



Universidad Nacional Autónoma de México

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Carrera: Licenciatura en informática

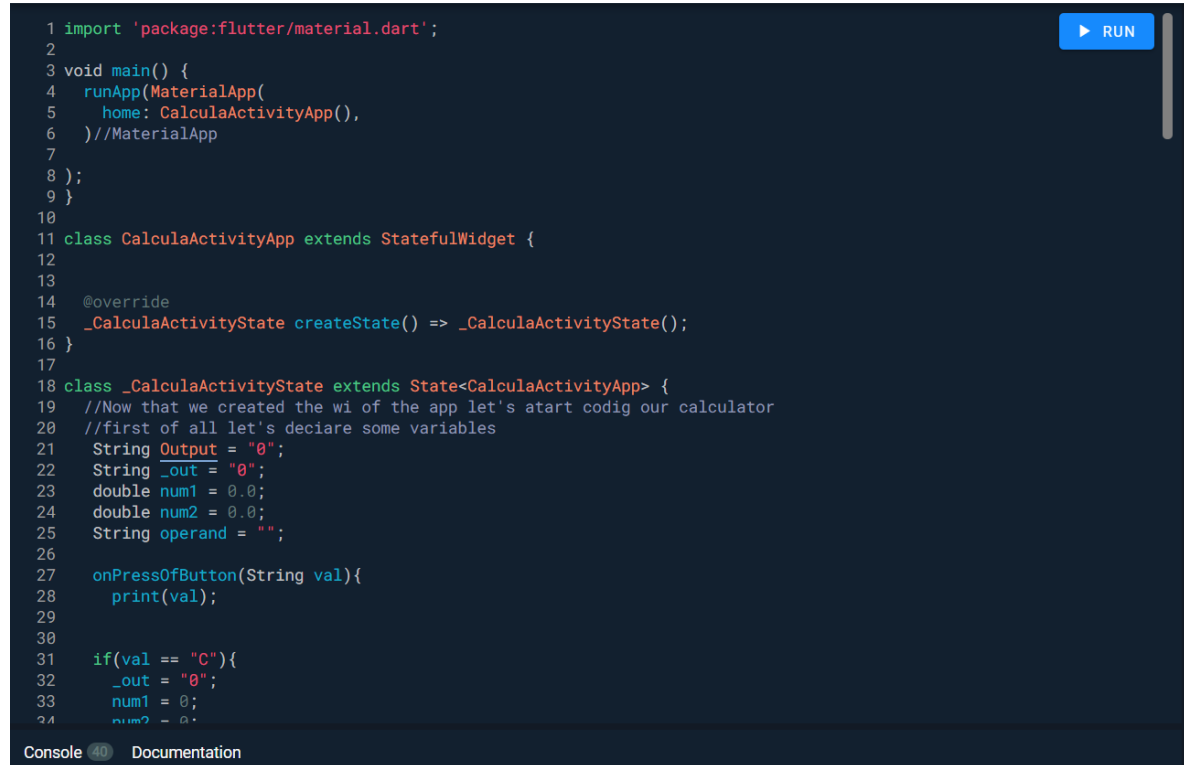
Materia: Programación de dispositivos móviles

Asesor: Juan Manuel Martínez Fernández

Con base en la actividad anterior

- a) Completa la función `onPressOfButton` con base en tu pseudo-código
- c) Ejecuta la aplicación
- d) Crea un Gist público en Github con el contenido del archivo `main.dart` que modificaste
- e) Anota tus respuestas, la liga del Gist público y las capturas de pantalla en un archivo PDF. Sube el archivo PDF a la plataforma

```
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(MaterialApp(
5     home: CalculaActividadApp(),
6   ));
7 }
8
9
10
11 class CalculaActividadApp extends StatefulWidget {
12
13
14   @override
15   _CalculaActividadState createState() => _CalculaActividadState();
16 }
17
18 class _CalculaActividadState extends State<CalculaActividadApp> {
19   //Now that we created the wi of the app let's atart codig our calculator
20   //first of all let's deciare some variables
21   String Output = "0";
22   String _out = "0";
23   double num1 = 0.0;
24   double num2 = 0.0;
25   String operand = "";
26
27   onPressOfButton(String val){
28     print(val);
29
30
31     if(val == "C"){
32       _out = "0";
33       num1 = 0;
34       num2 = 0;
```



```

34     num2 = 0;
35     operand = "";
36 }else if (val == "+"||val == "-"||val == "*"||val == "/"){
37     num1 = double.parse(Output);
38     operand = val;
39     _out = "0";
40     Output = Output + val;
41 }else if (val == "."){
42     if (_out.contains(".")){
43         return;
44     }else{
45         _out = _out + val;
46     }
47 }else if (val == "="){
48     num2 = double.parse(Output);
49     if(operand == "+"){
50         _out = (num1 + num2).toString();
51     }
52     if(operand == "-"){
53         _out = (num1 - num2).toString();
54     }
55     if(operand == "*"){
56         _out = (num1 * num2).toString();
57     }
58
59     if(operand == "/"){
60         _out = (num1 / num2).toString();
61     }
62 }else{
63     _out = _out + val;
64 }
65 setState(){
66     Output = double.parse(_out).toStringAsFixed(0);
67

```

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```

67     });
68 }
69 }
70
71
72
73
74
75
76
77
78
79
80 //Sorry for that, we should add our btn inside
81 //Les't create our Button widget
82
83 Widget CalcarBtn(String Btnval){
84     return Expanded(
85         child: Container(
86             margin: EdgeInsets.all(10.0),
87             decoration: BoxDecoration(
88                 color: Colors.grey[300],
89                 boxShadow:[
90                     BoxShadow(
91                         //color: Colors.grey[500],
92                         offset: Offset(2.0,2.0),
93                     blurRadius: 8.0,
94                     spreadRadius: 1.0
95                 ),//BoxShadow
96                 BoxShadow(
97                     color: Colors.white,
98                     offset: Offset(-2.0,-2.0),
99                     blurRadius: 8.0,
100                    spreadRadius: 1.0

```

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```

100         spreadRadius: 1.0
101     ), //BoxShadow
102 ],
103 ), //BoxDecoration
104 child: MaterialButton(
105     padding: EdgeInsets.all(10.0),
106     child: Text(Btnval, style: TextStyle(
107         fontSize: 22.0
108     )), //TextStyle, Text
109     //onPressed: () => (Btnval){},
110     onPressed: () => onPressedOfButton(Btnval),
111 ), //MaterialButton
112 ), //Container
113 ); //Expanded
114 }
115
116
117
118
119
120
121
122 //
123 //
124
125
126
127 //
128 //
129
130
131
132
133 @override

```

 RUN


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```

133 @override
134 Widget build(BuildContext context) {
135     return SafeArea(
136         child: Scaffold(
137             backgroundColor: Colors.grey[300],
138             body: Container(
139                 child: Column(
140                     children: <Widget>[
141                         Container(
142                             alignment: Alignment.bottomRight,
143                             padding: EdgeInsets.symmetric(horizontal: 12.0, vertical: 50.0),
144                             child: Text(Output, style: TextStyle(
145                                 fontSize: 60.0
146                             )), //TextStyle, Text
147                         ), //Container
148                         Expanded(
149                             child: Divider(),
150                         ), //Expanded
151                         Column(
152                             children: <Widget>[
153                                 Row(
154                                     children: <Widget>[
155                                         //Now we will ass our custom button
156                                         CalcarBtn("7"),
157                                         CalcarBtn("8"),
158                                         CalcarBtn("9"),
159                                         CalcarBtn("/"),
160                                     ], //<Widget>
161                                 ), //Row
162                                 Row(
163                                     children: <Widget>[
164                                         //Now we will ass our custom button
165                                         CalcarBtn("4"),
166                                         CalcarBtn("5"),

```

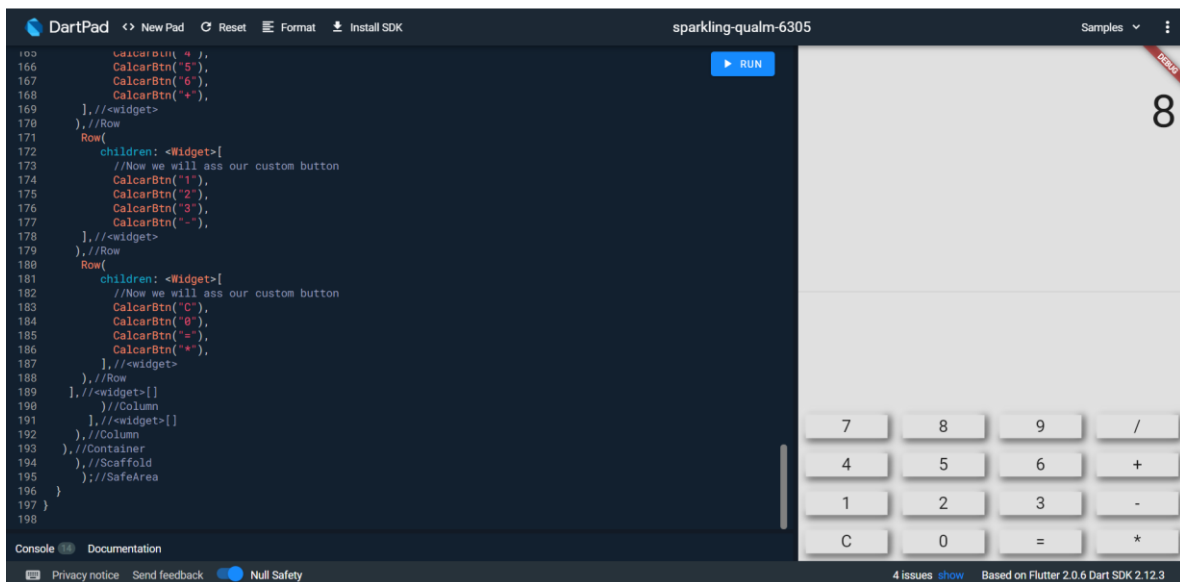
 RUN

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```
165       CalcarBtn( "4" ),
166       CalcarBtn( "5" ),
167       CalcarBtn( "6" ),
168       CalcarBtn( "+" ),
169     ], //<widget>
170   ), //Row
171   Row(
172     children: <Widget>[
173       //Now we will ass our custom button
174       CalcarBtn( "1" ),
175       CalcarBtn( "2" ),
176       CalcarBtn( "3" ),
177       CalcarBtn( "-" ),
178     ], //<widget>
179   ), //Row
180   Row(
181     children: <Widget>[
182       //Now we will ass our custom button
183       CalcarBtn( "C" ),
184       CalcarBtn( "0" ),
185       CalcarBtn( "=" ),
186       CalcarBtn( "*" ),
187     ], //<widget>
188   ), //Row
189 ], //<widget>[]
190 ) //Column
191 ], //<widget>[]
192 ), //Column
193 ), //Container
194 ), //Scaffold
195 ); //SafeArea
196 }
197 }
198
```

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Enlace: [https://github.com/89451/Unidad5\\_Actividad1.git](https://github.com/89451/Unidad5_Actividad1.git)

```

import 'package:flutter/material.dart';

void main() {
  runApp(MaterialApp(
    home: CalculaActivityApp(),
  ));
}

class CalculaActivityApp extends StatefulWidget {

  @override
  _CalculaActivityState createState() => _CalculaActivityState();
}

class _CalculaActivityState extends State<CalculaActivityApp> {
  //Now that we created the wi of the app let's start coding our calculator
  //first of all let's declare some variables
  String Output = "0";
  String _out = "0";
  double num1 = 0.0;
  double num2 = 0.0;
  String operand = "";

  onPressedOfButton(String val){
    print(val);

    if(val == "C"){
      _out = "0";
      num1 = 0;
      num2 = 0;
      operand = "";
    }else if (val == "+" | val == "-" | val == "*" | val == "/"){
      num1 = double.parse(Output);
      operand = val;
      _out = "0";
      Output = Output + val;
    }else if (val == "."){
      if (_out.contains(".")){
        return;
      }else{
        _out = _out + val;
      }
    }else if (val == "="){
      num2 = double.parse(Output);

```

```

    if(operand == "+"){
      _out = (num1 + num2).toString();
    }
    if(operand == "-"){
      _out = (num1 - num2).toString();
    }
    if(operand == "*"){
      _out = (num1 * num2).toString();
    }

    if(operand == "/"){
      _out = (num1 / num2).toString();
    }
  }else{
    _out = _out + val;
  }
  setState((){
    Output = double.parse(_out).toStringAsFixed(0);

  });
}

```

//Sorry for that, we should add our btn inside  
 //Let's create our Button widget

```

Widget CalcarBtn(String Btnval){
  return Expanded(
    child: Container(
      margin: EdgeInsets.all(10.0),
      decoration: BoxDecoration(
        color: Colors.grey[300],
        boxShadow:[
          BoxShadow(
            //color: Colors.grey[500],
            offset: Offset(2.0,2.0),
            blurRadius: 8.0,
            spreadRadius: 1.0
          ),//BoxShadow
          BoxShadow(

```

```

        color: Colors.white,
        offset: Offset(-2.0,-2.0),
        blurRadius: 8.0,
        spreadRadius: 1.0
      ),//BoxShadow
    ],
  ),//BoxDecoration
  child: MaterialButton(
    padding: EdgeInsets.all(10.0),
    child: Text(Btnval,style: TextStyle(
      fontSize: 22.0
    )),//TextStyle, Text
    //onPressed: () => (Btnval){},
    onPressed: () => onPressed(Btnval),
  ),//MaterialButton
),//Container
);//Expanded
}

```

```

//
//

```

```

//
//

```

```

@override
Widget build(BuildContext context) {
  return SafeArea(
    child: Scaffold(
      backgroundColor: Colors.grey[300],
      body: Container(
        child: Column(
          children: <Widget>[
            Container(
              alignment: Alignment.bottomRight,
              padding: EdgeInsets.symmetric(horizontal: 12.0, vertical: 50.0),
              child: Text(Output, style: TextStyle(

```



```

        fontSize: 60.0
      ),),//TextStyle, Text
    ),//Container
    Expanded(
      child: Divider(),
    ),//Expanded
    Column(
      children: <Widget>[
        Row(
          children: <Widget>[
            //Now we will ass our custom button
            CalcarBtn("7"),
            CalcarBtn("8"),
            CalcarBtn("9"),
            CalcarBtn("/"),
          ],//<widget>
        ),//Row
        Row(
          children: <Widget>[
            //Now we will ass our custom button
            CalcarBtn("4"),
            CalcarBtn("5"),
            CalcarBtn("6"),
            CalcarBtn("+"),
          ],//<widget>
        ),//Row
        Row(
          children: <Widget>[
            //Now we will ass our custom button
            CalcarBtn("1"),
            CalcarBtn("2"),
            CalcarBtn("3"),
            CalcarBtn("-"),
          ],//<widget>
        ),//Row
        Row(
          children: <Widget>[
            //Now we will ass our custom button
            CalcarBtn("C"),
            CalcarBtn("O"),
            CalcarBtn("="),
            CalcarBtn("*"),
          ],//<widget>
        ),//Row
      ],//<widget>[]
    ),//Column
  ],//<widget>[]
),//Column

```

```
),//Container  
),//Scaffold  
);//SafeArea  
}  
}
```