Overview

* OOP
* Statically typed
* C-Style syntax
* Runtime environment
  + To JS
  + In Dart VM
  + To Machine Code on mobile

DartPad Editor

* Dartpad.dartlang.org
* Example
  + For loop

Program Constructs

* + Function create and call
  + Dynamic type and specific type
  + Variable declaration and initialization
    - Var and specific type
    - How dynamic typing is done by dart compiler
    - String, int, double, dynamic
  + Specific typing
    - Performance
    - Easy to work on large projects
    - Less of need to write unit test
    - Automatically find simple errors
    - Methods recognized belonging to specific type
  + String
    - Name.length : $name.length : ${name.length}

OOP

* Object: field, method
* Class: instances
* Person class
  + Firstname
  + Printname()
* Void main()
  + Instance of Person
  + Initialize firstname
  + Call printname()
  + Constructor
    - Person(firstname) …
    - Person(this.firstname)

Card Game App