Dart Language and SDK tool

CONCEPTS

Everything goes through one dart command; dart help <command> shows the options of each subcommand.

pubspec.yaml declares deps
↓ `dart pub get`
pubspec.lock pinned versions
↓ `dart run`
bin/ + lib/ your code
↓ `dart compile`
exe / js / wasm output

Sound null safety: a type is non-nullable unless you add ?, and the analyzer enforces it.

PROJECT

`dart create <name>`
New console app

`dart create -t package <name>`
New library package

`dart --version`
Print SDK version

RUN AND COMPILE

`dart run`
Run the package's main

`dart run <file.dart>`
Run one file

`dart run <pkg>:<script>`
Run a package executable

`dart compile exe <file.dart>`
AOT native executable

`dart compile js <file.dart>`
Compile to JavaScript

PACKAGES

`dart pub add <pkg>`
Add a dependency

`dart pub add dev:<pkg>`
Add a dev dependency

`dart pub get`
Fetch locked deps

`dart pub upgrade`
Upgrade within constraints

PACKAGES (cont.)

`dart pub outdated`
Show newer versions

QUALITY

`dart format .`
Format all files

`dart analyze`
Analyze the package

`dart fix --apply`
Apply automated fixes

`dart test`
Run all tests

`dart test <path>`
Run one test file

LANGUAGE BASICS

```
var x = 1; final y = 2; const z = 3;
```
Mutable, final, compile-time

```
String? s;
```
Nullable type

```
s?.length ?? 0
```
Null-aware access with default

```
'Hi $name, ${a + b}'
```
String interpolation

```
int add(int a, int b) => a + b;
```
Arrow function

```
void f({required int a, int b = 0})
```
Named parameters

```
class P { final int x; P(this.x); }
```
Class with ctor shorthand

COLLECTIONS AND ASYNC

```
[1, 2, 3]
```
List literal

```
{'a': 1}
```
Map literal

```
xs.map((x) => x * 2).toList()
```
Transform a list

```
xs.where((x) => x > 1)
```
Filter

```
Future<T> f() async { await g(); }
```
Async function