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Autore	Payne Rap
Titolo	Beginning App Development with Flutter : Create Cross-Platform Mobile Apps / / by Rap Payne
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ISBN	9781484251812 1484251814
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Descrizione fisica	1 online resource (XXV, 309 p. 128 illus.)
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Soggetti	Mobile computing Apple computers Mobile Computing Apple and iOS
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Nota di bibliografia	Includes bibliographical references.
Nota di contenuto	Part 1: Introduction to Flutter -- Chapter 1: Hello Flutter -- Chapter 2: How do I develop in Flutter?- Part 2: Foundational Flutter -- Chapter 3: Everything is Widgets -- Chapter 4: Value Widgets -- Chapter 5: Responding to Gestures -- Chapter 6: Laying out Your Widgets -- Chapter 7: Navigation and Routing -- Chapter 8: Styling your Widgets -- Chapter 9: Maintaining State -- Part 3: Above and Beyond -- Chapter 10: Your Flutter App Can Work with Files -- Chapter 11: Making RESTful API calls with Ajax -- Chapter 12: Using Firebase with Flutter -- Appendix A: Dart Language Intro. .
Sommario/riassunto	Create iOS and Android apps with Flutter using just one codebase. App development on multiple platforms has historically been difficult and complex. This book breaks down complex concepts and tasks into easily digestible segments with examples, pictures, and hands-on labs with starters and solutions. In doing so, you'll develop a basic understanding of the Dart programming language; the entire Flutter development toolchain; the differences between stateful and stateless widgets; and a working knowledge of the architecture of apps. All the most important parts of app development with Flutter are covered in this book. Work with themes and styles. Develop custom widgets.

Teach your app to respond to gestures like taps, swipes, and pinches. Design, create and control the layout of your app. Create tools to handle form data entry from users. And ultimately create killer multiscreen apps with navigation, menus, and tabs. Flutter is Google's new framework for creating mobile apps that run on iOS and Android phones both. You had to be a super-developer to write apps for iOS or Android alone. But writing for both? Forget about it! You had to be familiar with Swift, Java/Kotlin, Xcode, Eclipse, and a bunch of other technologies simultaneously. Beginning App Development with Flutter simplifies the entire process.
