

First Flutter App

(An actual app)



Announcements!

- **[NEW]** Lecture files & resources hosted at <https://github.com/tjmadclub/lectures>
 - **IF YOU HAVE NOT INSTALLED ANDROID STUDIO OR FLUTTER,**
 - Go to the link above and read the **installation.md** file within the **resources** folder
- **NavTJ Pilot Program**
 - Want to get involved in the club quickly? This is your opportunity!
 - Looking for students to test out our app and give **QUALITY FEEDBACK**
 - Talk to an officer sometime during the meeting if you're interested and we'll put you in a GC
- **Steamology**
 - Service work opportunity (build that resume!)
 - Large STEM program for underprivileged students (FLL, Hour of Code, etc.)
 - Still a work in progress, will keep you all updated
- **StudyBuds**
 - Looking for **developers**
 - Reach out to **Elijah** (Founder of StudyBuds) or an officer for more information

Recap

Quick Recap:

- Widgets define the UI of your application
 - There are Stateless & Stateful widgets
- Navigation is accomplished via the Navigator object
 - Navigator is a stack -> push(), pop()
- Images
 - Assets go in pubspec.yaml
 - Image.network() or Image(image: type)
 - where type = NetworkImage(path) or AssetImage(path)

Planning

- Think of an idea for your first Flutter app
- This can be very simple (probably should be simple)
- Examples:
 - Random Number Generator
 - **Image Gallery**
 - To-do List

Sample App

Image Gallery App

- Pretty simple/easy to do
- What would it require?
 - App bars
 - Buttons
 - Images



Mini Contest

- Create a Flutter app
- Needs some interactivity
- *Optional*: add more than 1 page (using Navigator)
- Stateful & Stateless Widgets
- **Be creative!**

Useful Links:

<https://docs.flutter.dev/ui/widgets> - Widget Catalog

<https://docs.flutter.dev/cookbook> - Flutter Cookbook

<https://dart.dev/language> - Dart Lang Fundamentals

