

# Understanding FutureBuilder Widget in Flutter

Asynchronous Programming in Flutter

# Introduction

- Definition: The FutureBuilder widget allows you to build widgets based on the latest snapshot of interaction with a Future.
- Purpose: To simplify the process of handling asynchronous data in Flutter apps.

# Why Use FutureBuilder?

- Asynchronous Programming: Handling data that may not be available immediately (like API calls).
- State Management: Automatically updates the UI based on the state of the Future.
- Error Handling: Provides a way to manage loading, success, and error states in the UI.

```
FutureBuilder<DataType>(
  future: yourFutureFunction(),
  builder: (BuildContext context,
  AsyncSnapshot<DataType> snapshot) {
    if (snapshot.connectionState ==
    ConnectionState.waiting) {
      return CircularProgressIndicator(); // Loading state
    } else if (snapshot.hasError) {
      return Text('Error: ${snapshot.error}'); // Error state
    } else {
      return YourWidget(data: snapshot.data); // Success
state
    }
  },
);
```

# FutureBuilder Properties

`future`: The Future you want to retrieve data from.

`builder`: A function that builds the UI based on the `AsyncSnapshot`.

`connectionState`: An enumeration that indicates the state of the connection to the future.

# Connection States

- `ConnectionState.none`: No connection to the
- `future.ConnectionState.waiting`: The future is still
- `running.ConnectionState.active`: The future is actively
- `running.ConnectionState.done`: The future has completed.

```

import 'package:flutter/material.dart';

void main() {
  runApp(MyApp());
}

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: FutureBuilderExample(),
    );
  }
}

class FutureBuilderExample extends StatelessWidget {
  Future<String> fetchData() async {
    // Simulate a 2-second delay
    await Future.delayed(Duration(seconds: 2));
    // Uncomment the next line to simulate an error
    // throw Exception('Failed to load data');
    return 'Data fetched successfully!';
  }
}

```

```

@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text('FutureBuilder Example'),
    ),
    body: Center(
      child: FutureBuilder<String>(
        future: fetchData(),
        builder: (context, snapshot) {
          // Show a loading spinner while waiting for the future
          // to complete
          if (snapshot.connectionState ==
              ConnectionState.waiting) {
            return CircularProgressIndicator();
          }
          else if (snapshot.hasError) {
            return Text('Error: ${snapshot.error}');
          }
          else if (snapshot.hasData) {
            return Text(snapshot.data!);
          }
          else {
            return Text('No data available');
          }
        },
      ),
    ),
  ),
)

```

# Error Handling in FutureBuilder

```
if (snapshot.hasError) {  
  return Text('Error: ${snapshot.error}');  
}
```