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Titolo	Flutter App Development : How to Write for iOS and Android at Once / / by Rap Payne
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Descrizione fisica	1 online resource (XXX, 309 p. 156 illus., 153 illus. in color.)
Disciplina	005.3
Soggetti	Mobile apps - Development Application software - Development Application program interfaces (Computer software) - Development Dart (Computer program language)
Lingua di pubblicazione	Inglese
Formato	Materiale a stampa
Livello bibliografico	Monografia
Note generali	Includes index.
Nota di bibliografia	Includes bibliographical references and index.
Nota di contenuto	Chapter 1: Hello, Flutter -- Chapter 2: Developing in Flutter -- Chapter 3: Everything is Widgets -- Chapter 4: Value Widgets -- Chapter 5: Gestures -- Chapter 6: Navigation -- Chapter 7: Managing State -- Chapter 8: State Management Libraries -- Chapter 9: Making RESTful Calls with HTTP -- Chapter 10: Styling with Themes -- Chapter 11: Laying Out the Scene -- Chapter 12: Layout - Positioning Widgets -- Chapter 13: Layout - Fixing Overflows -- Chapter 14: Layout - Filling Extra Space -- Chapter 15: Layout - Fine Tuning Positioning -- Chapter 16: Layout - Special Presentation Widgets -- Appendix A: Dart Language Overview -- Appendix B: Futures, Async, and Await -- Appendix C: Including Packages in Your Flutter App -- Appendix D: How to Work with Files -- Appendix E: How to Debug Your Layout.
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.