



LUT
University



User Interfaces and Usability: Building UIs with Flutter

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Introduction to Flutter



What is Flutter?

Native mobile and web app SDK

- Works on Dart programming language
- Native support for Material design widgets
- Cross-platform: iOS, Android, web, desktop (experimental)
- Consistent UIs across devices and manufacturers
- Excellent performance

There are of course many others (Xamarin, React Native...), but this one is perfect for learning basics and still powerful enough for professional work.



Why Flutter?

Some advantages

- Easy to get started with; good for prototyping
- Can be built online
- Good documentation and tutorials
- Relatively less code required to get started
- Advantages from concurrent courses
- Uses static reusable elements, rapid rebuilds, and declarative structure => learned basics can be translated to web frameworks such as React



What are we learning during this course?

Basics and then how to build layouts – interactivity not required to pass the course, but briefly overviewed

- Very basics of Dart
- Building widgets and layouts
- Overview of interaction and stateful elements

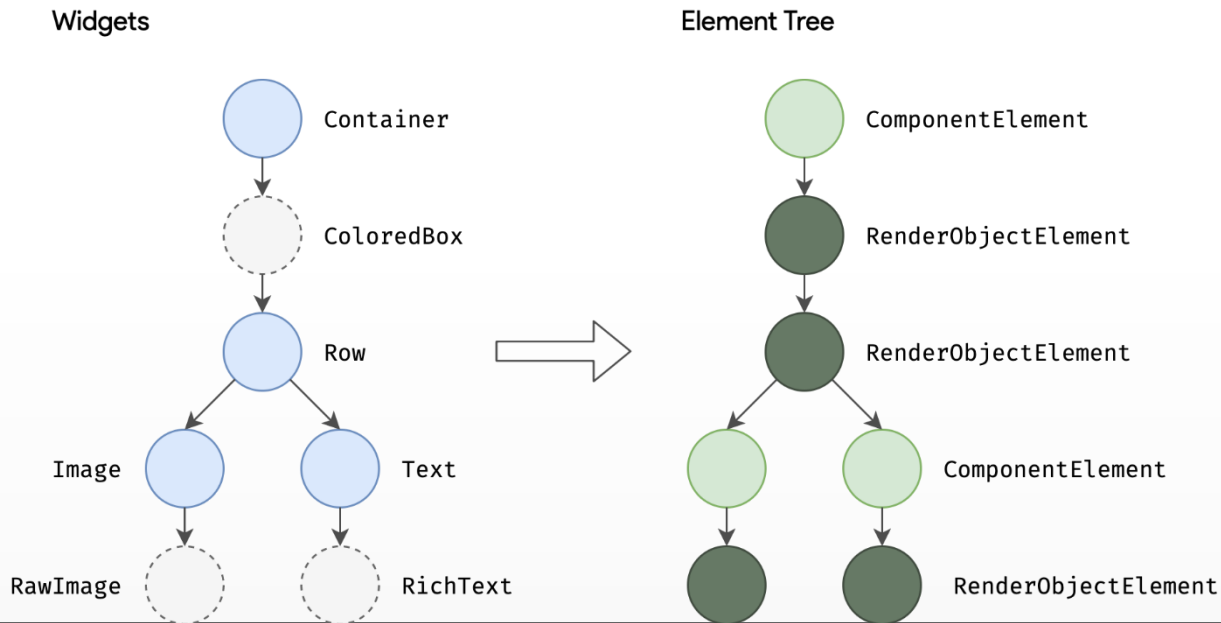


Flutter principles: Everything is a widget

Composition and rapid re-renders

⇒ When a widget is updated, the part of the tree is updated

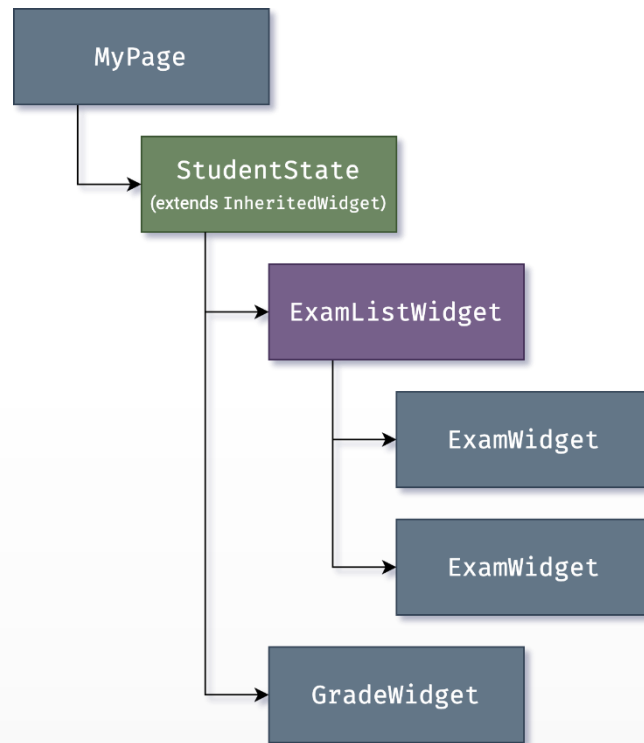
⇒ New widgets can be built from other widgets





Flutter principles: State management

State (variables etc.) is contained within a separate object.





=> You update the data,
Flutter updates the elements

Stateful widget





Flutter principles: Render model

①	User input	Responses to input gestures (keyboard, touchscreen, etc.)	
②	Animation	User interface changes triggered by the tick of a timer	
③	Build	App code that creates widgets on the screen	
④	Layout	Positioning and sizing elements on the screen	RENDERING
⑤	Paint	Converting elements into a visual representation	
⑥	Composition	Overlaying visual elements in draw order	
⑦	Rasterize	Translating output into GPU render instructions	



Course tools



Online and offline

- Course demos are run online, using <https://dartpad.dev>
- You can install and run Flutter on your own machine using the guidelines below: <https://flutter.dev/docs/get-started/install> and <https://flutter.dev/docs/get-started/editor>
- The lecturer uses both Windows & Linux machines, and primarily VSCode (<https://code.visualstudio.com/>) – VSCode also has good plugins for Dart & Flutter syntax and is easy to install

Dartpad.dev and Codepen (<https://codepen.io/pen/editor/flutter>) are enough to passing the course, but local install makes things less painful.

Dartpad demo



VSCode demo

