Subject: Flutter experience
Posted by forlano on Mon, 30 Dec 2024 10:47:28 GMT
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Hello,

I am learning this framework.

It is a frustrating experience. Even the most elementary things (keep track of a global variable and update the Widget/Ctrl containing it after some action, looks difficult. There are specialised library that try to do it in simple (sic!) way (state managment).
Moving from a screen to another is another nice experience

```
onPressed: () {
  Navigator.of(context).push(MaterialPageRoute(
      builder: (BuildContext context) => const SecondPage()));
},
```

I wonder why, after the experience available with many good GUI toolkits like our U++, they seems to struggle at reinventing the wheel. Something is totally wrong or I am missing something very important.

Is there any hope to have our smartphone app in the Smart U++ way?

Happy New Year!
Luigi

Subject: Re: Flutter experience
Posted by Scott_Huang on Mon, 30 Dec 2024 15:12:41 GMT
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I try Flutter several years ago. Create a simple Andriod app quickly.

In short, it is quick framework to develop cross platform phone app,
and Google Dart/Flutter team not only enable it for Andriod/Mac but also enable for Window Desktop/Web.
For normal phone app it can save some time due to one set of code for multiple platforms.

Do U++ able create Andriod/Mac app too? And some code set build for phone & desktop & web?

Regards,
Scott Huang