Universidad Nacional Autónoma de México

Alumno: Juan Manuel Martínez Chávez

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


```dart
import 'package:flutter/material.dart';

void main() {
  runApp(MaterialApp(
    home: CalculaActivityApp(),
  )//MaterialApp

);
}

class CalculaActivityApp extends StatefulWidget {


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

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

   onPressOfButton(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);
```

RUN

Console 10 Documentation

Privacy notice Send feedback Null Safety

```
  });
}
```

```
//Sorry for that, we should add our btn inside
//Les't create our Buttom 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
```

RUN

Console 10 Documentation

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```
        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: () => onPressOfButton(Btnval),
        ),//MaterialButton
      ),//Container
    );//Expanded
}









  //
  //



  //
  //



  @override
```

RUN

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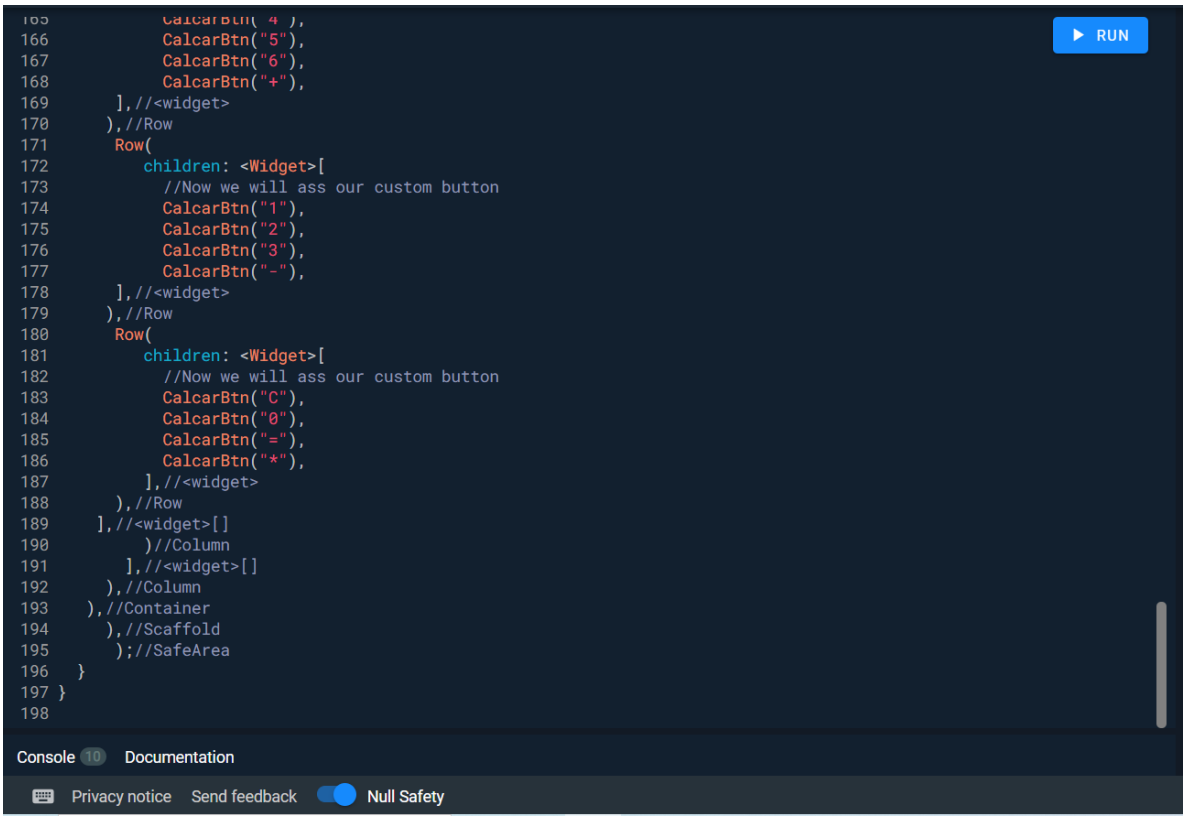
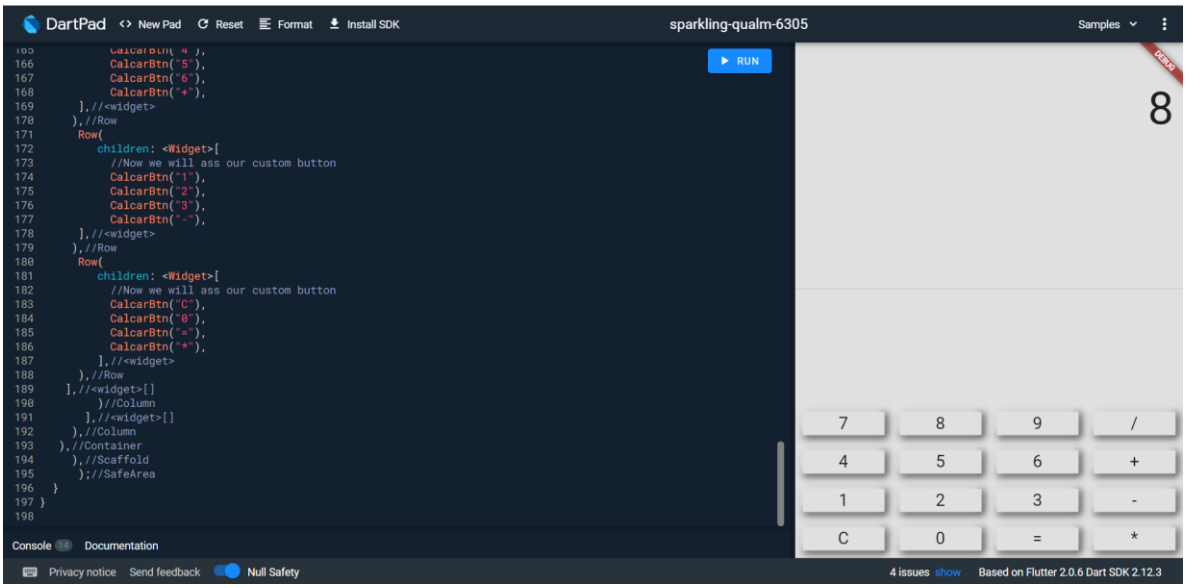
```
  @override
  Widget build(BuildContext context) {
    return SafeArea(
      child: Scaffold(
   backgroundColor: Colors.grey[300],
   body: Container(
     child: Column(
       children: <Widget>[
              Container(
         alignment: Alignment.bottomRight,
         padding: EdgeInsets.symmetric(horizontal: 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"),
```

RUN

Console 10 Documentation





Enlace: https://github.com/89451/Unidad5_Actividad1.git

```
import 'package:flutter/material.dart';

void main() {
  runApp(MaterialApp(
    home: CalculaActivityApp(),
  )//MaterialApp

);
}

class CalculaActivityApp extends StatefulWidget {


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

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

   onPressOfButton(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
//Les't create our Buttom 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: () => onPressOfButton(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("0"),
        CalcarBtn("="),
                      CalcarBtn("*"),
      ],//<widget>
    ),//Row
  ],//<widget>[]
      )//Column
    ],//<widget>[]
  ),//Column
```

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