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 point for all program.
* We should work always with single quotes.

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).