

# Flutter

Flutter est un kit de développement logiciel (SDK) d'interface utilisateur open-source créé par Google en 2011. Il est utilisé pour développer des applications pour Android, iOS, Linux, Mac, Windows, Google Fuchsia et le web à partir d'une seule base de code (en Dart).

## Architecture

- La langage Dart
- Le Moteur Flutter (écrit en C++), s'interface avec les SDK spécifiques aux plateformes
- La Bibliothèque Foundation (API pour communiquer avec le moteur)
- Les Widgets spécifiques à la conception (Material Design-Android | Cupertino-ios)

## Hello World

```
// Copyright 2018 The Flutter team. All rights reserved.
// Use of this source code is governed by a BSD-style license that can be
// found in the LICENSE file.

import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Welcome to Flutter',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Welcome to Flutter'),
        ),
        body: const Center(
          child: Text('Hello World!'),
        ),
      ),
    );
  }
}
```

## Gestionnaire de dépendances

voir [Using packages](#)

## Fichier **pubspec.yaml**

```
name: myapp
description: A new Flutter project.

# The following line prevents the package from being accidentally published to
# pub.dev using `flutter pub publish`. This is preferred for private packages.
publish_to: 'none' # Remove this line if you wish to publish to pub.dev

# The following defines the version and build number for your application.
# A version number is three numbers separated by dots, like 1.2.43
# followed by an optional build number separated by a +.
# Both the version and the builder number may be overridden in flutter
# build by specifying --build-name and --build-number, respectively.
# In Android, build-name is used as versionName while build-number used as
versionCode.
# Read more about Android versioning at
https://developer.android.com/studio/publish/versioning
# In iOS, build-name is used as CFBundleShortVersionString while build-number used
as CFBundleVersion.
# Read more about iOS versioning at
#
https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/CoreFoundationKeys.html
version: 1.0.0+1

environment:
  sdk: ">=2.16.1 <3.0.0"

# Dependencies specify other packages that your package needs in order to work.
# To automatically upgrade your package dependencies to the latest versions
# consider running `flutter pub upgrade --major-versions`. Alternatively,
# dependencies can be manually updated by changing the version numbers below to
# the latest version available on pub.dev. To see which dependencies have newer
# versions available, run `flutter pub outdated`.
dependencies:
  flutter:
    sdk: flutter

# The following adds the Cupertino Icons font to your application.
# Use with the CupertinoIcons class for iOS style icons.
cupertino_icons: ^1.0.2
english_words: ^4.0.0

dev_dependencies:
  flutter_test:
    sdk: flutter
```

## Ajout de package

```
flutter pub add english_words
```

## Mise à jour

```
flutter pub get
```

## Liste des librairies

<https://pub.dev/>

## Incorporation

```
import 'package:english_words/english_words.dart';
```

## Compilation

Ajout du support Desktop à un projet existant :

```
flutter create --platforms=windows,macos,linux .
```

## Formattage du code

```
dart format bin lib
```

## Build pour le web :

```
flutter build web
```

## Thèmes spécifiques

- State management
- Navigation
- Solutions de persistance
- [Firebase authentication](#)

# Structure de projet

Voir [Flutter project structure](#)

## Liens

- [Packages indispensables](#)
- [Génération des models](#)
- [GetWidget](#)
- [Flutter awesome](#)

## Packages

- [https://pub.dev/packages/json\\_serializable](https://pub.dev/packages/json_serializable)
- [https://pub.dev/packages/auto\\_route](https://pub.dev/packages/auto_route)
- <https://drift.simonbinder.eu/docs/getting-started/>
- <https://pub.dev/packages/provider>
- <https://pub.dev/packages/getwidget>
- [https://pub.dev/packages/circular\\_countdown\\_timer](https://pub.dev/packages/circular_countdown_timer)
- [https://pub.dev/packages/flutter\\_tts](https://pub.dev/packages/flutter_tts)

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