

KARSTEN SILZ JUNE 14, 2022



## FLUTTER FOR ANGULAR DEVELOPERS: MOBILE, WEB & DESKTOP FROM 1 CODEBASE

## BUILD MOBILE, WEB & DESKTOP FRONTENDS WITH FLUTTER & 1 CODEBASE?

#### YES, WE CAN...

#### L.BUT WE SHOULDN'T!

## MOBILE: DESKTOP: 48

## MOBILE: REACT NATIVE > FLUTTER

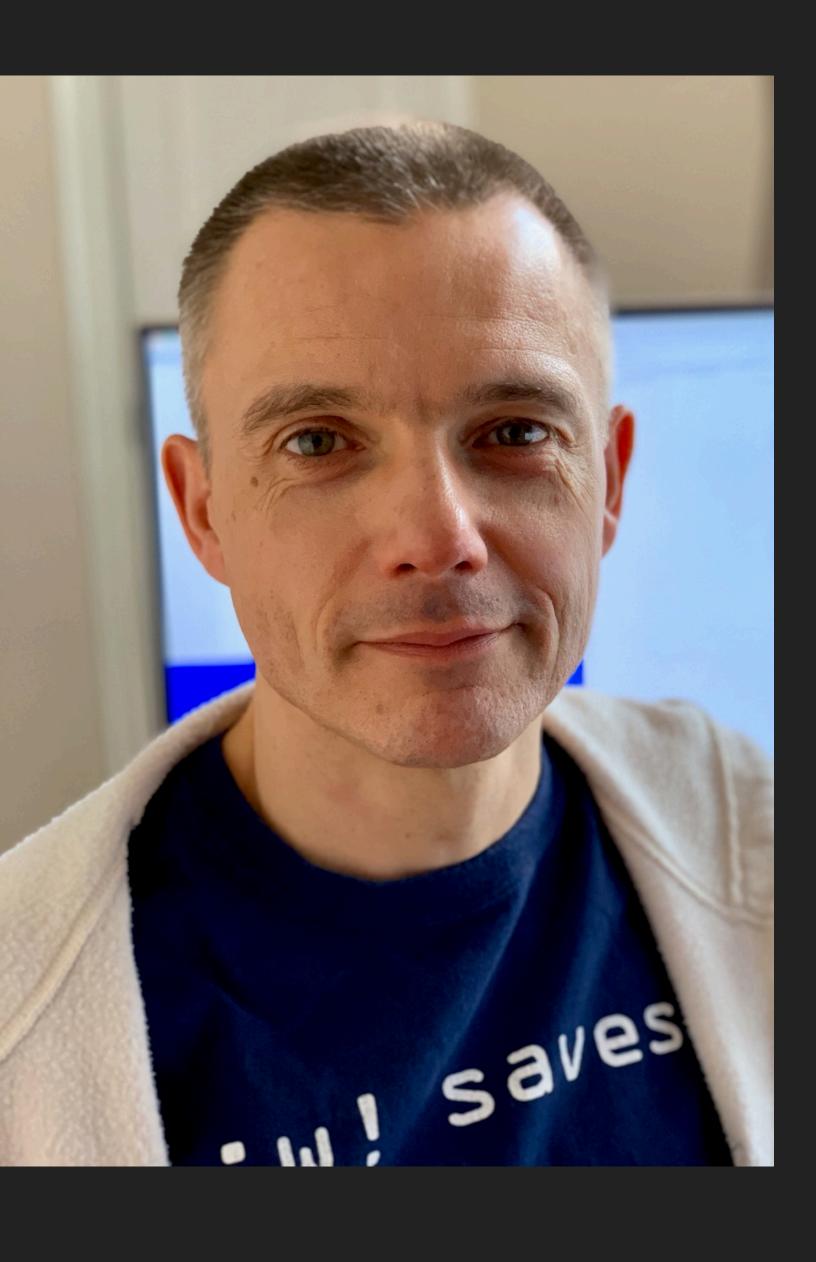
#### WHY FLUTTER?

HOW FLUTTER WORKS

MY FLUTTER EXPERIENCES

FLUTTER VS. REACT NATIVE

## WHO MADE ME THE EXPERT?



#### FLUTTER APP IN APP STORES

INFOQ JAVA EDITOR, PC QCON LONDON

23 YEARS JAVA, 4 YEARS ANGULAR, 2 YEARS FLUTTER - NOT ASSOCIATED

## PROJECTS FASTER -



## SLIDES & MORE

#### BPF.LI/ANG

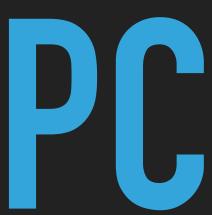
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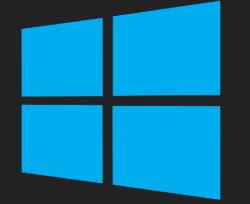
HOW FLUTTER WORKS

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#### WHY FLUTTER?















#### ANGULAR ENTERPRISE & CONSUMER APPS – NO GAMES

#### HARD RESTRICTIONS: NO PUSH NOTIFICATIONS ON IOS, LOCAL STORAGE ABOUT 50 MB, NOT ALL NATIVE FEATURES

MOBILE POWER EASIER TO USE FROM NATIVE APPS

#### ISSUES: WEB ON MOBILE

# C Tik Tok

#### EDIT VIDEOS!



## PLAY ONLINE MULTIPLAYER GAMES!

#### GIGABYTE OF LOCAL STORAGE

LOCAL SQL/NOSQL DATABASE

CPU POWER SIMILAR TO PCS

CALL BACK-ENDS WITH REST/GRAPHQL...

#### NATIVE APP POWER

## MORE DESKIOP APPLICATION", LESS "MEBAPPLICATION"

### HARD RESTRICTIONS: NO PUSH NOTIFICATIONS ON IOS, LOCAL STORAGE ABOUT 50 MB, NOT ALL NATIVE FEATURES

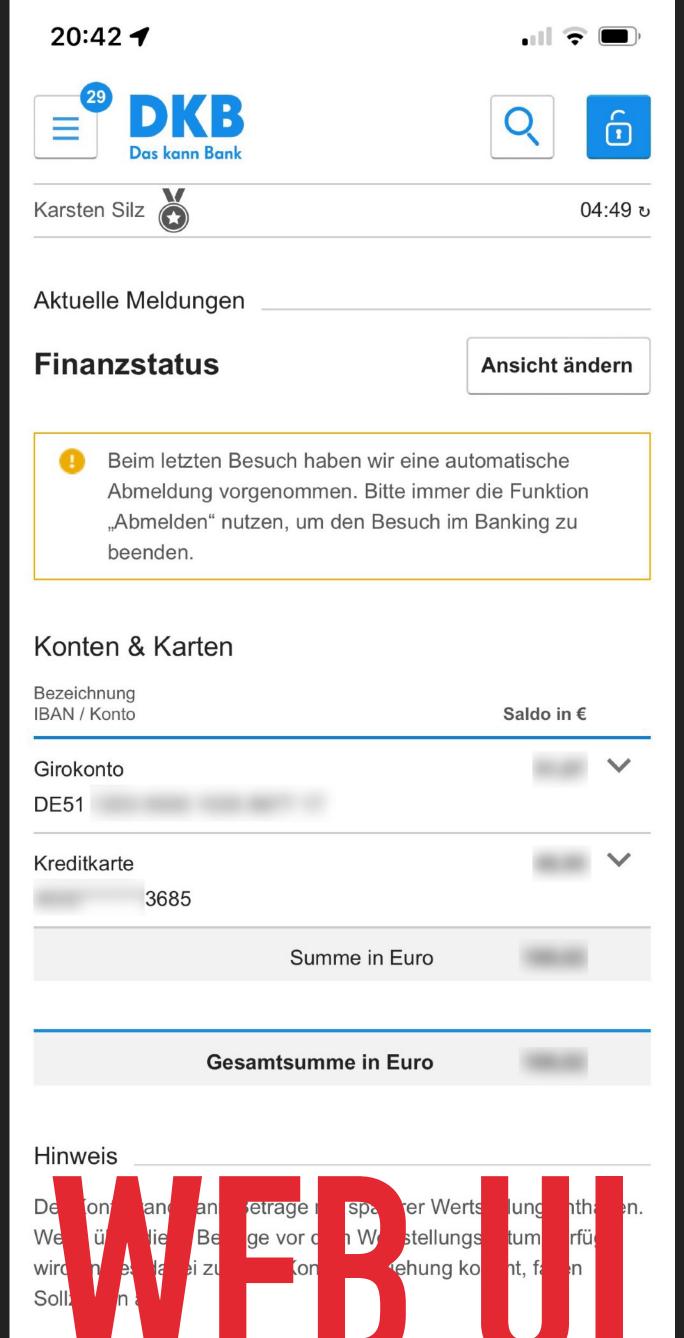
MOBILE POWER EASIER TO USE FROM NATIVE APPS

NO NATIVE LOOK & FEEL

#### ISSUES: WEB ON MOBILE

## WHY NATIVE LOOK & FEEL?

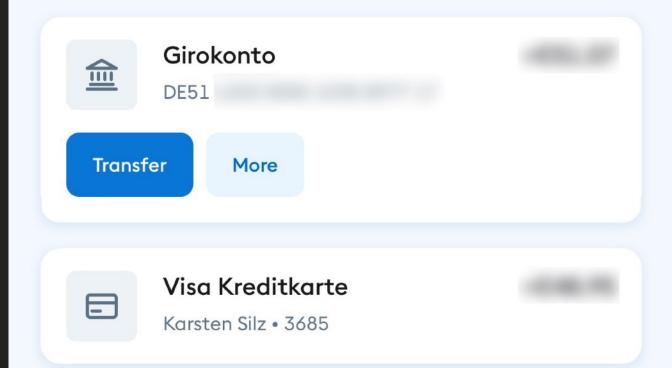
## GERMAN ONLINE BANKING APP







#### Accounts

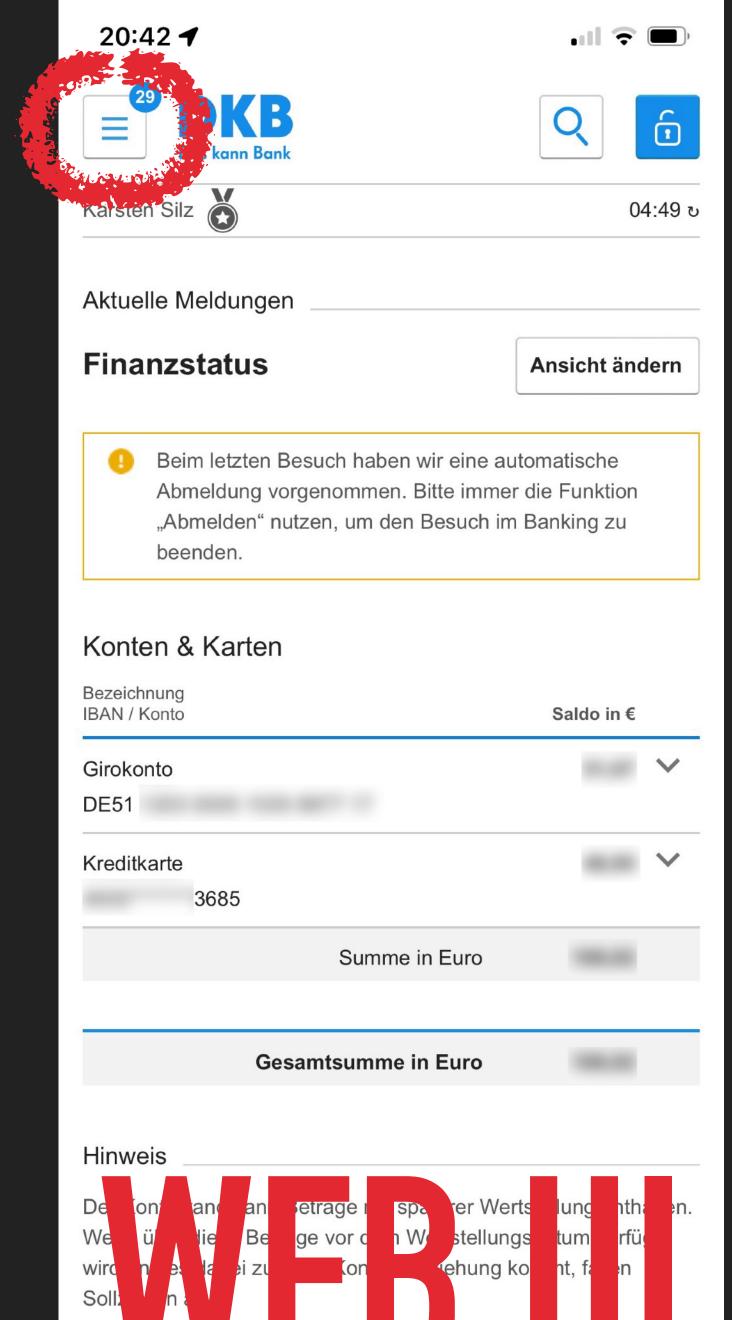








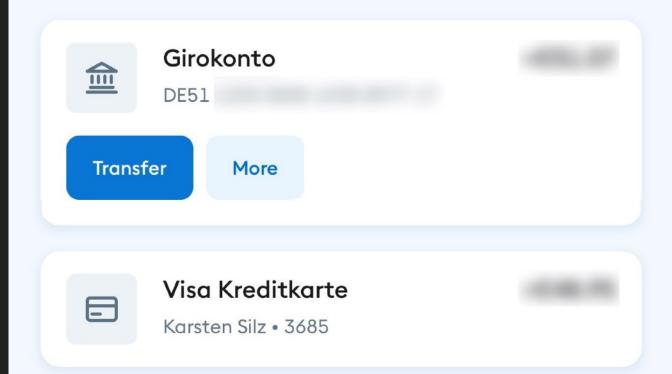
More



#### 20:43 🖊



#### **Accounts**





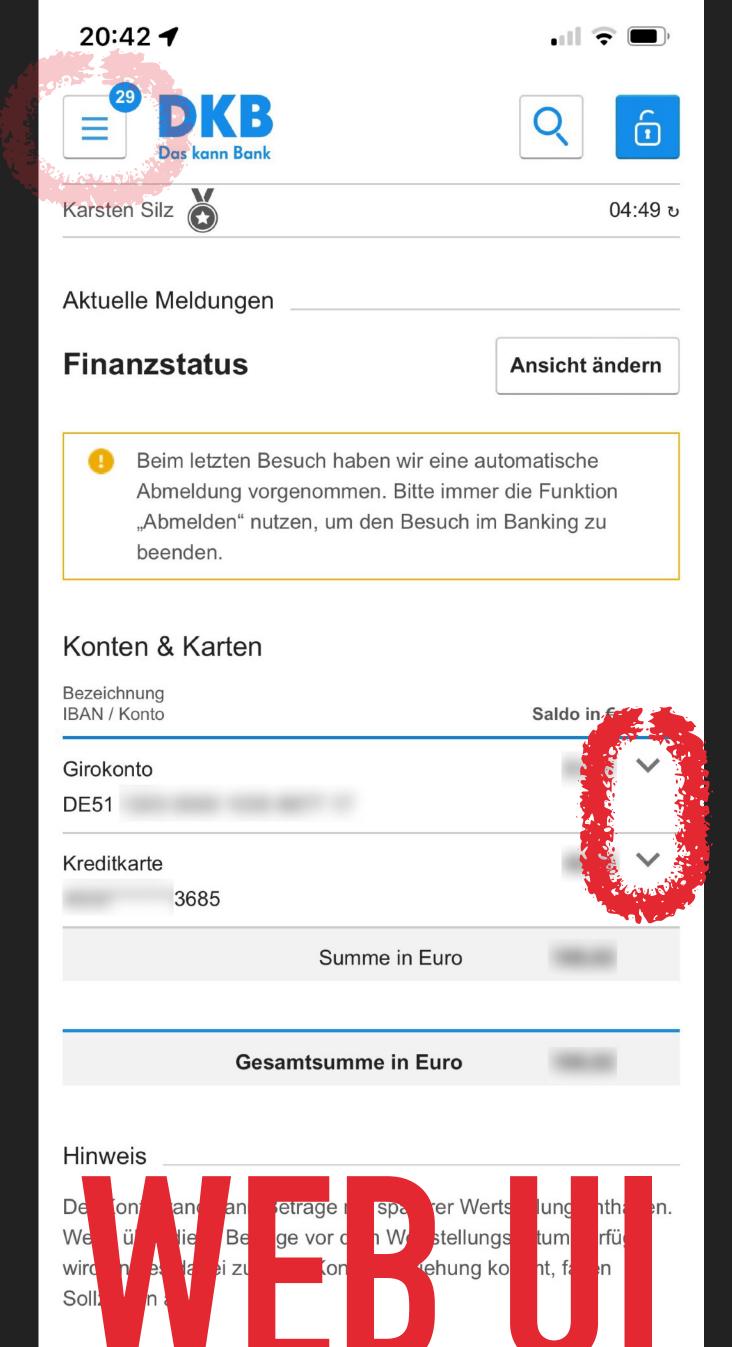


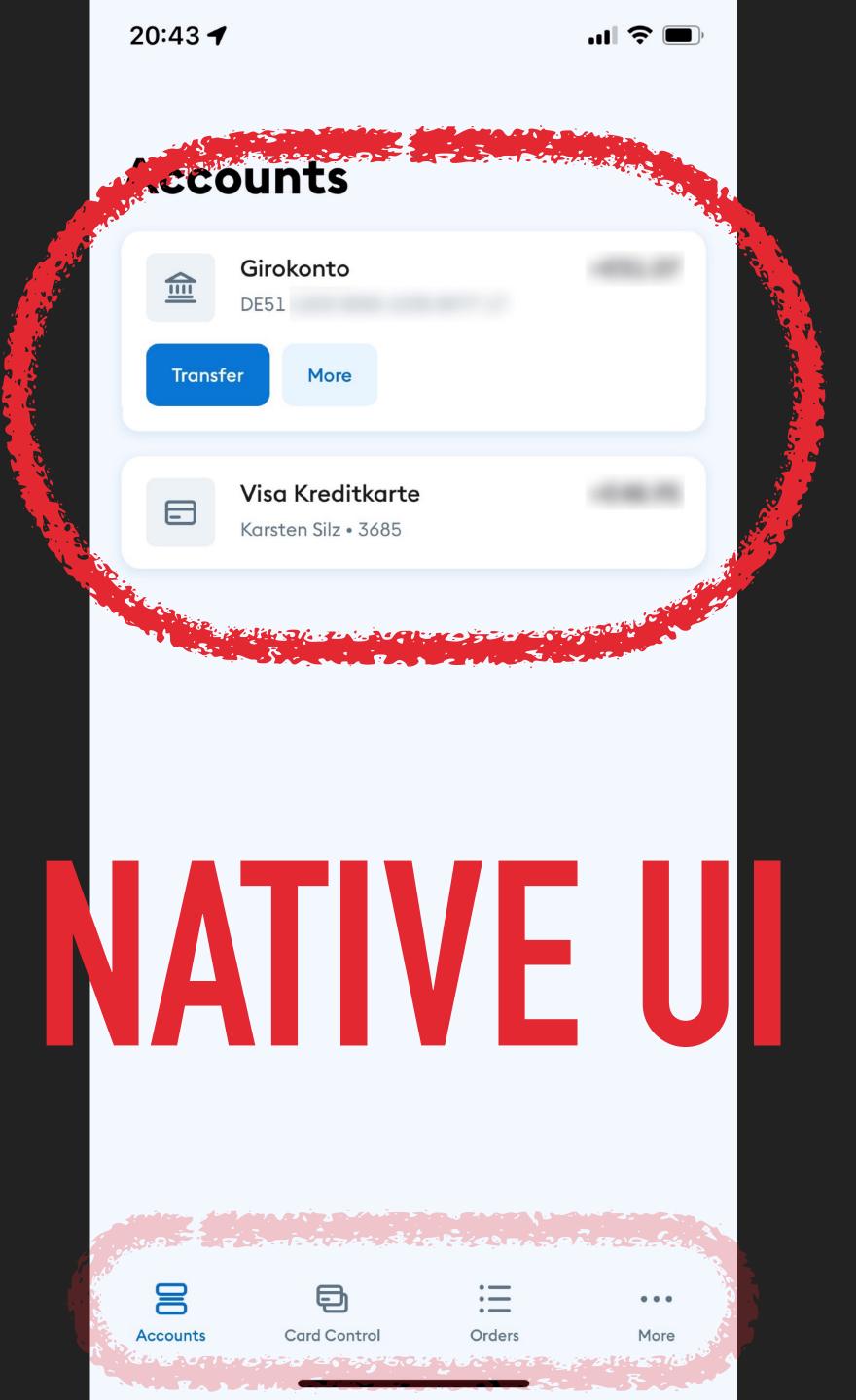


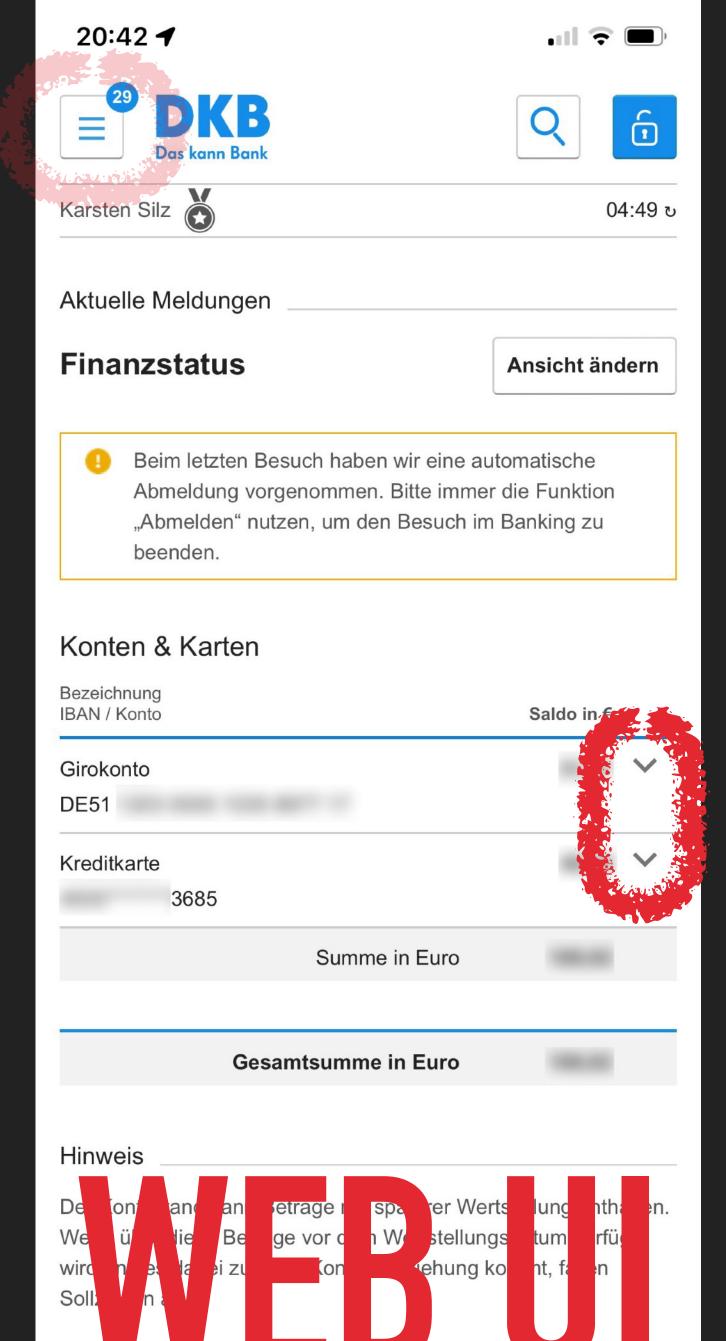
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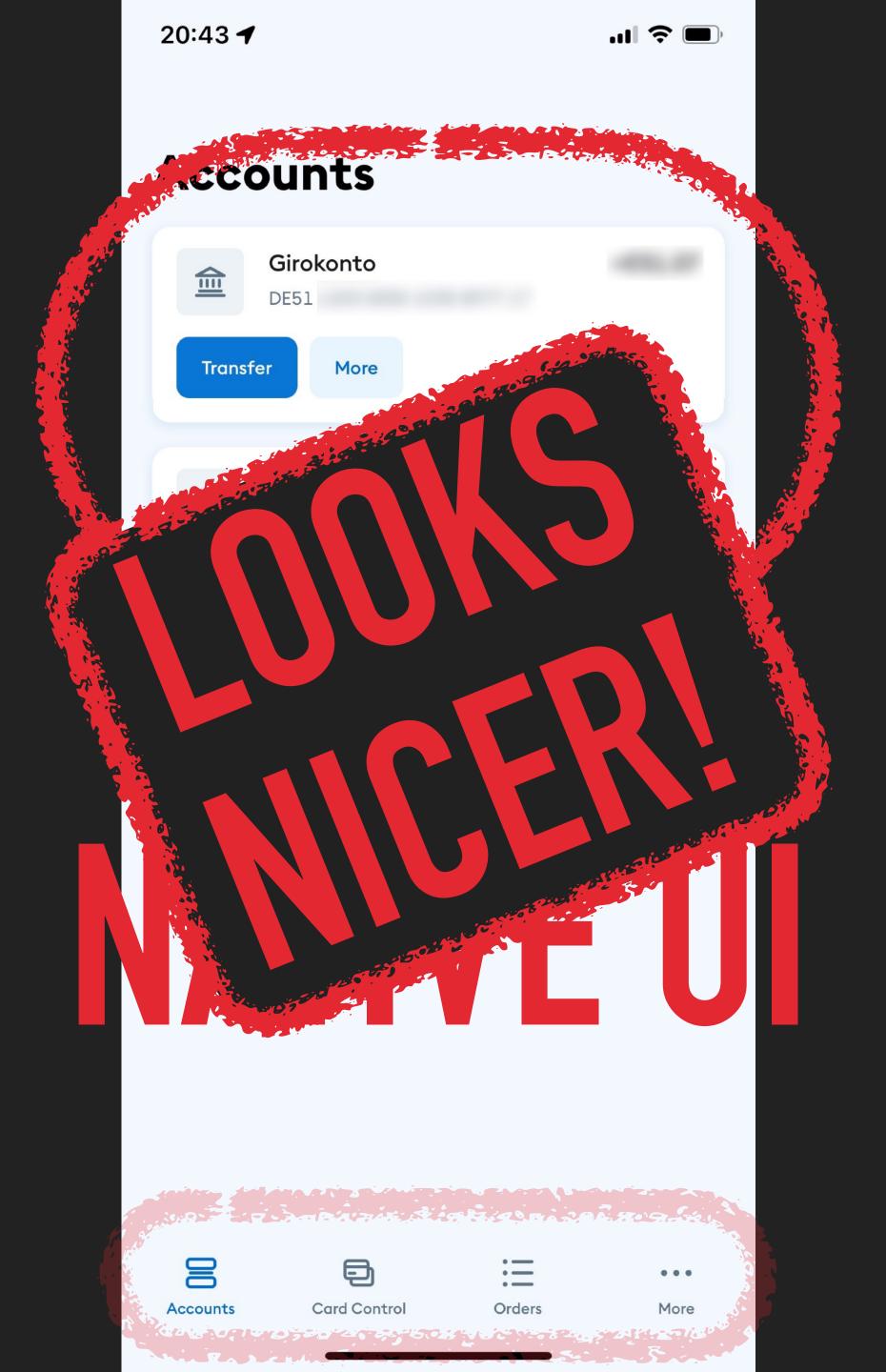
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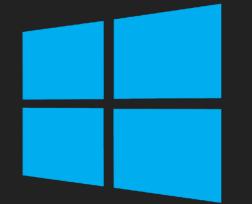
## NATIVE LOOK & FEEL: EASIER TO USE ("LIKE OTHER APPS"). LOOKS NICER

## GOOGLE APPS ON IOS: MATERIAL UI => NATIVE OS UI

## "REALLY MAKE PRODUCTS FEEL GREAT ON APPLE PLATFORMS"

JEFF VERKOEYEN, GOOGLE









ANGULAR





NATIVE CROSS-PLATFORM

#### RUNS NATIVELY, IN APP STORES

NATIVE LOOK & FEEL

ACCESS TO NATIVE PLATFORM FEATURES

#### DEFINE: "NATIVE"

## NATIVE MOBILE CROSS-PLATFORM FRAMEWORKS?

### MANY FRAMEWORKS: "1 APP FOR 105 &

FLUTTER (GOOGLE, 2017)

REACT NATIVE (META, 2015)

XAMARIN/.NET MAUI (MICROSOFT, 2011/2022)

#### OPEN-SOURCE & POPULAR

#### SECTION SUMMARY

## MOBILE WEB: HARD RESTRICTIONS, CAN'T FULLY USE MOBILE POWER, NO NATIVE LOOK & FEEL

NATIVE ON MOBILE: RUN, LOOK & FEEL, ACCESS

## WHY FLUTTER?



#### HOW FLUTTER WORKS

MY FLUTTER EXPERIENCES

FLUTTER VS. REACT NATIVE

#### HOW FLUTTER WORKS

## MASCOT DASH



## WILL GOOGLE KILL FLUTTER?



Search





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#### Google Currents (2019)

Like a fork stuck in the outlet in 11 months,
Google Currents was service that
provided social media features similar to
Google+ for Google Workspace
customers. It will be almost 4 years old.



#### YouTube Originals

Sentenced to death in 8 months, YouTube Originals was a variety of original content including scripted series, educational videos, and music and celebrity programming. It will be over 6 years old.



#### Google OnHub

Getting unplugged in 7 months, Google
OnHub was a series of residential wireless
routers manufactured by Asus and TPLink that were powered by Google
software, managed by Google apps, and
offered enhanced special features like
Google Assistant. It will be over 7 years
old.



#### YouTube Go

Going poof in 3 months, YouTube Go was an app aimed at making YouTube easier to access on mobile devices in emerging markets through special features like downloading video on wifi for viewing later. It will be over 5 years old.



#### Google Chrome Apps

Off to the glue factory in about 2 months, Google Chrome Apps were hosted or packaged web applications that ran on the Google Chrome browser. It will be over 11 years old.

- **○** IN-HOUSE COMPETITION: ANGULAR, JETPACK COMPOSE
- **EXTERNAL COMMITMENT: TOYOTA, UBUNTU**
- © POPULAR: SEE LATER SECTION

## WE DON'T KNOW!

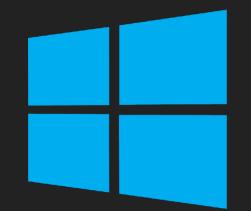
## WHICH PLATFORM STABLE SINCE WHEN?





















FEB 2022

MAY 2022

MAR 2021

DEC 2018

## PROGRAMMING LANGUAGE: DART

#### ORIGINALLY FOR BROWSER

"SIMPLIFIED JAVA FOR UI DEVELOPMENT"

SOUND NULL SAFETY (LIBRARIES) & ASYNC/AWAIT

1 MAIN THREAD, CREATE THREADS (ISOLATES)

#### DAR

```
class MyClass extends AnotherClass {
  var firstName = "Karsten";
  var yearsOfJava = 23;
  var myList = <String>[];
  sayHello(String name) => "Hello, $name";
}
```

#### DAR

```
export class MyClass extends AnotherClass {
 firstName = 'Karsten';
 yearsOfJava = 23;
 myList: string[] = [];
  sayHello(name: string) {
    return `Hello, ${name}`;
```

#### TYPESCRIPT

```
class MyClass extends AnotherClass {
  var firstName = "Karsten";
  var yearsOfJava = 23;
  var myList = <String>[];
  sayHello(String name) => "Hello, $name";
}
```

#### DAR

#### MAJOR RELEASE EVERY 3 MONTHS

3-5 MINOR RELEASES IN-BETWEEN

FLUTTER RELEASES INCLUDE DART RELEASES

### RELEASES

### LIBRARIES: PLUGINS

#### 26K PLUGINS, NOT ALL FOR WEB/DESKTOP

MOST ARE OPEN-SOURCE

GOOD "PLUGIN SURVIVAL RATIO"

FORKING PLUGINS IS EASY

#### PLUGINS

#### UI ELEMENTS: WIDGETS

```
Column (
  mainAxisAlignment:
    MainAxisAlignment.center,
  children: <Widget>[
    Text('Pushed $ counter times'),
    ElevatedButton (
      onPressed: () =>
        setState(() => counter++),
      child: Icon (Icons.add),
```

#### UI AS CODE

```
ElevatedButton (
  onPressed: () =>
    setState(() => counter++),
  child: Icon (Icons.add),
```

UI AS CODE

```
Column (
  mainAxisAlignment:
    MainAxisAlignment.center,
```

#### UI AS CODE

UI AS CODE - NO GRAPHICAL UI BUILDER, NO CSS

CONFIGURE BUILT-IN WIDGETS, CREATE YOUR OWN

EMULATED - NO NATIVE SDK UI ELEMENTS: "FLUTTER PAINTS PIXELS"

#### MIDGETS

## LOOK & FEEL: WIDGET SETS

BASE: CONTAINER, ROW, COLUMN, TEXT, IMAGES, ...

BUILT-IN LOOK & FEEL: MATERIAL DESIGN, IOS

3RD-PARTY LOOK & FEEL: MACOS, WINDOWS, LINUX

### WIDGETS SETS

## SAMPLE FLUTTER APP. 5 NATIVE LOOK & FEEL WITH CODEBASE

#### height: 69px; float: right; margin: 11px 28px 0px 0px;

.widget-area-side

widget-area-sidebar

font-size: 13px;

display: inline-block;

max-width: 800px;

# SAMPLE FLUTTER APP

Q



#### 5 NATIVE LOOK & FEEL

#### SWITCH LOOK & FEEL

## SAMPLE APP ON GITHUB

GLOBAL STATE MANAGEMENT: "PROVIDER"

WIDGET SET: MATERIAL/NATIVE/CUSTOM

RESPONSIVE LAYOUT (SCREEN SIZES & ORIENTATION): NO DEFAULT, 3<sup>RD</sup> PARTY PLUGIN

### ARCHITECTURAL CHOICES

## NATIVE INTEGRATION

#### PUT SOME FLUTTER SCREENS INTO NATIVE APPS

IOS/ANDROID: STABLE

WEB/DESKTOP: UNDER CONSTRUCTION?

## FLUTTER IN NATIVE APPS

PLUGINS: CAMERA, PICTURES, LOCATION, ...

MOBILE: SHOW NATIVE SCREENS + WEB VIEWS

MOBILE: CHANNELS (PUBLISH & SUBSCRIBE) TO NATIVE CODE & C-API

### NATIVE CODE IN FLUTTER

## RUNNATIVELY

ANDROID: ANDROID STUDIO, IOS/MACOS: MACOS + XCODE, WINDOWS: WINDOWS + VISUAL STUDIO

FLUTTER ENGINE: JAVASCRIPT + C++ (WEB), C++ (ELSE)

FLUTTER APP: NATIVE ARM LIBRARY (MOBILE), JAVASCRIPT (WEB), C++ (WINDOWS, LINUX), OBJECTIVE-C (MACOS)

## PLATFORM TOOL CHAINS

## CODE, BUILD & DEPLOY

# "CREATE AN SDK THAT DEVELOPERS LOVE"

FLUTTER ROADMAP 2022

### DE: INTELLIJ/ANDROID STUDIO & VISUAL STUDIO CODE

DEV TOOLS: INSPECTOR, PROFILER FOR MEMORY, CPU & NETWORK, "JANK" DIAGNOSIS, WORK IN TERMINAL

## 

### MONOREPO: CODE FOR ALL PLATFORMS IN 1 GIT PROJECT

- 1 FOLDER FOR DART, 1 FOLDER PER PLATFORM (SOME PROJECTS XCODE, ANDROID STUDIO)
- NATIVE PLATFORM SHELLS (IOS: APPDELEGATE.SWIFT, ANDROID: MAINACTIVITY.KT)

## PROJECT STRUCTURE

#### SLOW IOS/ANDROID BUILDS FOR EVERY CHANGE

HOT RESTART: APP STARTS OVER IN 3 SECONDS

HOT RELOAD: 1 SECOND FROM "SAVED" TO "RUNNING"

## FAST BUILD & DEPLOY

# FLUTTER PLATFORM CHECK

- CD "2 APPS FOR PRICE OF 1"
- O NATIVE LOOK & FEEL
- CO ACCESS TO NATIVE OS LIBRARIES
- G FAST BUILD & DEPLOY

## MOBILE:

- ONLY MATERIAL UI VS. WEB COMPONENTS & SKINS
- NO ACCESS TO NPMS
- TINY AMOUNT OF LIBRARIES VS. WEB & JAVASCRIPT



- **WHY NOT WEB?**
- O WINDOWS, MAC & LINUX JUST GOT STABLE
- ACCESS TO NATIVE OS LIBRARIES
- O WINDOWS & MACOS UI: INCOMPLETE, MAINTAINED?

## DESKTOP: 5

## SECTION SUMMARY

DART

NATIVE ACCESS

PLUGINS

RUNS NATIVELY

WIDGETS

CODE, BUILD & DEPLOY

WIDGETS SETS

PLATFORM CHECK

## HOW FLUTTER WORKS



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MY FLUTTER EXPERIENCES

FLUTTER VS. REACT NATIVE

# MY FLUTTER EXPERIENCES

## MY START-UP

TEAM
MEMBER

FRONT-END

MANA-GER

FLUTTER

IOS & ANDROID

ANGULAR

JSON

REST

AUTHENTICATION

FILES

FIREBASE

BACK-END

JAVA

DB

### UNLIMITED STORAGE, PUSH NOTIFICATIONS

AS FAST & EASY TO USE AS POSSIBLE => NATIVE UI

PRODUCTIVITY: DART + FAST CODE, BUILD & DEPLOY

## FLUTTER BUSINESS CASE

FLUTTER 4

POWER

NATIVE 👍

1 SOURCE

FIREBASE 👍

CONSISTENT

BASICS

## MORE ON TALK PAGE

# MY FLUTTER EXPERIENCES



### LA CONTRACTOR CONTRACTOR OF THE SECOND PART OF THE SECOND PROPERTY O

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FLUTTER VS. REACT NATIVE

## FLUTTER VS. REACT NATIVE

## POPULARITY

### EASIER TO USE & LEARN

EASIER TO CONVINCE TEAMMATES/BOSSES

ALL ELSE EQUAL: USE MOST POPULAR

VERY UNPOPULAR: DON'T USE IT

## WHY POPULARITY?

# I MEASURE POPULARITY WITH 6 DATA POINTS

## APPLE & GOOGLE APP STORE ANALYSIS (APPFIGURES, MAY 2022)

EMPLOYER POPULARITY: MENTIONED IN JOB ADS (INDEED IN 62 COUNTRIES, AUG 2021)

## POPULARITY

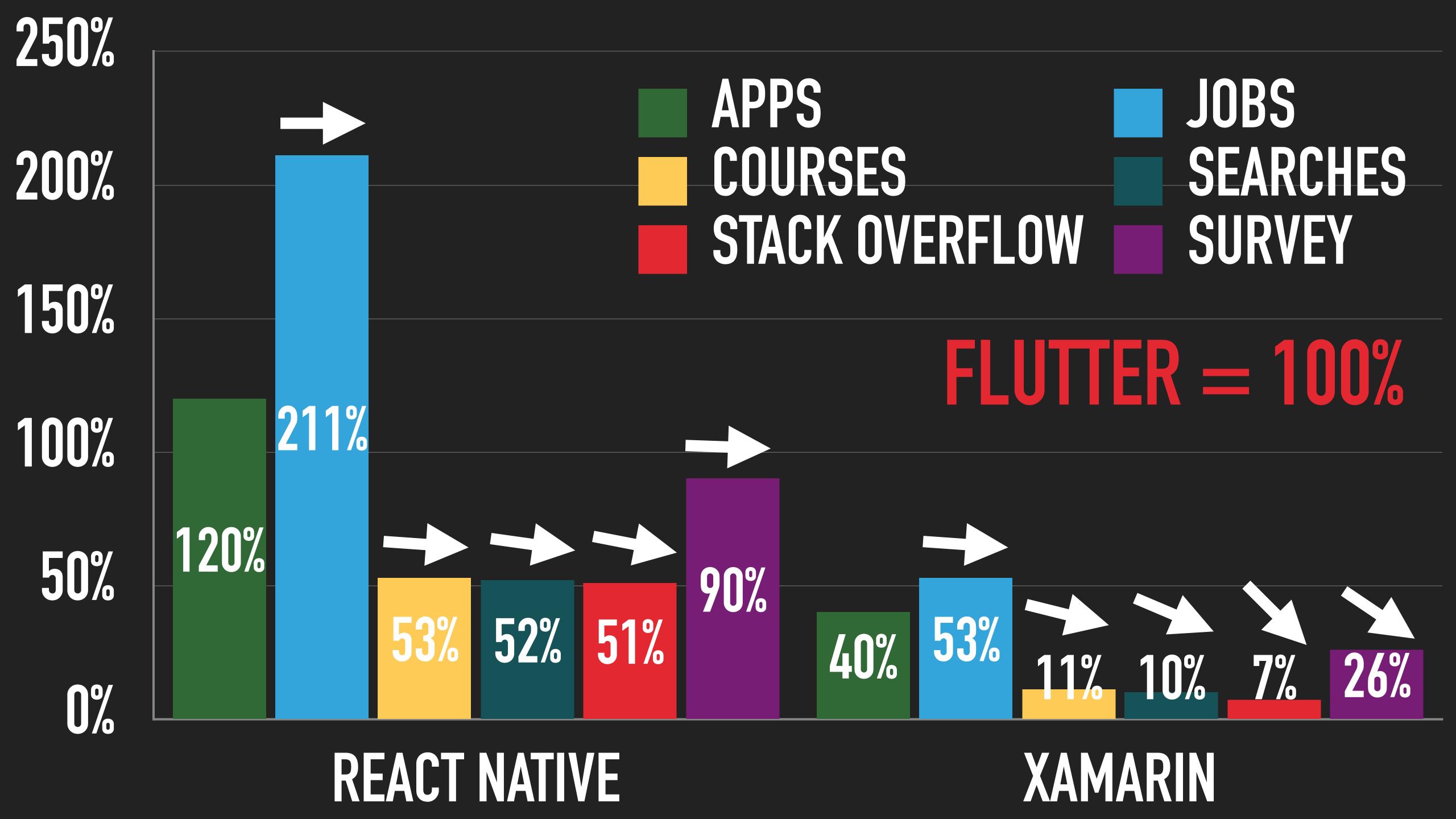
### ONLINE TRAINING COURSES BOUGHT (UDEMY, MAR 2021)

GOOGLE SEARCHES

QUESTIONS AT STACK OVERFLOW

DEVELOPER SURVEY (32K RESPONSES, STATISTA, JUL 2021)

## DEVELOPER POPULARITY



## EMPLOYER POPULARITY: REACT NATIVE WINS 2X, STAYING STEADY AGAINST FLUTTER

DEVELOPER POPULARITY: FLUTTER WINS UP TO 2X, PULLING AWAY FROM REACT NATIVE

## POPULARITY

## MY NEWSLETTER: JVM LANGUAGES & FRAMEWORKS, DATABASES, WEB FRAMEWORKS

## 

```
return
 Column (
   mainAxisAlignment: MainAxisAlignment.center,
   children: <Widget>[
     Text('Pushed $counter times'),
     ElevatedButton (
       onPressed: () =>
         setState(() => counter++),
       child: Text('Add'),
```

```
return
 Column (
```

```
return
     Text('Pushed $counter times'),
     ElevatedButton (
       onPressed: () =>
         setState(() => counter++),
       child: Text('Add'),
```

```
return
  <View style={styles.container}>
    <Text>Pushed {counter} times</Text>
    <Button
      onPress=\{() => \{counter++;\}\}
      title="Add"/>
```

## REACT NATIVE

## REACT NATIVE

## REACT NATIVE

#### STILL UI AS CODE - BUT MORE HTML-LIKE

JAVASCRIPT/TYPESCRIPT AS LANGUAGE

HTML SYNTAX FOR UI ELEMENTS

CSS-LIKE STYLING

## REACT NATIVE

#### CSS FLEXBOX FOR LAYOUT

NPM LIBRARIES

EXPO CLI: CODE RUNS IN "EXPO GO" APP ON DEVICES

REACT NATIVE CLI/SIMULATORS: NATIVE TOOL CHAIN

## REACT NATIVE

HTML-LIKE

SLOWER

NATIVE UI ELEMENTS

SEPARATE PROJECTS

DESKTOP: UNOFFICIAL

JAVA-LIKE

**FASTER** 

EMULATED UI ELEMENTS

MONOREPO

DESKTOP: OFFICIAL

# REACT NATIVE VS. FLUTTER

# WHICH FRAMEWORK TO USE?

WEB: REACT NATIVE FIRST, THEN FLUTTER

NET: NET MAUI FIRST, THEN FLUTTER

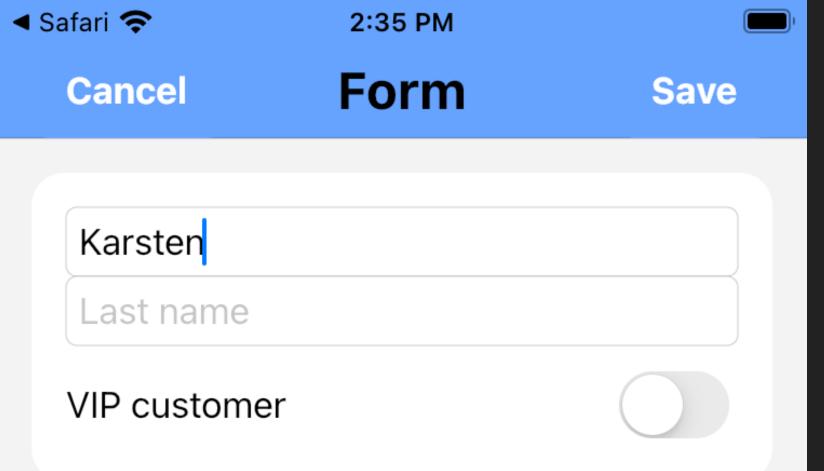
ELSE: FLUTTER FIRST, THEN REACT NATIVE

## DEVELOPER BACKGROUND

# BACKTO THE BIG QUESTION

# BUILD MOBILE, WEB & DESKTOP FRONTENDS WITH FLUTTER & 1 CODEBASE?

## YES, WE CAN

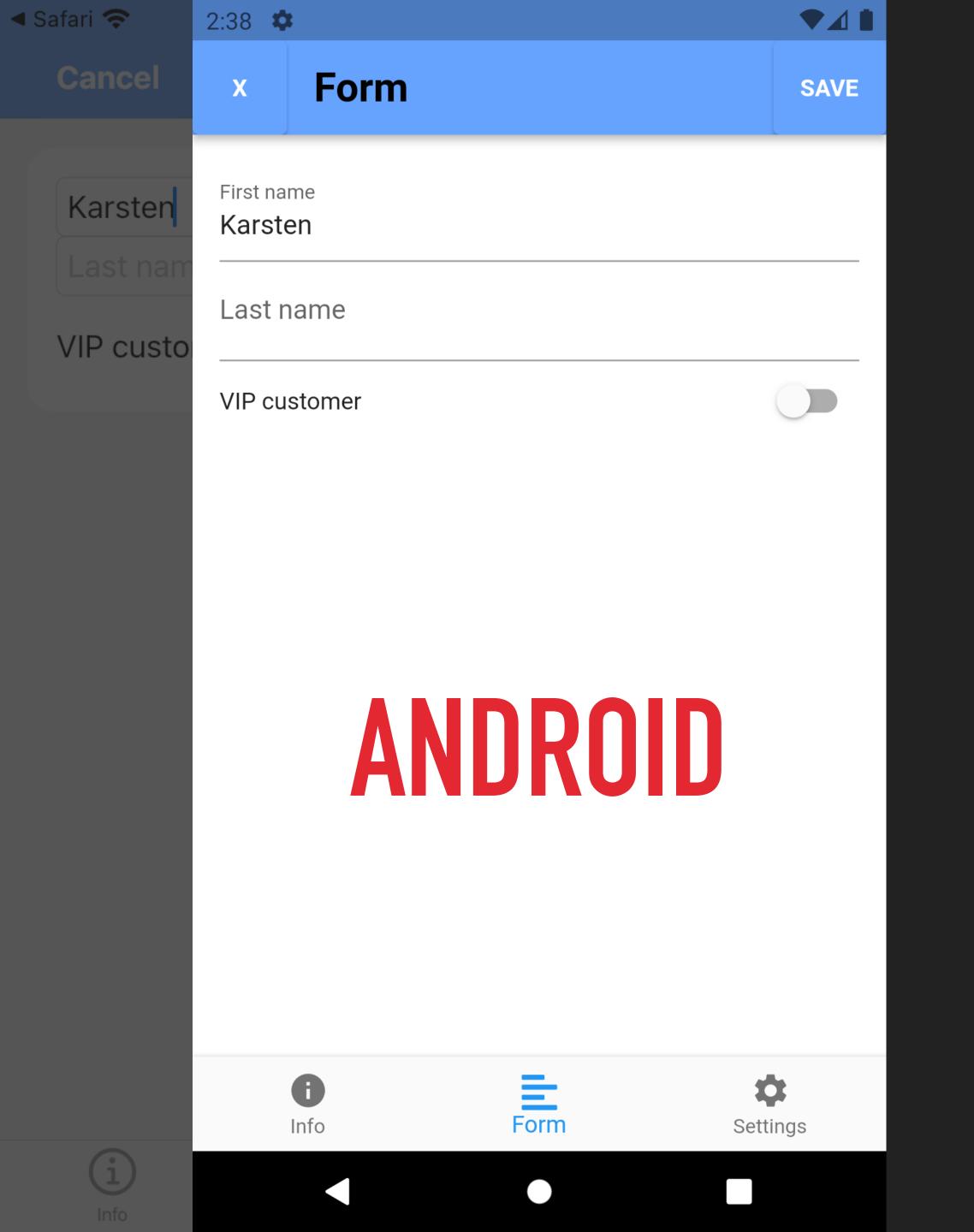


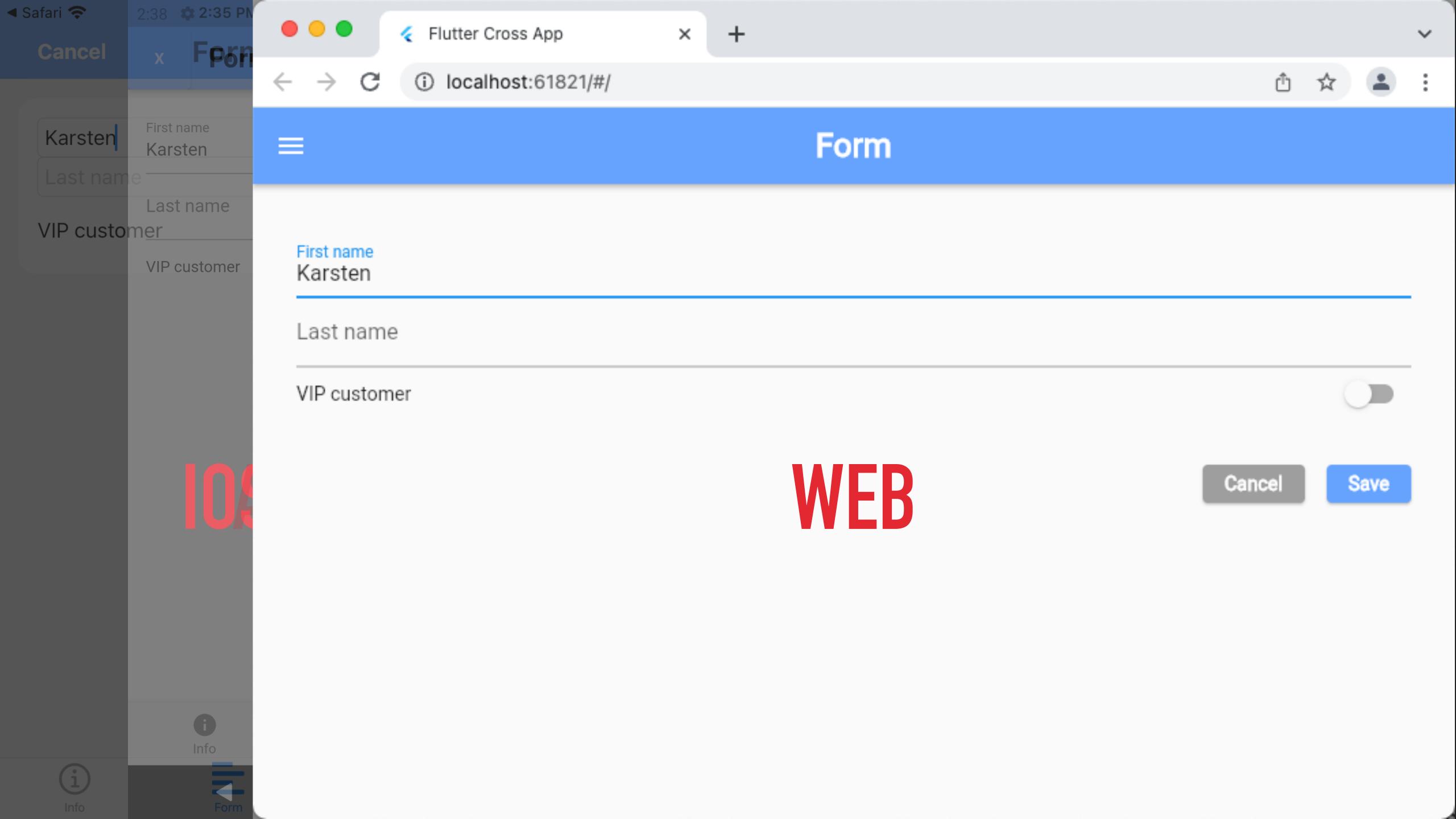


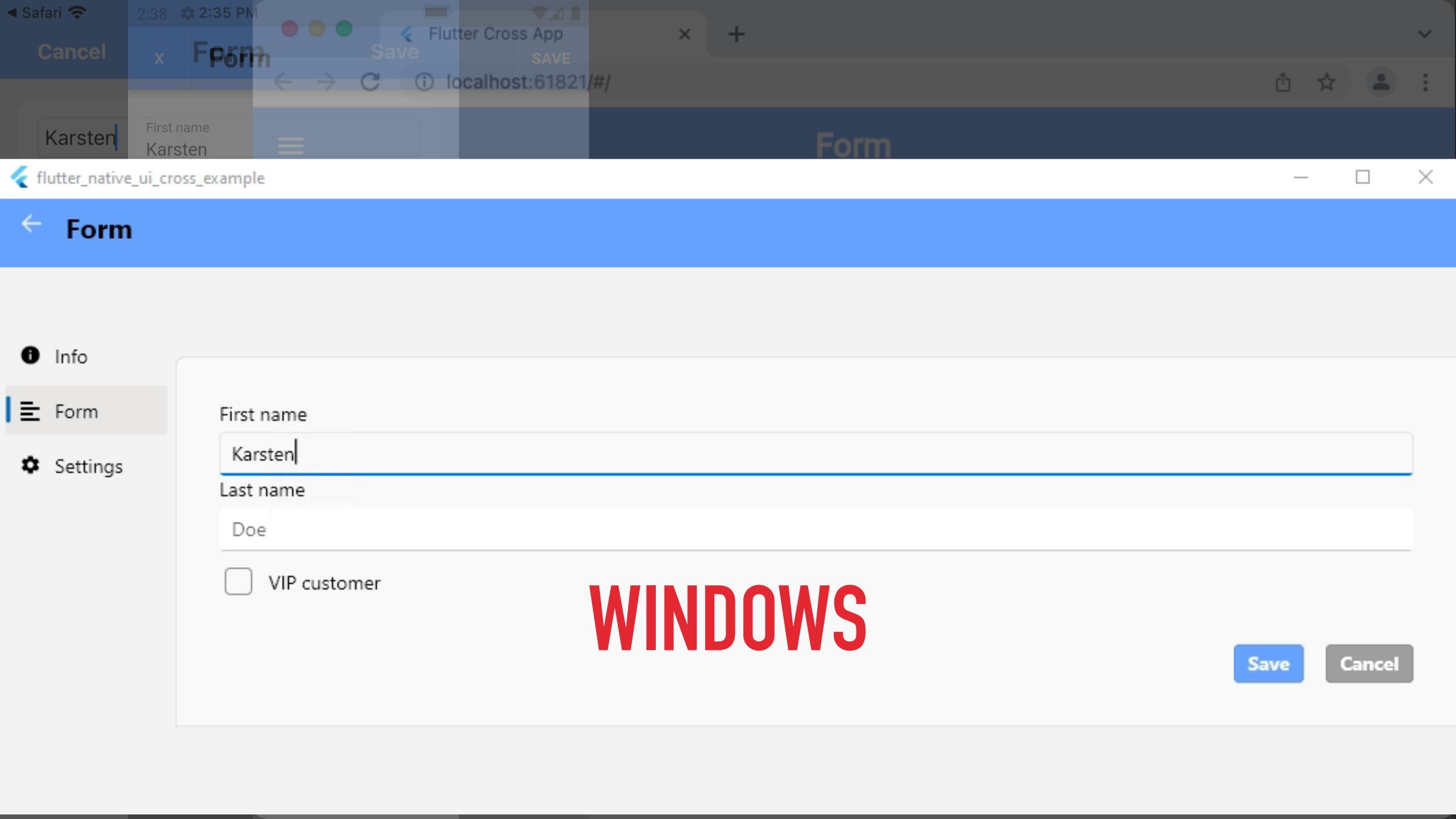


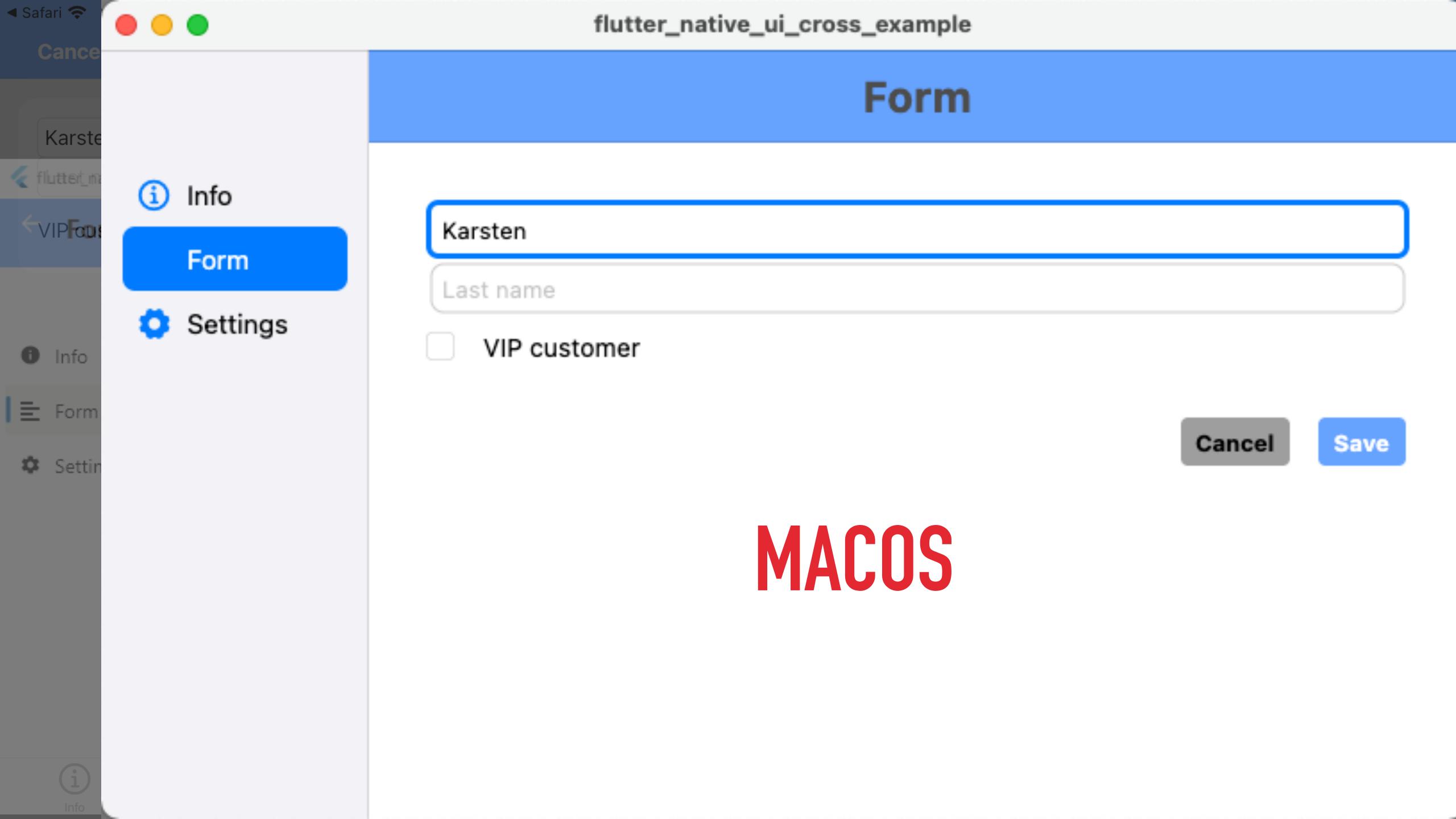












## BUT WE SHOULDN'T

# MOBILE: DESKTOP: 48

# MOBILE: REACT NATIVE > FLUTTER

#### FLUTTER VS. REACT NATIVE

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FILTEDICON DE LE CONTROL DE LA CONTROL DE LA



# MY TALK DOESN'T STOP WHEN I STOP TALKING! TM



SLIDES & VIDEOS ADDITIONAL INFORMATION NATIVE UI SAMPLE APP GET STARTED WITH FLUTTER

FEEDBACK & NEWSLETTER

## BPF.LI/ANG

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## IMAGE SOURCES