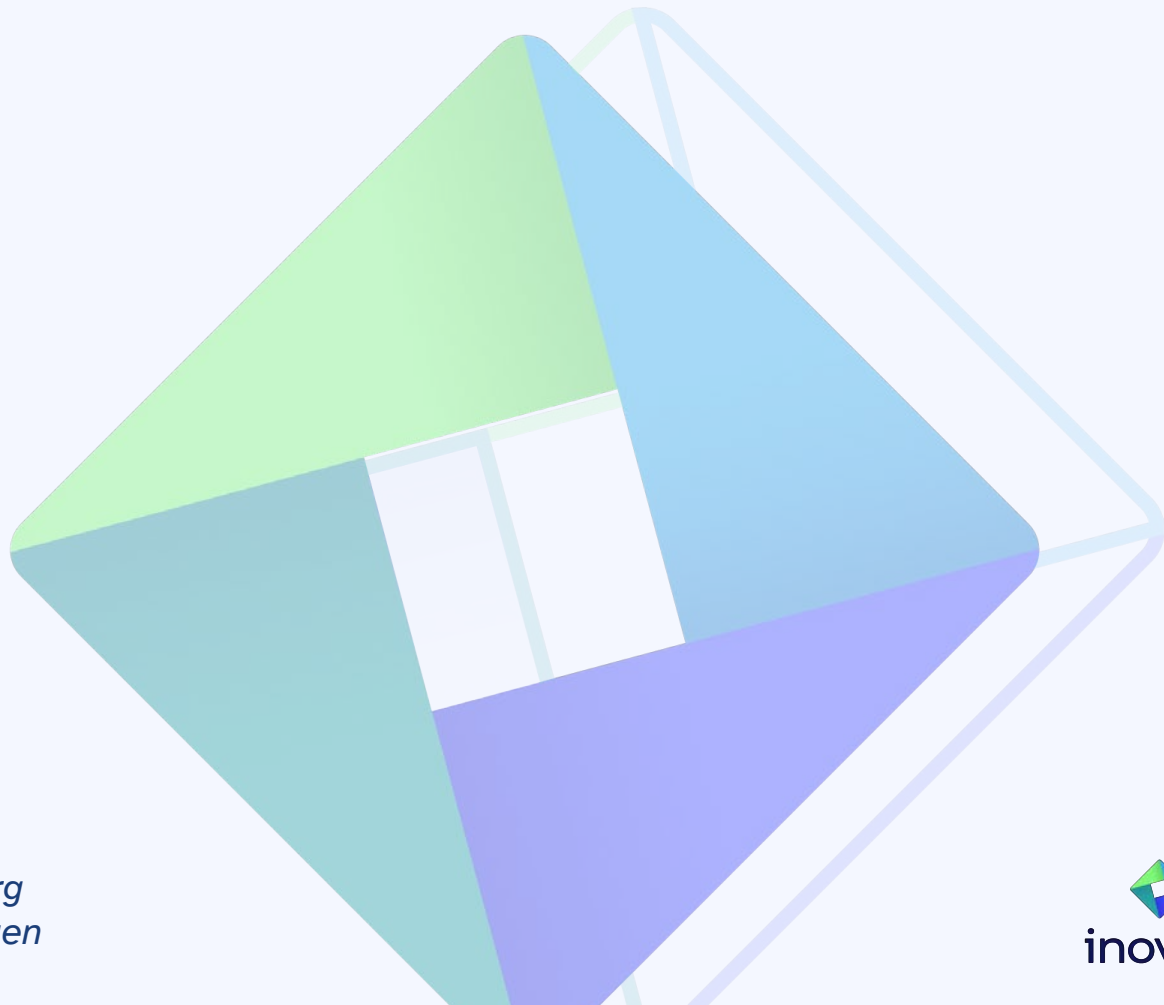


Dart

A language believed dead,
experiences a new bloom 🌸

Team inovex

*Karlsruhe · Köln · München · Hamburg
Berlin · Stuttgart · Pforzheim · Erlangen*



Christoph Menzel



Christoph Menzel



@menzel42



@traveling-developer



@traveling_developer_42



@traveling_developer@mastodon.social

Head of Mobile & Web Development

- Software developer by heart
- Working in the IT sector since 2004
- Regular speaker at tech conferences
- Main topics
 - Clean code
 - Test automation
 - Security
 - CI / CD

Agenda

- Overview & History
- Type System
- Asynchronous Programming
- Interoperability
- Packages
- Tools
- Q&A



Overview

- Open Source
- Main sponsor is Google

- First presentation was in October 2012
- Dart 1.0 was released in November 2013
- Focus was to build an alternative for JavaScript
 - But was not successful
 - ⚡

- New bloom with Flutter in 2018



Overview

“Dart is a **client-optimized** language
for **fast apps** on **any platform**”

“Its goal is to offer **the most productive** programming language
for **multi-platform** development”

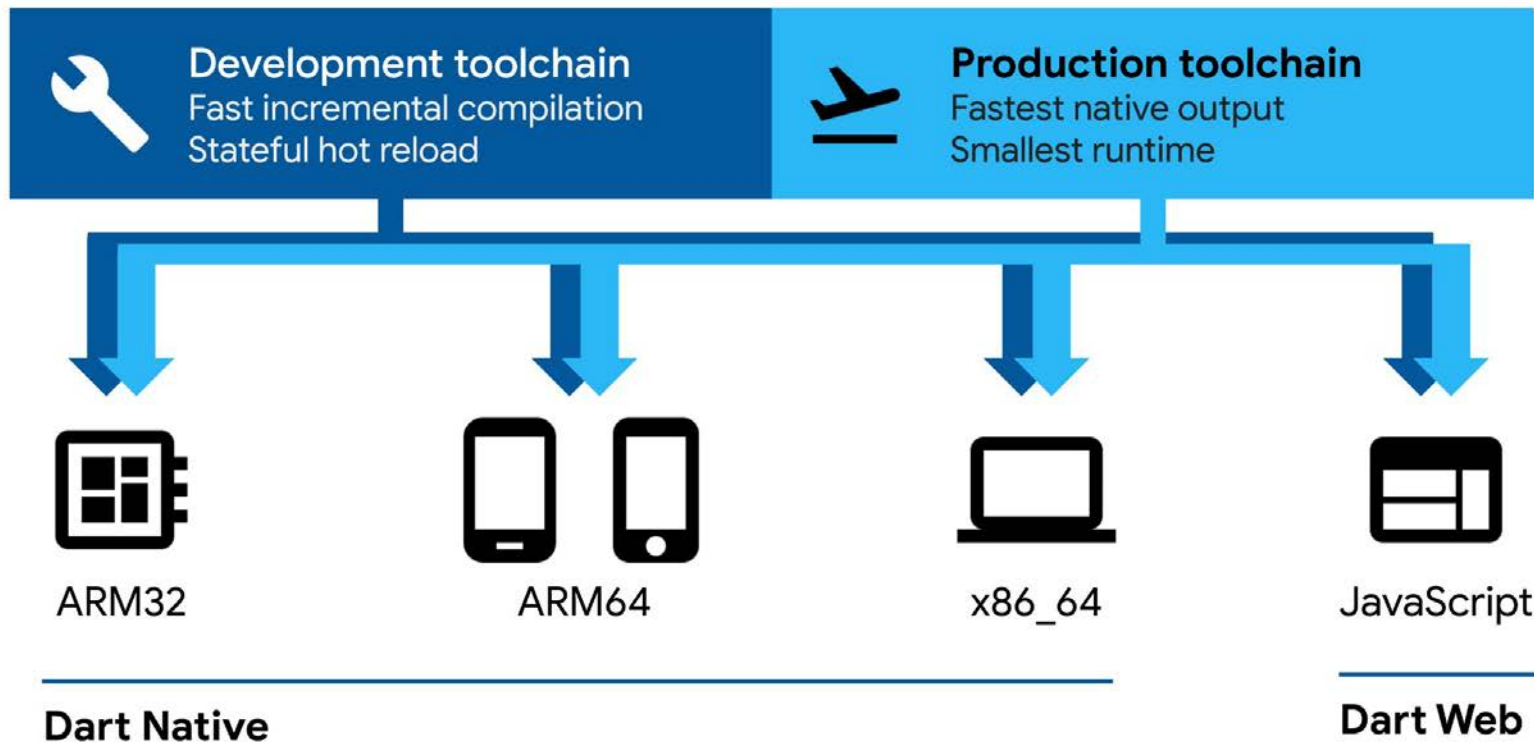


Overview

- **Optimized for UI**
 - Async-await, isolate-based concurrency, sound null safety
 - Spread operator, collection if, familiar syntax
- **Productive development**
 - Hot reload, configurable tooling
 - Profiling, logging, debugging
- **Fast on all platforms**
 - AOT & JIT compilation, instant startup
 - Compilation to JavaScript



Under the Hood

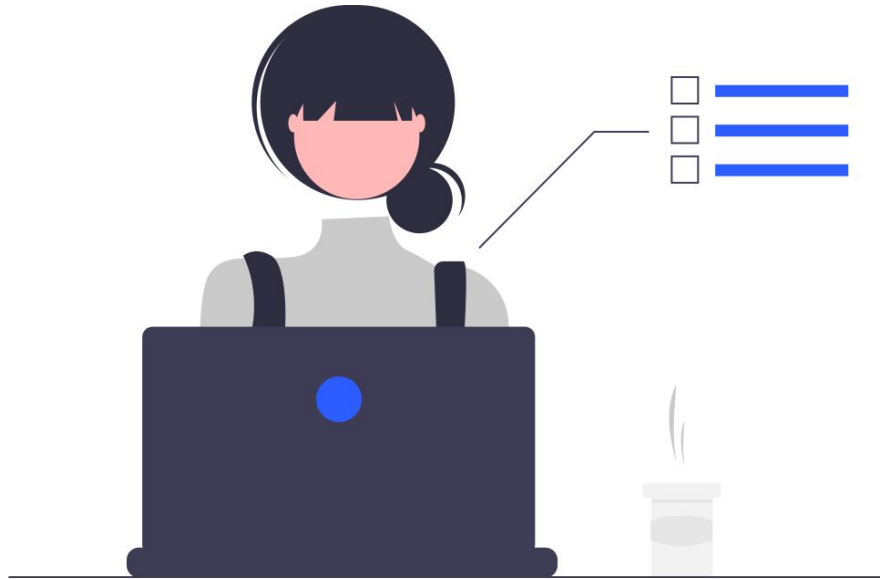


<https://dart.dev/assets/img/Dart-platforms.svg>

The Type System

- Strongly typed with type inference
- Null safety
 - Variables can't contain null unless you say they can
- Supports
 - Generic types
 - Top-level functions
 - Top-level variables
 - Class functions (static and instance methods)
 - Class variables (static and instance variables)
- No *public*, *protected* and *private* keywords
- An underscore (`_`) is used to mark a member as private to its library

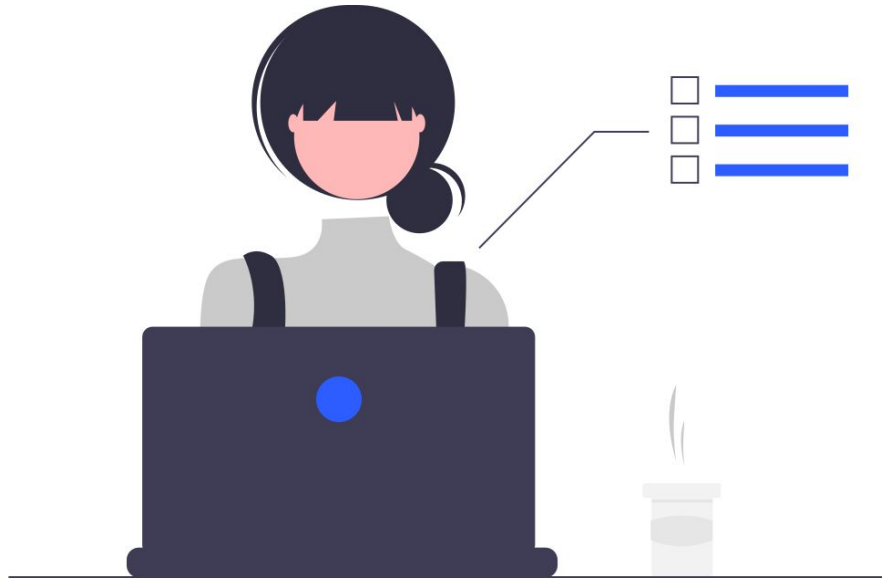
Live Coding



Asynchronous Programming

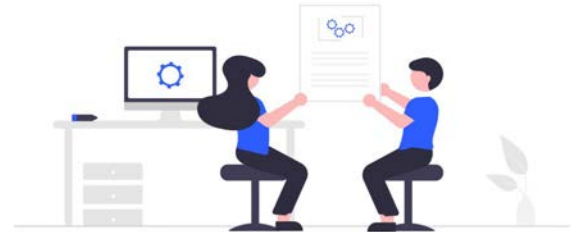
- *async-await*, *Future*, *Stream* and *Isolate* for concurrent programming
- *await* keyword works only in *async* functions
- *Future* and *Stream* represent future values
- *Isolate* is like a thread or process but has its own memory heap
- Inside an *Isolate* a single thread running an event loop is used

Live Coding



Interoperability

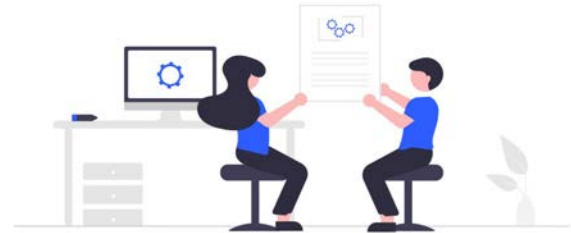
- Different types of interoperability
 - Native C APIs
 - JavaScript
 - Objective-C and Swift
 - Java and Kotlin



Interoperability

- The [dart:ffi](#) library is used for native C APIs
 - Supports calling APIs and read, write, allocate and deallocate native memory

- Calling JavaScript APIs is supported via the [dart:js_interop](#) library

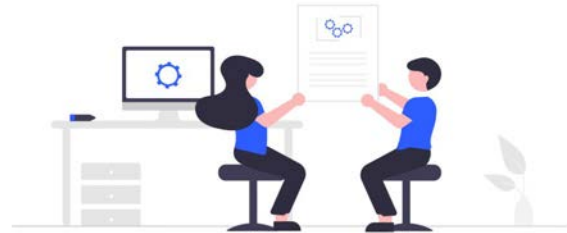


experimental

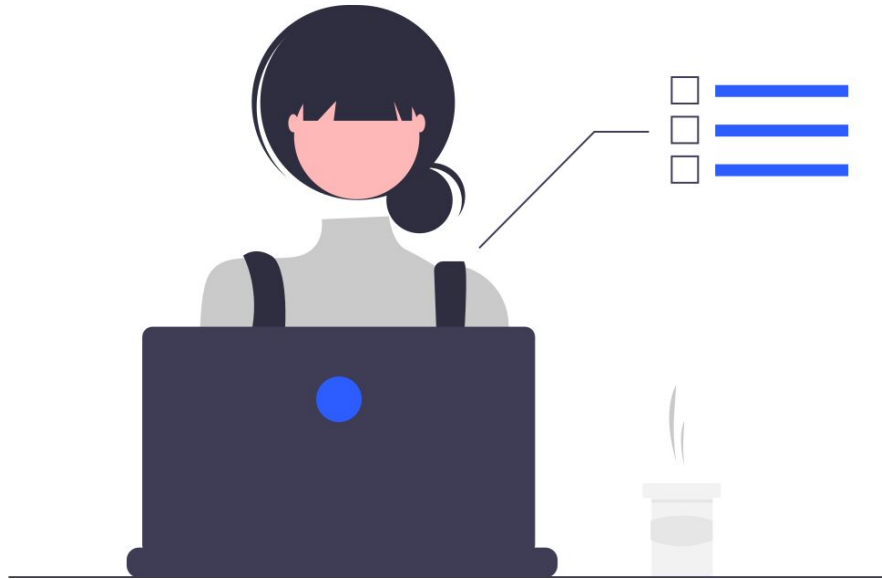
Interoperability

- The `package:ffi` is used to call Objective-C and Swift APIs
- Furthermore it supports languages that compile to C modules following the C calling convention (e.g. Go or Rust)

- The `package:jni` and `package:jnigen` are used to call Java and Kotlin APIs



Live Coding

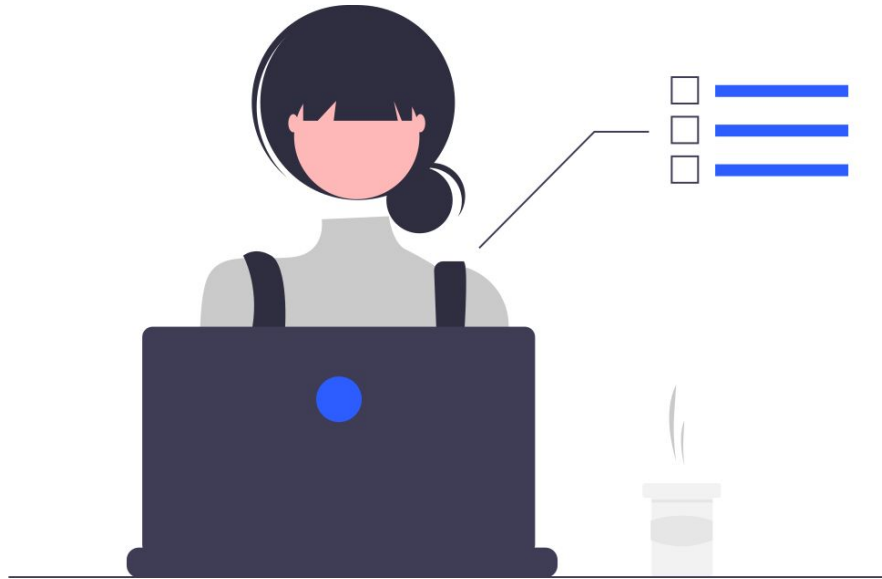


Packages

- pub.dev
- 52.652 packages available (April 2024)
- For publishing a Google Account is needed
- **Keep in mind publishing is forever!**
 - Only in view cases unpublishing is possible



Live Coding

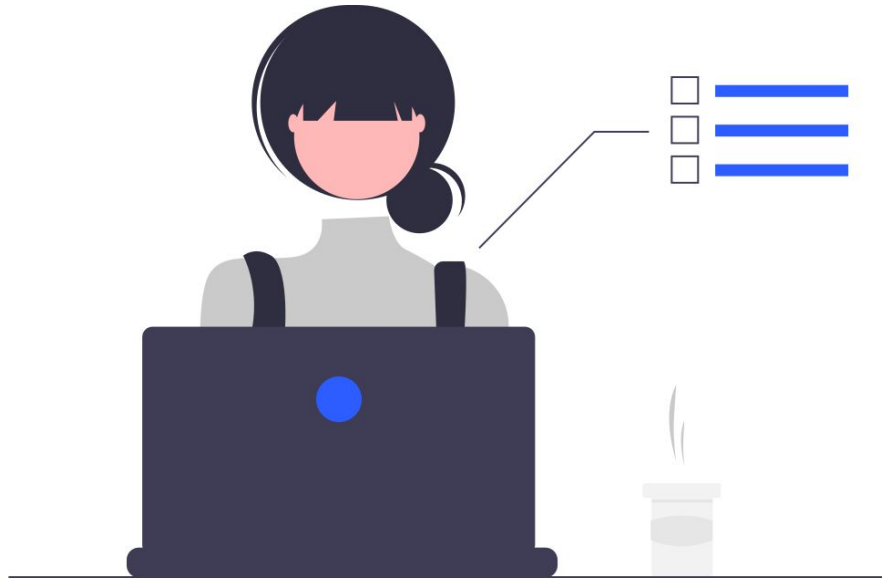


Development Tools

- Hot reload
- Debugger
- Logging view
- App size tool
- CPU profiler
- Memory view
- Network view
- Performance view
- Formatter (dartfmt)
- Analyzer (dartanalyzer)
- ...



Live Coding



And much much more

- Exceptions
- String interpolation
- Null-aware operators
- Conditional property access
- Optional positional parameters / optional named parameters
- Initializer lists
- Const constructors
- Typedefs
- Test support (Unit Tests)
- ...



Q&A



Vielen Dank!



Christoph Menzel
Head of Mobile & Web Development

christoph.menzel@inovex.de

Allee am Röthelheimpark 11
91052 Erlangen



Christoph Menzel



@traveling_developer@mastodon.social



@traveling_developer_42



@menzel42



inovex