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28 Novembre Aula AD

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//Flutter Study Jam, Day 4
// Telegram group: https://t.me/joinchat/BBd51FFGinQeK3mhQdb1fw
// GDG Bari Telegram group: https://t.me/joinchat/CaNX5khR0M7lyLyhaAkhNw
// TEXT FIELD
TextField(
  onChanged: (String text) => print("New text: $text"),
  decoration: InputDecoration(
    labelText: "Input" ,
  ),
  keyboardType: TextInputType.number,
),
//DROPDOWN
class _DropdownTestState extends State<DropdownTest> {
List languages = [
    "Java",
    "Dart",
    "Swift",
  ];
List<DropdownMenuItem<String>> items;
String currentValue;
 @override
  void initState() {
    items = new List();
    for (String lan in languages) {
     items.add(new DropdownMenuItem(value: lan, child: new Text(lan)));
    }
    currentValue = languages[0];
  }
@override
  Widget build(BuildContext context) {
    return DropdownButton(
            value: currentValue,
            items: items,
            onChanged: (String newValue){
              setState(){
                currentValue = newValue;
              }
            },
    );
  }
}
// FINAL TASK
// 1) Create a variable called input that contains a TextField and a DropDownButton
      wrapped into a Column. The TextField Keyboard should only allow
      numbers and the hint should be "Input". Delete the placeholder and return in the
      build function a Coulum with the input variable.
// 2)Create a variable called arrow with the material icon 'Compare' rotated. Add the
   variable to the retured column.
// 3)Create a variable called output that contains a Text and a DropDownButton.
// For now, the Text can be the same of the input Field, but be sure to
// separate the logic of the two dropdowns.
//4) It's time to convert some Units! When the user type in the TextField a number
// use this formula to convert the value:
// covertedValue = _format(inputValue*(toUnit.conversion)fromUnit.conversion));
//5) If you have time try to catch input errors.
```