

Networking in Flutter

Announcements!

→ **No announcements! (maybe)**

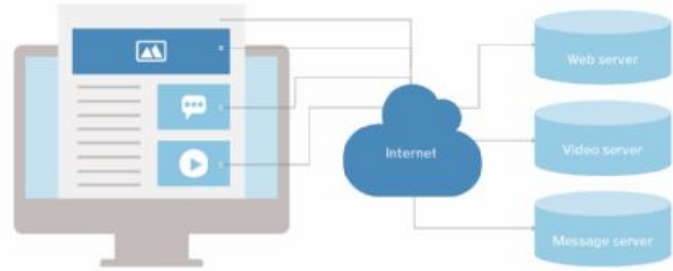
Networking in Mobile Apps

- Networking = devices that can share data with each other
- Protocols -> HTTP
- Used in mobile apps frequently
- Use cases:
 - Fetching data from servers
 - Interacting with APIs
 - Authentication (OAuth)



More HTTP

- **You** connect to server to fetch data = Request
- **Server** sends data to you = Response
- In Http:
 - Methods = GET, POST
 - Headers (e.g User-Agent, Authorization)
 - Body (Usually response or content you send with POST)



Response

- Can be in different forms: JSON, plaintext, xml, pdf, etc.
- Error/status codes:
 - **200 - Success** (everything worked)
 - **401 - Unauthorized** (the client isn't allowed to view the url, possibly due to insufficient authorization)
 - **403 - Forbidden** (the client isn't allowed to view the url, but instead of insufficient authorization, the server refuses the client, possibly due to rate limits)
 - **404 - Not found** (server didn't find the url requested)



Http in Flutter

- Flutter doesn't have a built-in way to do http requests/networking
- http package
 - `flutter pub add http`
- <https://pub.dev/packages/http>

http 1.1.0

Published 4 months ago •  dart.dev Dart 3 compatible

SDK

DART

FLUTTER

PLATFORM

ANDROID

IOS

LINUX

MA

Readme

Changelog

Example

Installing

Versions

pub v1.1.0

publisher dart.dev

A composable, Future-based library for making HTTP requests.

This package contains a set of high-level functions and classes for making HTTP requests. It's multi-platform, and supports mobile, desktop, and web.

Making Requests in Flutter

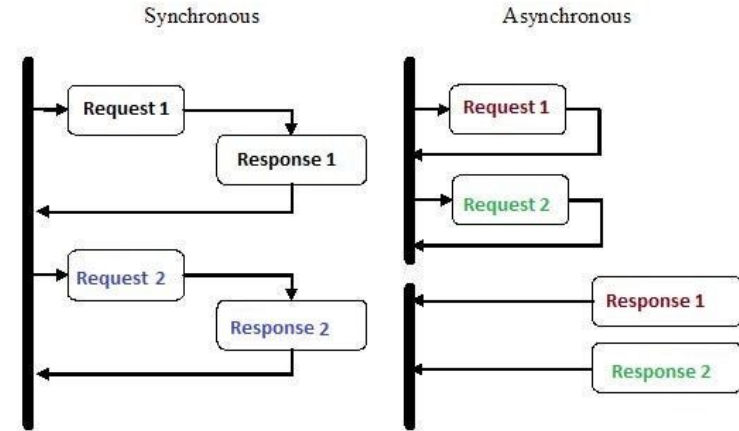
```
import 'package:http/http.dart' as http;

String request() {
  final resp = http.get(Uri.parse("https://example.com"));

  // ...
  //resp.statusCode;
  // resp.body;
  // etc
  // ...
}
```

Asynchronous Programming

- Asynchronous vs Synchronous
- **Synchronous** - Tasks executed one after another, each task must complete before another begins
- **Asynchronous** - Tasks can be run concurrently, tasks don't block the execution of other tasks
- Network requests can take a while, and so should be done asynchronously.



Async Programming in Flutter

- **async** - keyword to define asynchronous functions
- **await** - indicates the function should pause and not block the execution of other code
- **Future<T>** - The Future class represents a value that will be available sometime in the *future*.
- **FutureBuilder<T>** - Flutter-provided widget to deal with Futures



Example

- Go to **github.com/tjmadclub/lectures -> 2023-18-10 folder**
- Copy the gallery code, unless you've made it yourself already
- Now, instead of simply having a list of text details, **We will make a GET request to three urls to get the text details**