Mobile Application 1/2 Cheat Sheet

by mihdoc16 via cheatography.com/96249/cs/21903/

Explanation: Standard hello world app 1/2

void main() => runApp(MyApp());	Main method which starts the class MyApp
class MyApp extends StatelessWidget {...}	creates class MyApp, the extend StatelessWidget makes the entire app into a widget
Widget build(BuildContext context) {...}	builds the widgets in this method

Add external packages

The pubspec.yaml manages the assets and dependencies of a flutter app

Example of pubspec.yaml:	`depend encies: flutter: sdk: flutter .1.5`
Get packages:	At the top you should now be able to get the packages

After you get the packages there are free to be imported in whatever class you need

Create a List in flutter

```
Widget _buildSuggestions() {
    return ListVi ew.b ui lder(
            pad ding: const EdgeIn set s.a ll( -
16.0),
            ite mBu ilder: /1/ (context, i) {
               if (i.isOdd) return Divider(); /2/
            The Divider adds visual
seperation between two tiles of the list
                final index = i 3/ 2; /
               if (index >= _sugge sti ons.le ngth)
{
                    _su gge sti ons.ad dAl l(g -
ene rat eWo rdP air s().ta ke( 10)); /4/
               }
                return _build Row (_s ugg est ion -
s[i ndex]);
           });
}
```

Mobile Application: Standard Hello World App 2/2

Add a stateful widget

```
class RandomWords extends StatefulWidget {
    @ov erride
    Ran dom Wor dsState create State() => Random -
Wor dsS tate();
}
===> This widget just creates it's state class
class Random Wor dsState extends State< Ran dom -
Wor ds> {
    @ov erride
    Widget build( Bui ldC ontext context) {
     cupert ino _icons: ^0.1.2      englis h_w ords:
        final wordPair = WordPa ir.r an dom();
        return Text(w ord Pai r.a sPa sca lCase);
   }
}
==> This class saves and creates new random words
```

Build ListTile in Flutter with Interactivity

```
Widget _buildRow(WordPair pair) {
    final alread ySaved = _saved.co nta ins -
(pair);
    return ListTile(
        title: Text( ==> First Text is displayed
in a tile
            pai r.a sPa sca lCase,
            style: _bigge rFont,
       ),
        tra iling: Icon( Adds an Icon to the
tile
            alr ead ySaved ? Icons.f av orite :
Icons.f av ori te_ border,
            color: alread ySaved ? Colors.red :
null,
       ),
        onTap: () { ==> Adds Intera ctivity to the
tile
            set Sta te(() {
               if (alrea dyS aved) {
                    _sa ved.re mov e(p air);
               } else {
                    _sa ved.ad d(p air);
               }
           });
       },
   );
}
```

```
return MaterialApp( returns an Material Design app
            title: 'Welcome to Flutter',
            home: Scaffold( creates a Scaffold Widget
                 appBar: AppBar( creates an AppBar which contains a title
                      title: Text(' Welcome to Flutter'),
                ),
                 body: Center( creates a centered body with text in it
                      child: Text(' Hello World'),
                ),
            ),
       );
```

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