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-Androïd | 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/InfoPli
stKeyReference/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/

Incorparation

```
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 authentification

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/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/flutter_tts

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