: Text(
  todo.description ?? ",
),
onTap: () {
  if (todo.dueDate != null) {
    final snackBar = SnackBar(
      content: Text(todo.dueDate.toString()),
      backgroundColor: _color,
    );
    Scaffold.of(context).showSnackBar(snackBar);
  }
}
```



Test your app (again)

- Add a Subject and a Task with description and Date
- In TaskList you should see description right away
- Tapping on the Task should display the Date



Optional:

- Expand db_provider.dart
 - Default Tasks don't yet include Dates and Descriptions
 - Add that information to them like this:

```
Task(
'Course Becker',
dueDate: '2019-12-09T13:45',
description: 'Vuforia',
parent: '1',
isCompleted: 1,
)
```

Uninstall and reinstall your app to reflect these changes!



Finally: Remove Debug Marker

- In main.dart set debugShowCheckedModeBanner to false
- Now we are production ready!



Thanks for listening!

And Happy Holidays!