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Nota di contenuto	Cover; Copyright; Credits; About the Authors; About the Reviewers; www.PacktPub.com; Table of Contents; Preface; Chapter 1: Dart - A Modern Web Programming Language; What is Dart?; Dart is a perfect fit for HTML5; A very short history of web programming; Dart empowers the web client; JavaScript is not the way to go for complex apps; Google, GWT, and Dart; Advantages of Dart; Getting started with Dart; Installing the Dart Editor; Your first Dart program; Getting a view on the Dart tool chain; The Dart execution model; A bird's eye view on Dart; Example 1 - raising rabbits Extracting a functionA web version; Example 2 - banking; Making a todo list with Dart; Summary; Chapter 2: Getting to Work with Dart; Variables - to type or not to type; Built-in types and their methods; Conversions; Operators; Some useful String methods; Dates and times; Lists; Maps; Documenting your programs; Changing the execution flow of a program; Using functions in Dart; Return types; Parameters; First class functions; Recognizing and catching errors and exceptions; Debugging exercise; Summary; Chapter 3: Structuring Code with Classes and Libraries A touch of class - how to use classes and objectsVisibility - getters and setters; Types of constructors; Named constructors; factory constructors; const constructors; Inheritance; Abstract classes and methods; The interface of a class - implementing interfaces; Polymorphism and the dynamic nature of Dart; Collection types and

generics; Typing collections and generics; The collection hierarchy and its functional nature; Structuring your code using libraries; Using a library in an app; Resolving name conflicts; Visibility of objects outside a library; Managing library dependencies with pub  
Unit testing in DartProject - word frequency; Summary; Chapter 4: Modeling Web Applications with Model Concepts and Dartlero; A short introduction to Git and GitHub; Creating a repository on GitHub and a local version; Collaborating on a GitHub project; What a model is and why we need it in programming; Model concepts - a graphical design tool for our models; Working with model concepts; Explaining the model; Drawing the model; Exporting the model; What is JSON?; Dartlero - a simple domain model framework; An example of using Dartlero; The categories and links application; Summary  
Chapter 5: Handling the DOM in a New WayFinding elements and changing their attributes; Finding elements; Changing the attributes of elements; Creating and removing elements; Handling events; Manipulating the style of page elements; Animating a game; Ping Pong using style(s); How to draw on a canvas - Ping Pong revisited; Spiral 1 - drawing a circle and a rectangle; Spiral 2 - colored circles and rectangles; Spiral 3 - moving a ball; Spiral 4 - reorganizing the code; Spiral 5 - a bouncing ball; Spiral 6 - displaying the racket; Spiral 7 - moving the racket using keys  
Spiral 8 - moving the racket using the mouse

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## Sommario/riassunto

Mastering Dart by Projects is a step-by-step guide that aims to give you hands-on knowledge about programming in Dart using an example-based approach. If you want to become a web developer, or perhaps you already are a web developer but you want to add Dart to your tool belt, then this book is for you. This book assumes that you have at least some knowledge of HTML and how web applications work. Some previous programming experience, preferably in a modern language like C#, Java, Python, Ruby, or JavaScript, will also give you a head start. You can also work with Dart on your preferred platform,

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