

# Flutter Chips



## Types of Chips in Flutter





## What is the chips and its types in flutter ?

Flutter provides a variety of "Chips" that represent complex pieces of information in form. These can be used for different UI purposes like actions, filters, or choices. the following is types of chips:

- 1- Chip (Basic Chip)
- 2- Action Chip
- 3- Input Chip
- 4- Choice Chip
- 5- Filter Chip





## 1- Chip (Basic Chip) Code

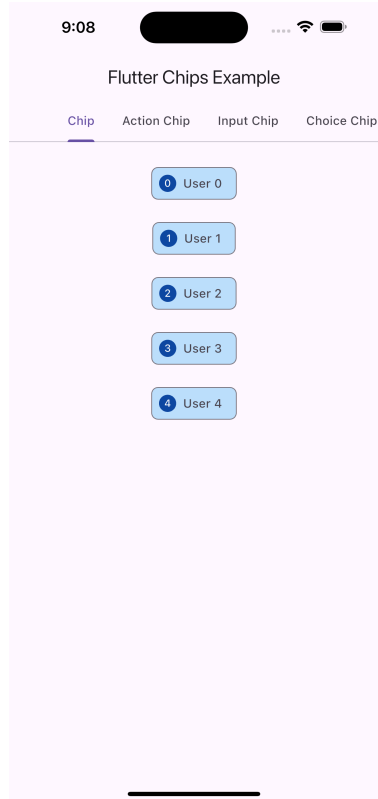
### Basic chip with an avatar and label

```
1 child: Chip(  
2   avatar: CircleAvatar(  
3     backgroundColor: Colors.blue.shade900,  
4     radius: 12,  
5     child: Text("$index", style: const TextStyle(color: Colors.white, fontSize: 12)),  
6   ),  
7   label: Text(users[index]),  
8   backgroundColor: Colors.blue.shade100,  
9 ),
```





## 1- Chip (Basic Chip) UI





## 2- Action Chip Code

Chip that triggers an action on tap.



```
1  child: ActionChip(  
2    avatar: CircleAvatar(  
3      backgroundColor: Colors.red.shade900,  
4      child: const Icon(Icons.done, color: Colors.white, size: 20),  
5    ),  
6    label: Text(actions[index]),  
7    onPressed: () {  
8      ScaffoldMessenger.of(context).showSnackBar(  
9        SnackBar(content: Text("Pressed ${actions[index]}")),  
10   );  
11   },  
12   backgroundColor: Colors.red.shade100,  
13 ),
```





## 2- Action Chip UI





### 3- Input Chip Code

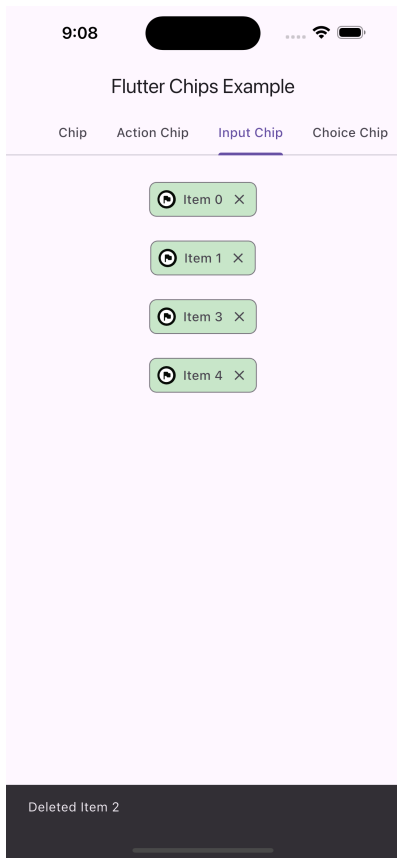
Represents an input (e.g., a tag or email) that can be deleted

```
1 child: InputChip(  
2   avatar: const CircleAvatar(  
3     backgroundColor: Color.fromARGB(255, 6, 11, 6),  
4     child: Icon(Icons.flag_circle_rounded, color: Colors.white, size: 18),  
5   ),  
6   label: Text(items[index]),  
7   onDelete: () => deleteItem(index, context),  
8   deleteIcon: const Icon(Icons.close),  
9   backgroundColor: Colors.green.shade100,  
10 ),
```





### 3- Input Chip UI







## 4- Choice Chip Code

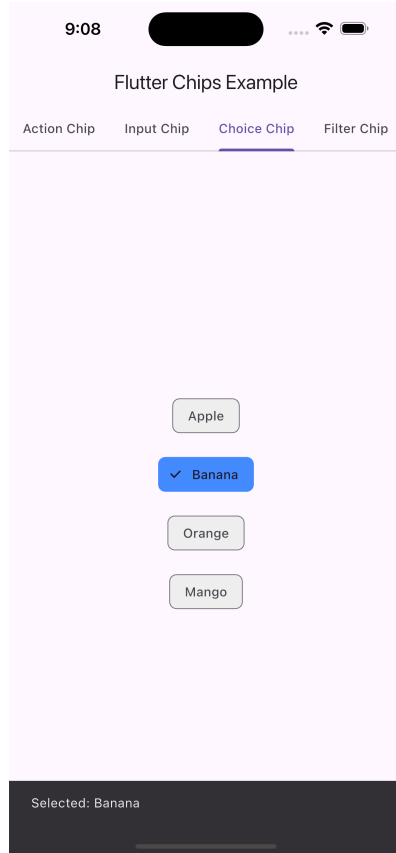
Allows single selection among several options.

```
1 child: ChoiceChip(  
2   label: Text(fruits[index]),  
3   selected: selectedFruit == fruits[index],  
4   onSelect: (selected) {  
5     setState(() {  
6       selectedFruit = selected ? fruits[index] : '';  
7     });  
8     ScaffoldMessenger.of(context).showSnackBar(  
9       SnackBar(content: Text("Selected: ${selectedFruit.isEmpty ? 'None' : selectedFruit}")),  
10    );  
11  },  
12  selectedColor: Colors.blueAccent,  
13  backgroundColor: Colors.grey.shade200,  
14 ),
```





## 4- Choice Chip UI





## 5- Filter Chip Code

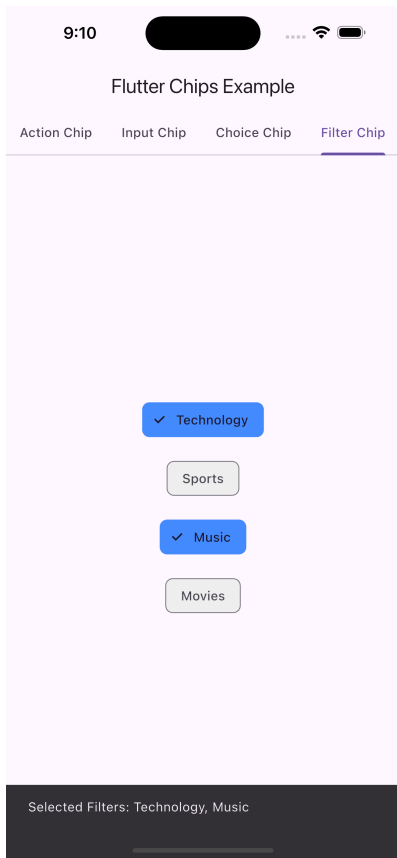
Allows multiple selections, often used in filter UIs.

```
1 child: FilterChip(  
2   label: Text(filters[index]),  
3   selected: selectedFilters.contains(filters[index]),  
4   onSelect: (selected) => onSelect(selected, filters[index]),  
5   selectedColor: Colors.blueAccent,  
6   backgroundColor: Colors.grey.shade200,  
7 ),
```





## 5- Filter Chip UI





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**THANK YOU**



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