Flutter Cross-platform UI toolkit

CONCEPTS

Press r in a flutter run session to hot reload; state is kept. R restarts and resets state.

Edit Dart code
↓ save / r
Hot reload keeps state
↓ R
Hot restart fresh state
↓ flutter build
Release apk / ipa / web

PROJECT

`flutter create <name>`
Create a new app

`flutter create --platforms=android,web .`
Create into current dir for chosen platforms

`flutter create --template=package <name>`
Create a Dart package

`flutter create --org <com.example> <name>`
Set the reverse-domain org id

`flutter clean`
Delete build/ and .dart_tool/

RUN AND DEBUG

`flutter run`
Run the app on the selected device

`flutter run -d <device-id>`
Pick a device

`flutter run --release`
Run an optimized build

IN A RUN SESSION

`r`
Hot reload

`R`
Hot restart

`q`
Quit and stop the app

`h`
List all session commands

DEVICES

`flutter devices`
List connected devices

`flutter emulators`
List available emulators

`flutter emulators --launch <id>`
Start an emulator

PACKAGES

`flutter pub get`
Fetch dependencies

`flutter pub add <pkg>`
Add a dependency

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

`flutter pub upgrade`
Upgrade within constraints

`flutter pub outdated`
Show packages with newer versions

TEST AND ANALYZE

`flutter test`
Run all tests in test/

`flutter test <path/to/file_test.dart>`
Run one test file

`flutter analyze`
Static analysis

BUILD

`flutter build apk`
Android APK

`flutter build appbundle`
Android App Bundle for Play

`flutter build web`
Web build into build/web

SDK AND SETUP

`flutter doctor`
Check toolchain and platforms

`flutter doctor -v`
Detailed doctor output

`flutter --version`
Show SDK, engine, Dart versions

`flutter upgrade`
Upgrade the SDK