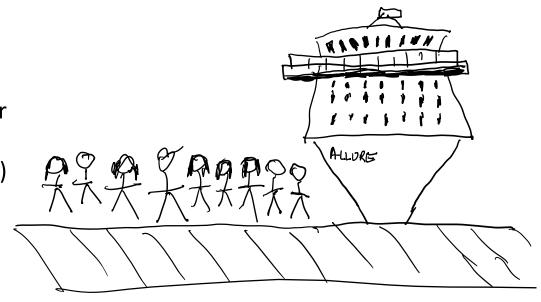
# Flutter Clock Contest fail

William Austin MDC 2020

#### Me

- Technical Architect w/ AgileThought Tampa FL
- Previous MDC speaker 2018
- Co-organizer Twin Cities .NET User Group Meetup (2 yrs)
- TechMasters (3 yrs, 1 yr President)
- Active in the MeetUp community.
- @wyldebill00



# You're a .Net guy, why Flutter?

- Why not? Do not be a One Trick Pony.
- History of Everything Flutter app.
- Flutter Clock Contest

https://youtu.be/PaPUkxYHDUw

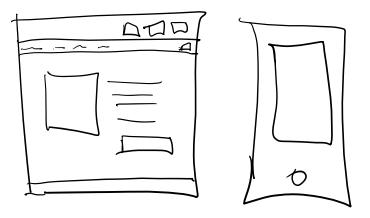
Philip Okonkwo/NPKompleet.

 <a href="https://medium.com/@NPKompleet/creating-an-analog-clock-in-flutter-i-68def107d9f4">https://medium.com/@NPKompleet/creating-an-analog-clock-in-flutter-i-68def107d9f4</a>



## What is Flutter?

- Google's UI toolkit
  - Fast development
  - Expressive Flexible UI
  - Native performance



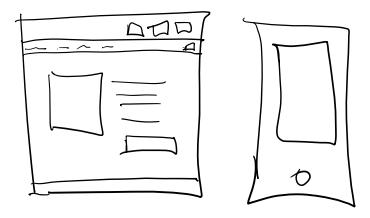
# What we will cover today?

• Demo: Flutter Hello World

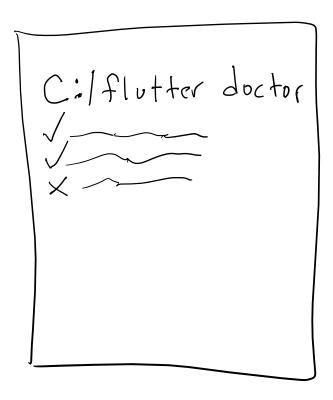
• Flutter State

• Flutter Canvas

 Demo: NPKompleet Clock breakdown

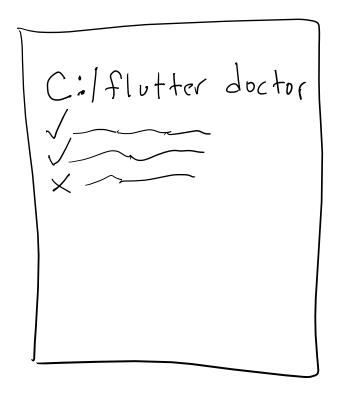


## Demo: Hello World in Flutter



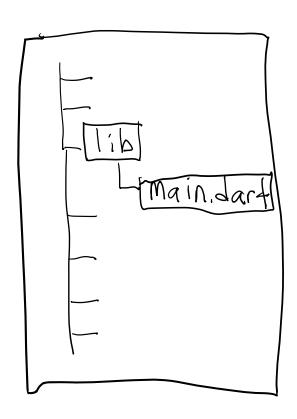
## Demo: Hello World in Flutter

- Flutter doctor
- Flutter CLI to create app
- Debug/Run flutter app
- Stateful Hot Reload



### Hello World Breakdown

- Startup file
- Location of IOS/Android files
- Ephermeral state / updates
- Restoring packages
- Build() method, where the magic happens.



```
class MyHomePage extends StatefulWidget {
    MyHomePage({key key, this.title}) : super(key: key);
    final String title;

@override
    _MyHomePageState createState() => _MyHomePageState();

class _MyHomePageState extends State<MyHomePage> {
    int _counter = 0;
    void _incrementCounter() {
        setState(() {
            _counter++;
        });
    }

@override
Widget build(BuildContext context) {
```

```
class MyHomePage extends StatefulWidget
 MyHomePage({Key key, this.title}) : super(key: key);
 final String title;
 @override
  _MyHomePageState createState() => _MyHomePageState();
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                                   void _incrementCounter() {
                                     setState(() {
                                        _counter++;
                                     });
                                   @override
                                   Widget build(BuildContext context) {
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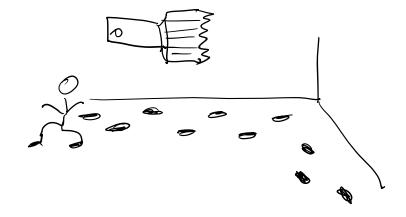
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                                   int Wunter = 0;
                                   void incrementCounter() {
                                     setState(() {
                                        _counter++;
                                     });
                                   @override
                                   Widget build(BuildContext context) {
```

# Flutter Canvas and Custom Painting

#### Canvas

- Origin (positive Y goes DOWN!)
- Translation
- Rotation
- Save/Restore
- Paint object
  - Like a paintbrush, color, thickness, etc.
- Path
  - MoveTo, LineTo to describe shape





# CustomPaint Widget

- Needs a CustomPainter
  - Override Paint()

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# NpKompleet's Clock App Breakdown

- State change in real application.
- Canvas and Custom Painting

CLOCKFACE

CLOCKPIAL CLOCKHANDS

HOOR MINUTE SECOND

Demo: Explore NPKompleet's clock widgets

#### Resources

- flutter.dev
- YouTube: Flutter Widget of the Week
- The App Brewery FREE course
  - <a href="https://www.appbrewery.co/p/intro-to-flutter">https://www.appbrewery.co/p/intro-to-flutter</a>
- CodePen Flutter support!

# Wrap up/Questions

- wyldebill00@hotmail.com
- @wyldebill00