

Introducing Gestures and Animations



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Overview



GestureDetector

Gestures

- Tap
- DoubleTap
- LongPress
- HorizontalDrag
- VerticalDrag

Stack & Positioned

Animations

- AnimationController
- CurvedAnimation



Stack

A widget that positions its children relative to the edges of its box

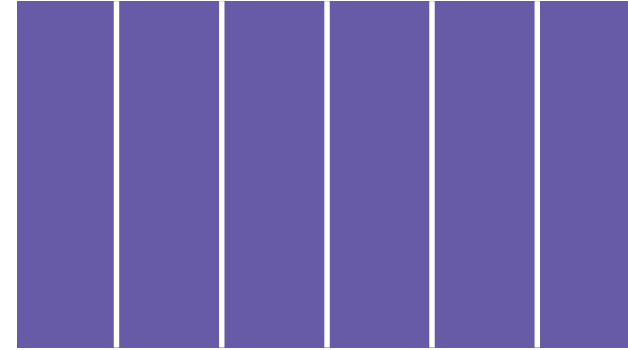


Layouts

Column



Row



ListView



Stack



Positioned

A widget that controls where a child of a Stack is positioned



```
GestureDetector(  
  onTap: () {},  
  onDoubleTap: () {},  
  onLongPress: () {},  
  ...)
```

GestureDetector

A widget that detects gestures



```
controller =  
AnimationController (  
    duration: const  
    Duration(milliseconds: 500),  
    vsync: this);  
  
animation = CurvedAnimation (  
    parent: controller,  
    curve: Curves.easeInOut);  
  
animation.addListener(() {  
    setState(() {});  
});  
  
controller.forward();
```

◀ Create an AnimationController

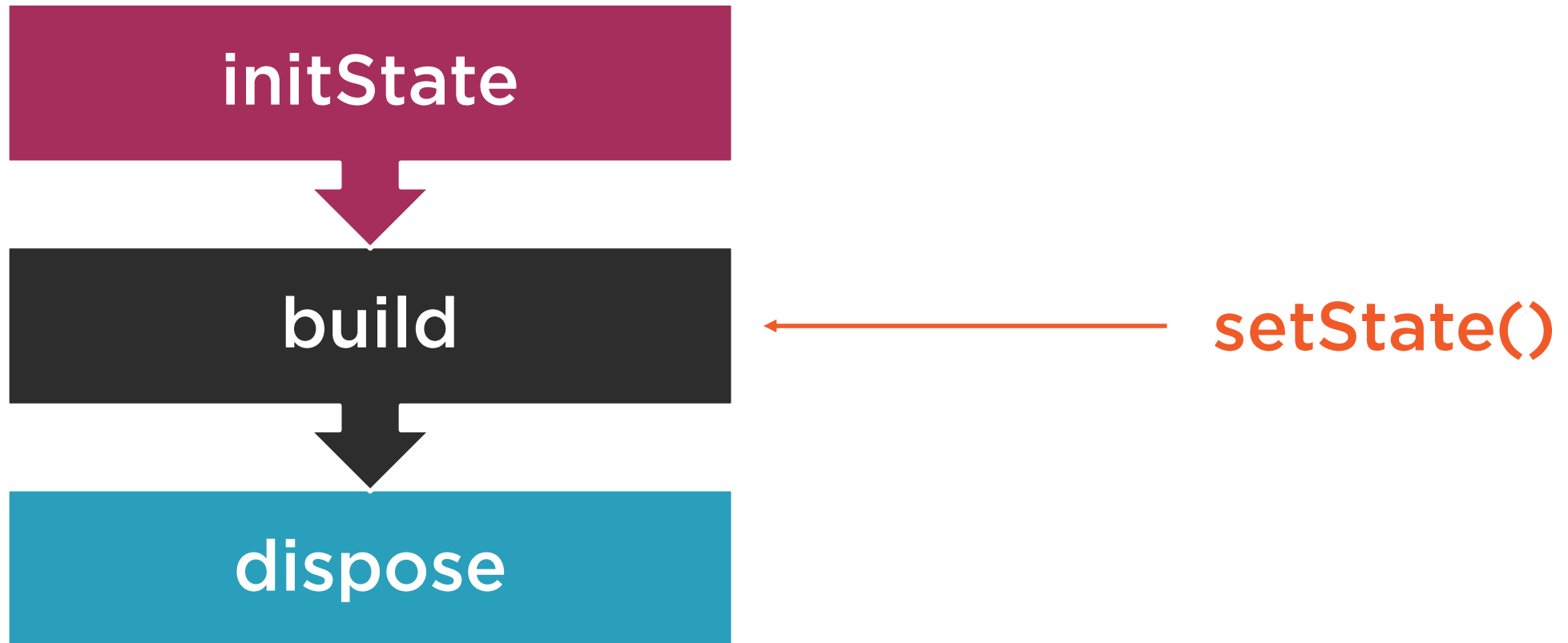
◀ Create an Animation

◀ Add a Listener

◀ Start the animation



Stateful Widget Lifecycle



Summary



GestureDetector & Gestures

Stack Layout

Stateful Widget Lifecycle

- initState()
- build()
- dispose()

Animations

- addListener()
- forward()

