Báo Cáo Khóa học Futter

The Complete 2020 Flutter Development Bootcamp with Dart

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1. Top tips for the Course:
   1. Go from lesson to lesson.
   2. Not Code Along. Understand all content of lesson. (Không code theo nên xem video 10’ sau đó tự code lại.)
   3. Practice typing skills.
   4. Cornell Note Taking System.
   5. Adjust Speed.
   6. Don’t Skip.
   7. Bookmark And Read them again usually.
   8. Practice = Mastery.
   9. Struggle is Good. Use StackOverflow.
2. I Am Rich – How to Create Flutter Apps from Scratch
3. Flutter

* By default all text widgets get aligned to the top left corner.
* Flutter apps are entirely built using widgets.
* Add a comma to the end of all of round brackets.
  + Because it makes easier to format.
* MaterialApp: Can access to all of colors material.
* Scaffold:
  + Provides APIs for showing drawers, snack bars, app bar, bottoms sheets, etc.
  + body: the primary content of the scaffold.
* YAML: YAML Ain’t Markup Language.
  + Be really careful about the indentation.(Tips)
* Assets:
  + Instead of specifying the precise file name, we can also just specify the folder
* Folder icon:
  + Android: app/src/main/res/…
  + IOS: Runner/Assets.xcassets/Appicon.appiconset/…
* Configue Image Asset (Android):
  + Click right at res folder.

1. Dart

* **=>**: fat arrow (Shorthand syntax) is used to define a single expression in a function.
* The **main** function is the starting/entrance point for all of Dart programs.
* We should work always with single quotes.
* All in Dart is Object.
* String interpolation: ‘$tetxt${variable}text’
* Type:
  + Statically Typed Language: <> dynamically typed programming language ( Javascript).
  + Dart infer the data type from the value.
  + If just declare “var” not have the value it will turn into dynamic.
  + Should create variables with the data type to start with.
* Random:
  + Random().nextInt(max): 0 -> max - 1.

1. Others

* Websites:
  + Appicon.co, icons8.com, canva.com, vecteezy.com

1. I Am Poor – App challenge:
   1. Tips from Angela – Dealing with Distractions:
      1. Find a quiet time, quiet place.
      2. Put our phone into airplane mode and put it into a drawer.
2. MiCard – How to Build Beautiful UIs with Flutter Widgets.
   1. App History of Everything.
   2. Hot Reload:
      1. just working on stateless or stateful widget.
      2. Just call “build” method.
      3. Press Ctrl + S.
      4. Reduce time to develop the app.
      5. Won’t lose data (form).
   3. Hot Restart:
      1. Reset app (reset data, state).
   4. “build” method:
      1. Be called every time we make a change to one of the widgets inside that build method.
   5. Widgets:
      1. Container:
         1. Combines common painting, positioning, sizing widgets.
         2. Fit decoration to the narrowest parameter.
         3. When set alignment the container will expand to fill its parent’s width and height.
         4. Container with no children try to be as big as possible.
         5. Containers with children size themselves to their children.
         6. Margin: outside of widgets.
         7. Padding: inside of widgets.
      2. Safe Area:
         1. Put inside the safe area (without notch or an interactive area).
      3. Column/ Row
         1. Try to take up all of the space that is available vertically.
            1. Set mainExisSize = MainAxisSize.min if want to get minimum size of height.
         2. Width is limiting itslf to the size of its children.
         3. verticalDirection: Change vertical direction (up or down(default))
         4. mainAxisAligment:
         5. crossAxisAlignment:.
            1. Add max width of container to Column in order to use crossAxisAlignment.end.
            2. Stretch:
      4. SizedBox
         1. add space between 2 widgets.
      5. CircleAvatar
         1. backgroundImage: set image background.
      6. TextStyle:
         1. letterSpacing.
      7. Icon.
         1. Is Vector.
         2. More Flexible than Image(change color and size easily).
         3. Doesn’t become pixelated.
      8. Card
         1. Don’t have padding.
         2. Combine with ListTile.
      9. Padding.
         1. Add padding.
      10. ListTile.
          1. Add icon, title.
      11. Image:
          1. AssetImage: Image Provider.
      12. Expanded
          1. Make child of Row, Column, or Flex expand to full the available space in the main axis.
          2. If multiple children are expanded, the available space is divided among them according to the flex factor.
          3. Must be a descendant of a Row, Colum, or flex
   6. Flutter Layout Cheat Sheet: [https://medium.com/flutter-community/flutter-layout-cheat-sheet-5363348d037ehttps://medium.com/flutter-community/flutter-layout-cheat-sheet-5363348d037e](https://medium.com/flutter-community/flutter-layout-cheat-sheet-5363348d037e)
   7. Custom font
      1. Import the font files.
      2. Declare the font in the pubspec.
      3. Set a font as the default.
      4. Use a font in a specific widget.
   8. Stateful vs Stateless Widgets
      1. Stateless Widgets:
         1. Create a UI where the state of the widget isn’t going to change.
      2. Stateful Widgets:
         1. Create a UI where the state of the widget is going to change.
         2. setState() {}
            1. trigger to rebuild UI. (call method “build”);
            2. when we call setState we update our variables ,it will mark all of places where it’s being used as dirty. And we call build again everything inside gets re-evaluated, it’ll find the things that are marked dirty, and it will redraw.
   9. Tip from Angela:
      1. Use Pomodoro Technique: focused on 25’, relaxed on 5’ minutes.
3. Xylophone - Using Flutter and Dart Packages to Speed Up Development
   1. Flutter Packages:
      1. Are open source libraries of code that other people have created which we can incorporate into our project.
      2. Với các widgets nhỏ ta dùng builder Widget (dùng function trả về widgets).
   2. Dart:
      1. Function:
         1. Named parameters: nameFunction({Type variables}).
4. Quizzler -Modularising & Organising Flutter Code
   1. Dart:
      1. List
         1. Insert: Inserts the object at position [index] in this list.
         2. indexOf: Returns the first index of [element] in this list.