



Exemples inicials amb Flutter i formularis amb “Flutter Form Builder”

Desenvolupament d'Aplicacions Multiplataforma

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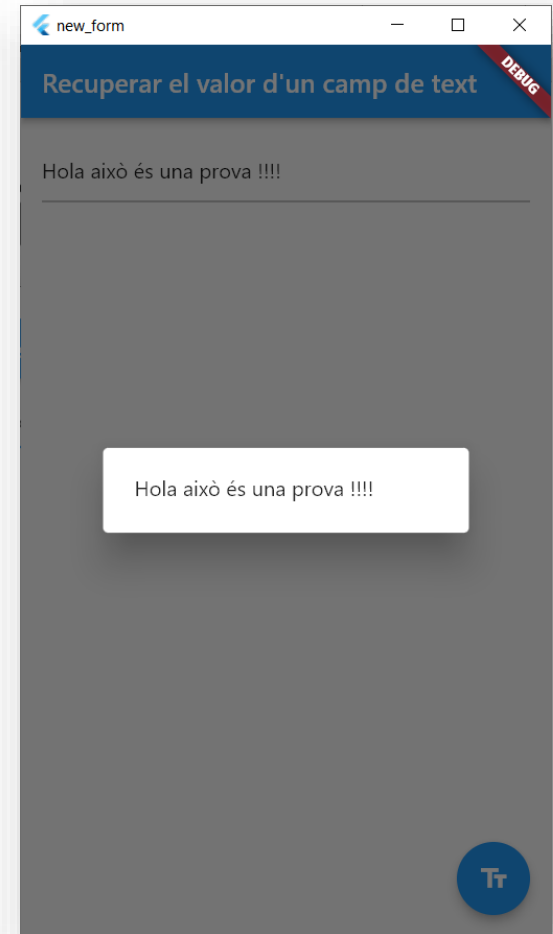
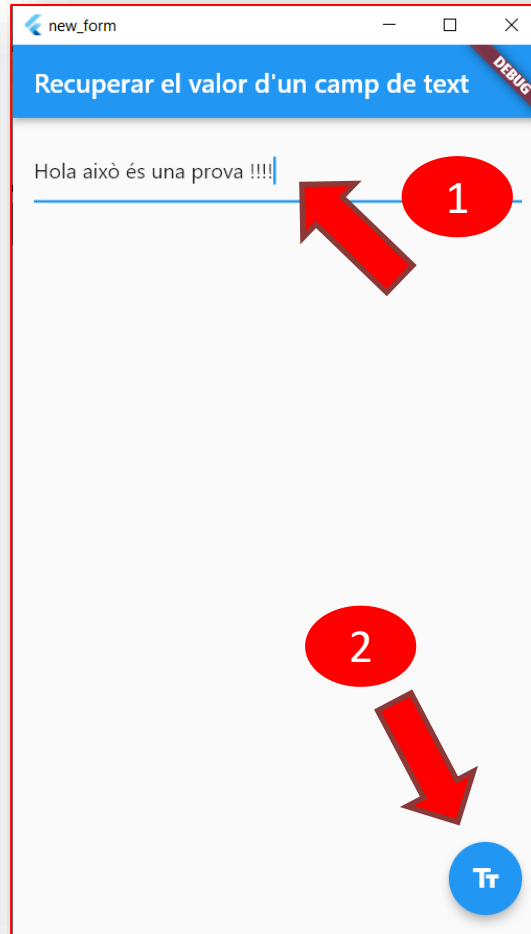
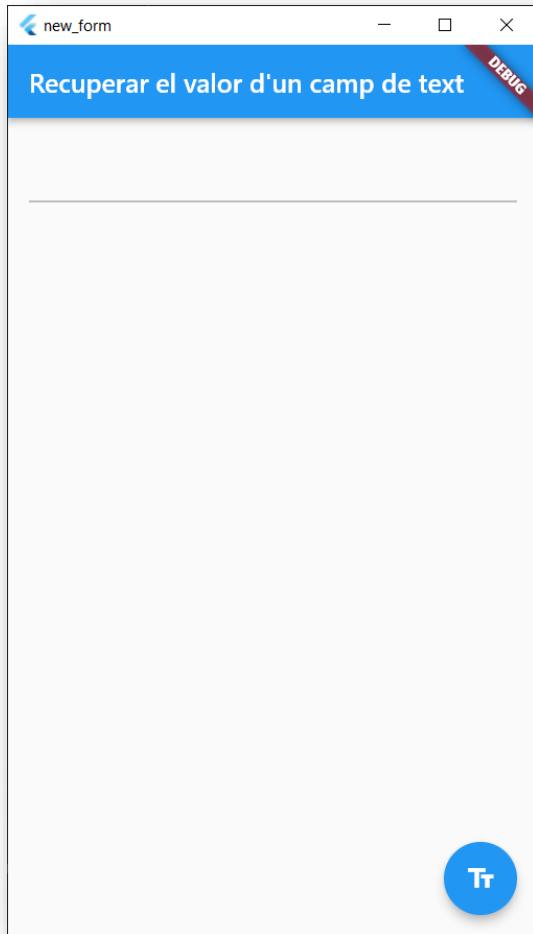
Curs 2025-2026

Ex1: Entrada de dades i Diàlegs:

- Crear un petit widget que permeti entrar el valor d'un camp a un usuari.
- Al pulsar un botó, volem mostrar per pantalla - amb un missatge d'alerta - quin valor s'ha entrat anteriorment.
- Entendre com es creen i es criden les diferents classes i com interactúen els objectes més bàsics.
- Practicar amb els diferents tipus de diàlegs.



[GitHub - sergicarreras/new_form](https://github.com/sergicarreras/new_form)

Què volem fer ? Veiem-ho:



main() i MyApp :

```
1  import 'package:flutter/material.dart';
2
   Run | Debug | Profile
3  void main() => runApp(const MyApp());
4
5  class MyApp extends StatelessWidget {
6      const MyApp({super.key});
7
8      @override
9      Widget build(BuildContext context) {
10         return const MaterialApp(
11             title: 'Recuperar el valor d''un camp de text',
12             home: MyCustomForm(),
13         ); // MaterialApp
14     }
15 }
```




El programa principal crida a la classe **MyApp()** i aquesta visualitza en la pantalla principal el formulari creat per **MyCustomForm()**


MyCustomForm():

La classe **MyCustomForm()** extindrà el **StatefulWidget**, això vol dir que podrem donar resposta a una acció, i ho farem mitjançant el mètode **createState()**.

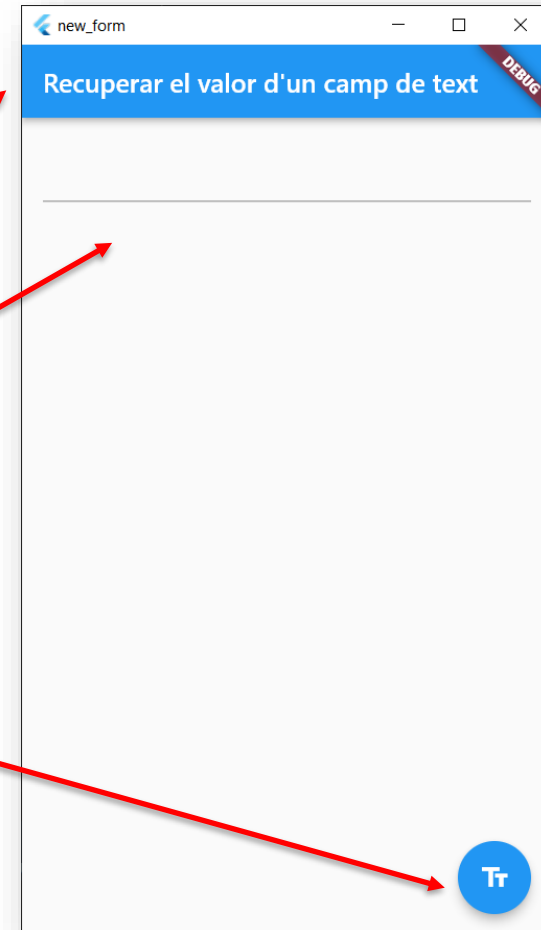
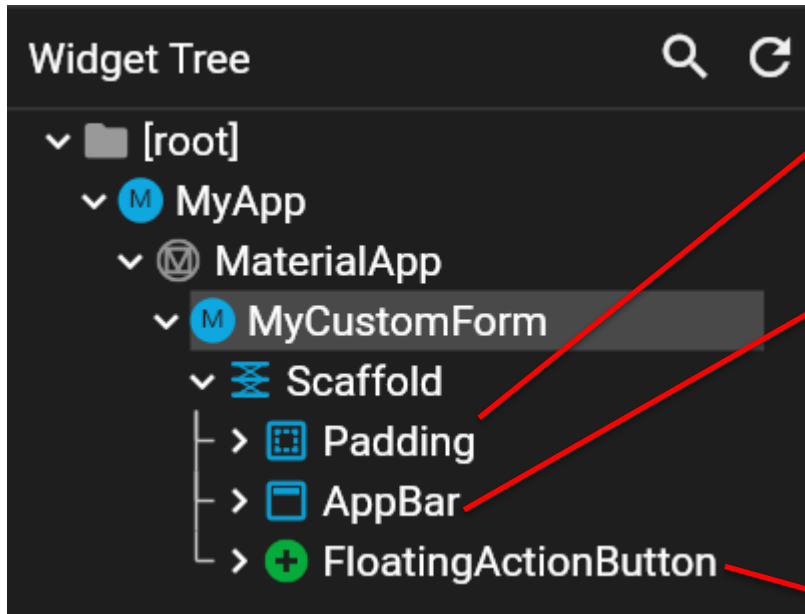
Aquest mètode cedirà el control a **_MyCustomFormState()** i en aquesta classe serà on programarem la resposta que volem donar.



```
17 class MyCustomForm extends StatefulWidget {
18   const MyCustomForm({super.key});
19   @override
20   State<MyCustomForm> createState() => _MyCustomFormState();
21 }
22
23 > class _MyCustomFormState extends State<MyCustomForm> { ...
65 |
```



Widget Tree:

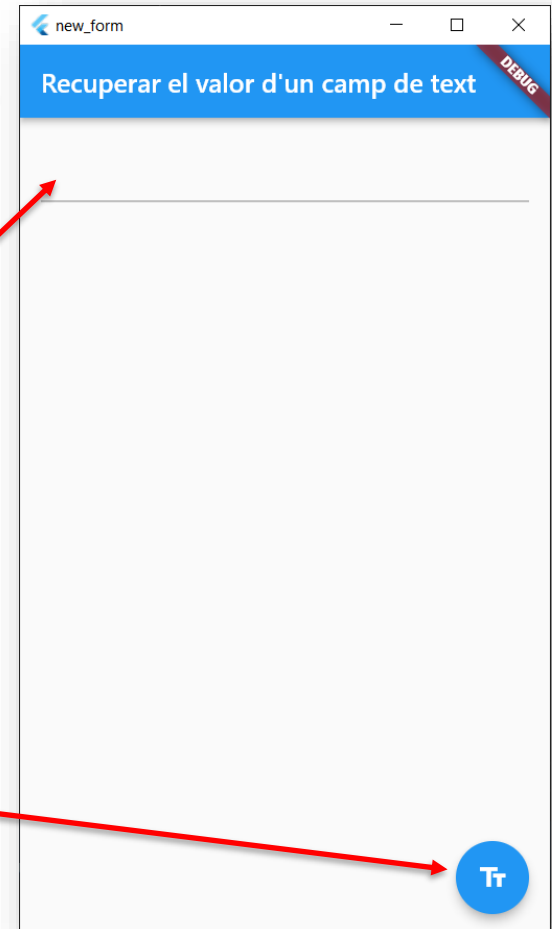


La classe **MyCustomForm()** contindrà els elements del formulari que volem visualitzar en la pantalla (Scaffold), en aquest cas son 3 elements.

_MyCustomFormState():

```
23 class _MyCustomFormState extends State<MyCustomForm> {  
24   final myController = TextEditingController();  
25  
26   @override  
27   void dispose() {  
28     myController.dispose();  
29     super.dispose();  
30   }  
31  
32   @override  
33   Widget build(BuildContext context) {  
34     return Scaffold(  
35 >       appBar: AppBar( // AppBar ...  
38 >       body: Padding( // Padding ...  
44 >       floatingActionButton: FloatingActionButton( // Flo  
62     ); // Scaffold  
63   }  
64 }
```

Definim l'objecte **myController** del tipus **TextEditingController()**.



_MyCustomFormState():

```
23 class _MyCustomFormState extends State<MyCustomForm> {  
24   final myController = TextEditingController();  
25  
26   @override  
27   void dispose() {  
28     myController.dispose();  
29     super.dispose();  
30   }  
31  
32   @override  
33   Widget build(BuildContext context) {  
34     return Scaffold(  
35 >       appBar: AppBar( // AppBar ...  
38 >       body: Padding( // Padding ...  
44 >       floatingActionButton: FloatingActionButton( // Flo  
62     ); // Scaffold  
63   }  
64 }
```

@override només assenyala que la funció també es defineix en una classe ancesra, però s'està redefinint per fer alguna cosa més a la classe actual.

També s'utilitza per anotar la implementació d'un mètode abstracte.

És opcional d'utilitzar però recomanable perquè millora la llegibilitat.

Definim el mètode **dispose()** i el mètode **build()**. **build()** s'utilitza quan s'està construint, per tant indicarà quins components col·locarem en pantalla. **dispose()** s'utilitza quan destruïm, i té l'objectiu de deixar-ho tot igual que quan vam entrar, en les mateixes condicions inicials.

Scaffold (appBar:

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: const Text('Recuperar el valor d'un camp de text'),
    ), // AppBar
    body: Padding( // Padding ...
      floatingActionButton: FloatingActionButton( // FloatingActionButton
    ); // Scaffold
  }
```

Dins de Scaffold(appBar) donem un valor al missatge superior, en aquest cas mitjançant l'assignació d'un text a la propietat title

Recuperar el valor d'un camp de text

DEBUG

Scaffold (body:

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar( // AppBar ...
    body: Padding(
      padding: const EdgeInsets.all(16.0),
      child: TextField(
        controller: myController,
      ), // TextField
    ), // Padding
    floatingActionButton: FloatingActionButton(
    ); // Scaffold
  );
}
```

En l'apartat de body, situem un Padding, i dins seu un **TextField**.

L'acció d'editar el TextField vindrà controlada per **myController**

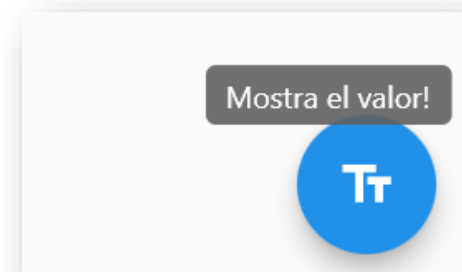
Scaffold (floatingActionButton:

Recuperar un valor

Dins de Scaffold() amb **floatingActionButton** afegim un botó, amb un format de tipus **Icon**, i quan passem per sobre ens mostrarà un missatge.

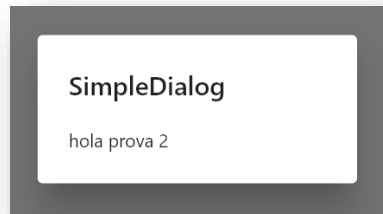
Quan el polsem, amb el mètode **onPressed** programem que surti un diàleg emergent amb el contingut del TextField.

```
Widget build(BuildContext context) {  
  return Scaffold(  
    appBar: AppBar( // AppBar ...  
    body: Padding( // Padding ...  
    floatingActionButton: FloatingActionButton(  
      onPressed: () {  
        showDialog(  
          context: context,  
          builder: (context) {  
            return AlertDialog(  
              content: Text(myController.text),  
            ); // AlertDialog  
          },  
        );  
      },  
      tooltip: 'Mostra el valor!',  
      child: const Icon(Icons.text_fields),  
    ), // FloatingActionButton  
  ); // Scaffold
```

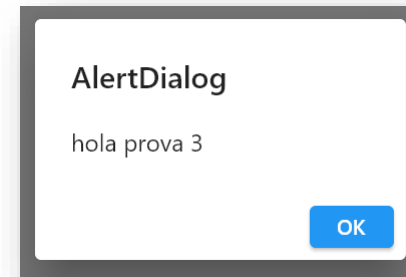


Activitat 1:

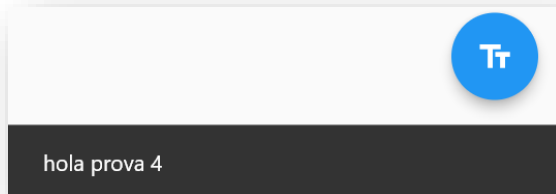
- Observa el video <https://www.youtube.com/watch?v=BthW7dktSU0> on veuràs una descripció dels 4 tipus de diàlegs.
- Modifica el codi anterior per a que surti un botó amb un color diferent.
- Al pulsar el botó, visualitzarem el missatge entrat per l'usuari en un dels 4 tipus de diàleg: (fes les 4 proves diferents)



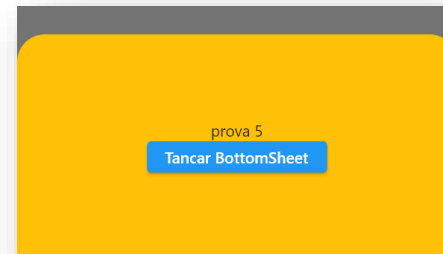
SimpleDialog()



AlertDialog() amb un botó



showSnackBar()



showModalButtonSheet()

Exemple 2 – Formularis:

- Entendre com es creen els formularis i perquè utilitzar una llibreria com Flutter Form Builder (FFB) ens simplifica força la feina.

<https://pub.dev/publishers/flutterformbuilderecosystem.com/packages>

- Practicar amb els diferents tipus de formularis ja creats.
- Entendre un exemple i crear uns formularis des de zero.

https://github.com/sergicarreras/ia03_04a_form

[sergicarreras/flutter_forms_samples \(github.com\)](https://github.com/sergicarreras/flutter_forms_samples)



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Formularis

Així ho simplifiquem:

NO PACKAGE

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

class HomePage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Formulario'),
      ),
      body: Center(
        child: TextFormField(
          controller: _textEditingController,
          decoration: InputDecoration(
            labelText: 'Nombre',
          ),
        ),
      ),
    );
  }

  TextEditingController _textEditingController =
    TextEditingController();
}

void main() {
  runApp(HomePage());
}
```

FLUTTERHOOKS

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

class HomePage extends HookWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Formulario'),
      ),
      body: Center(
        child: HookTextFormField(
          controller: _textEditingController,
          decoration: InputDecoration(
            labelText: 'Nombre',
          ),
        ),
      ),
    );
  }

  TextEditingController _textEditingController =
    TextEditingController();
}

void main() {
  runApp(HomePage());
}
```

FLUTTERFROMBUILDER

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

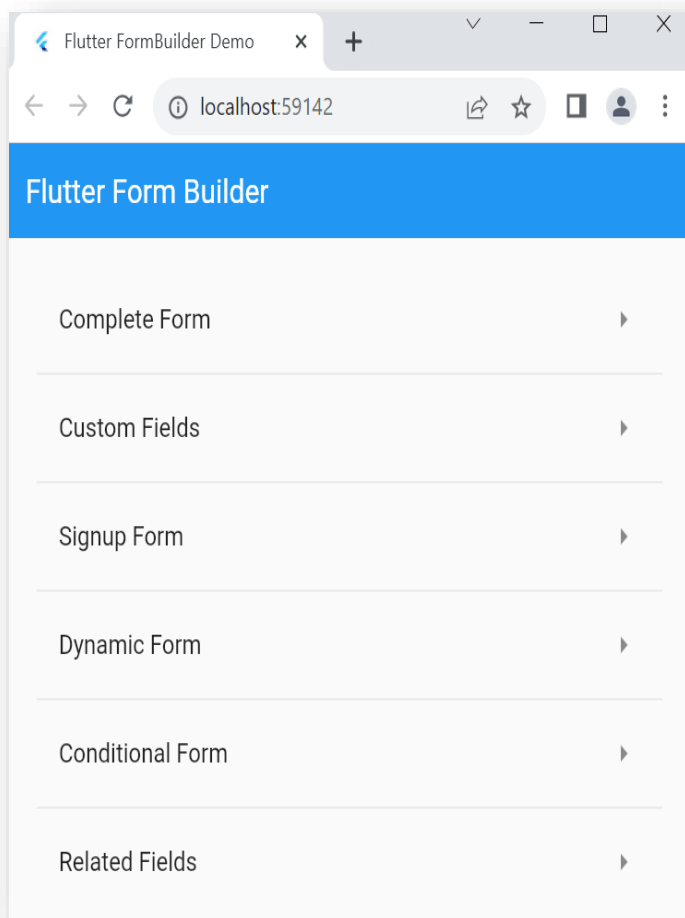
class HomePage extends HookWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Formulario'),
      ),
      body: Center(
        child: HookTextFormField(
          controller: _textEditingController,
          decoration: InputDecoration(
            labelText: 'Nombre',
          ),
        ),
      ),
    );
  }

  TextEditingController _textEditingController =
    TextEditingController();
}

void main() {
  runApp(HomePage());
}
```

<https://itnext.io/building-forms-in-flutter-is-fun-now-bdcab1f31f87>

Analitzem els exemples:

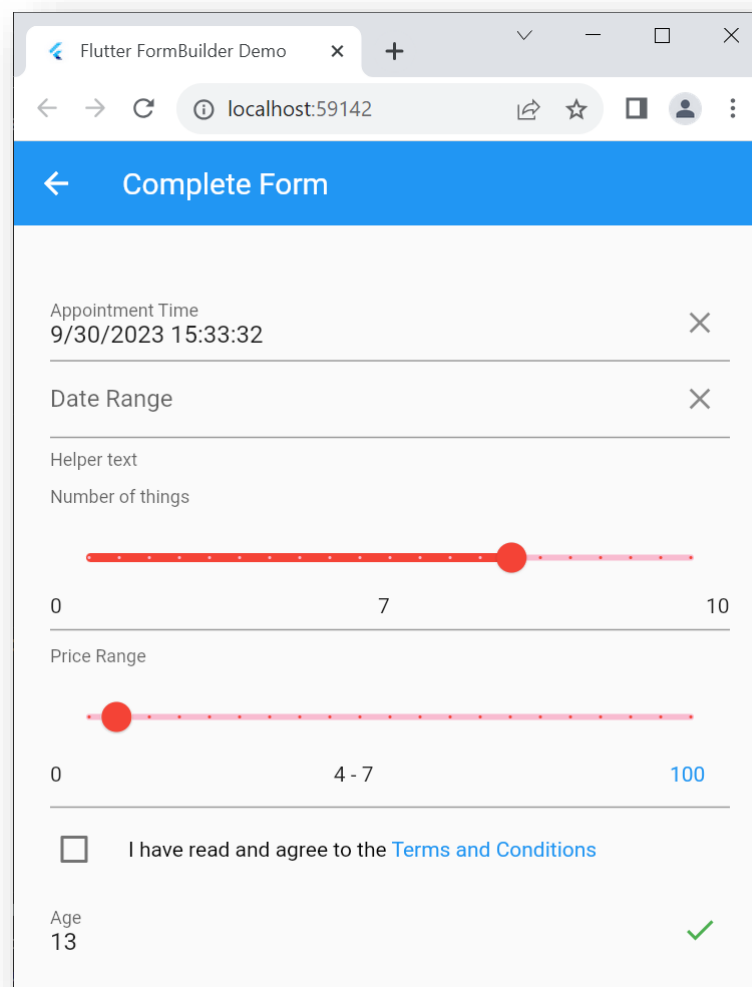


Flutter FormBuilder Demo

localhost:59142

Flutter Form Builder

- Complete Form
- Custom Fields
- Signup Form
- Dynamic Form
- Conditional Form
- Related Fields



Flutter FormBuilder Demo

localhost:59142

Complete Form

Appointment Time
9/30/2023 15:33:32

Date Range

Helper text
Number of things

0 7 10

Price Range

0 4 - 7 100

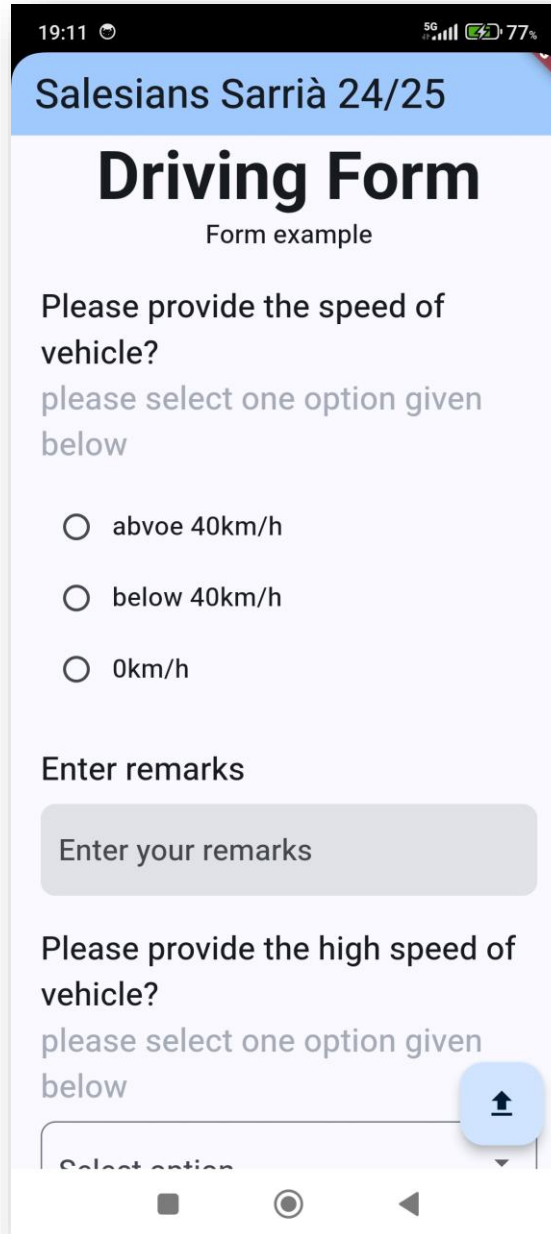
☐ I have read and agree to the [Terms and Conditions](#)

Age
13

Es tracta d'estudiar el codi d'un formulari com el que veiem en l'exemple.

Cal combinar diversos objectes de la llibreria FFB per a fer-ho funcionar.

https://github.com/sergicarreras/ia03_04_a_form



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Driving Form

Form example

Please provide the speed of vehicle?
please select one option given below

☐ abvoe 40km/h

☐ below 40km/h

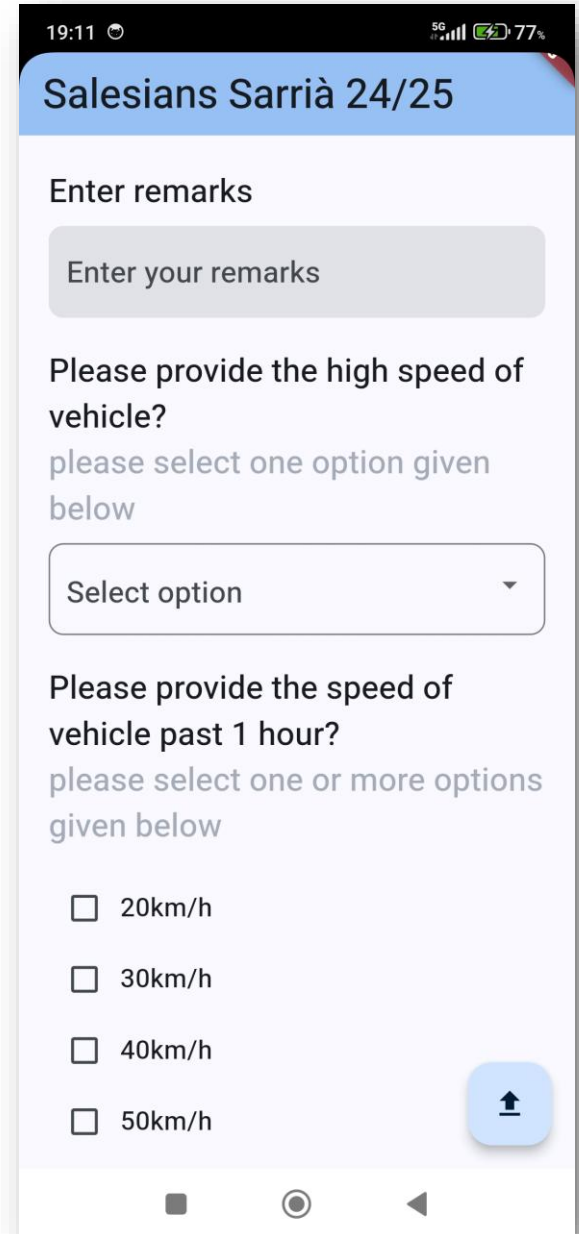
☐ 0km/h

Enter remarks

Enter your remarks

Please provide the high speed of vehicle?
please select one option given below

Select option



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Enter remarks

Enter your remarks

Please provide the high speed of vehicle?
please select one option given below

Select option

Please provide the speed of vehicle past 1 hour?
please select one or more options given below

☐ 20km/h

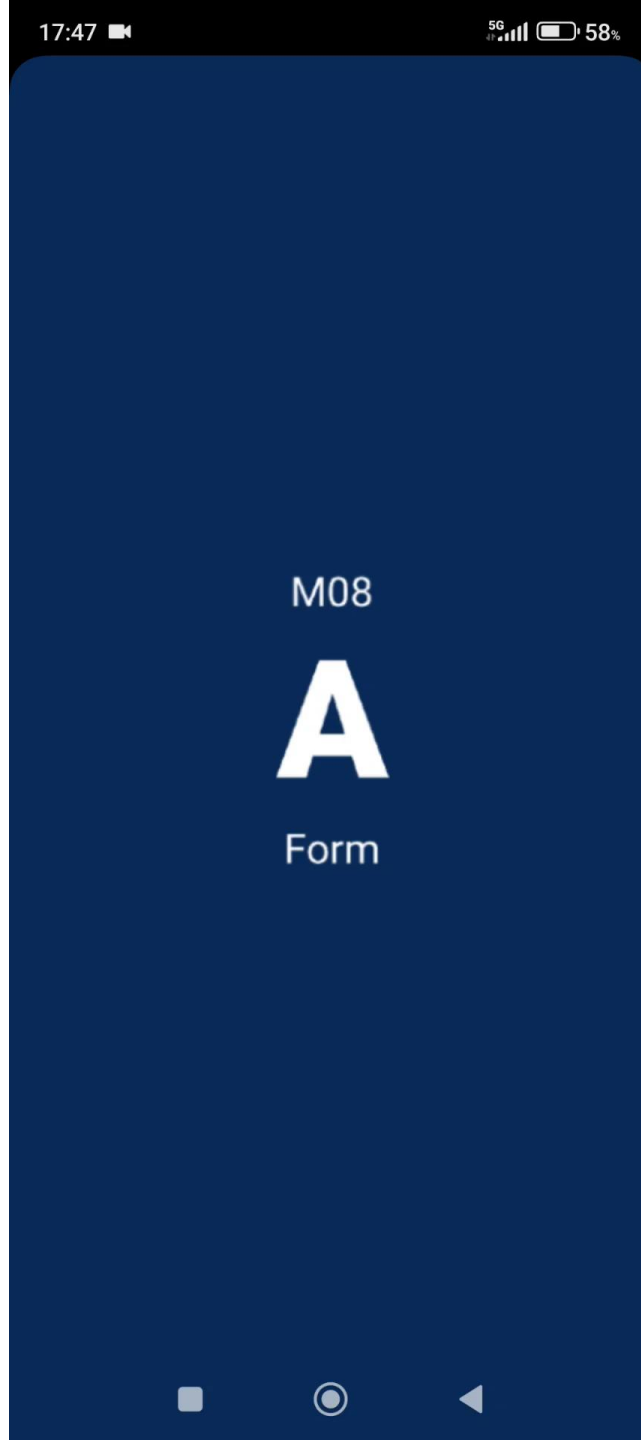
☐ 30km/h

☐ 40km/h

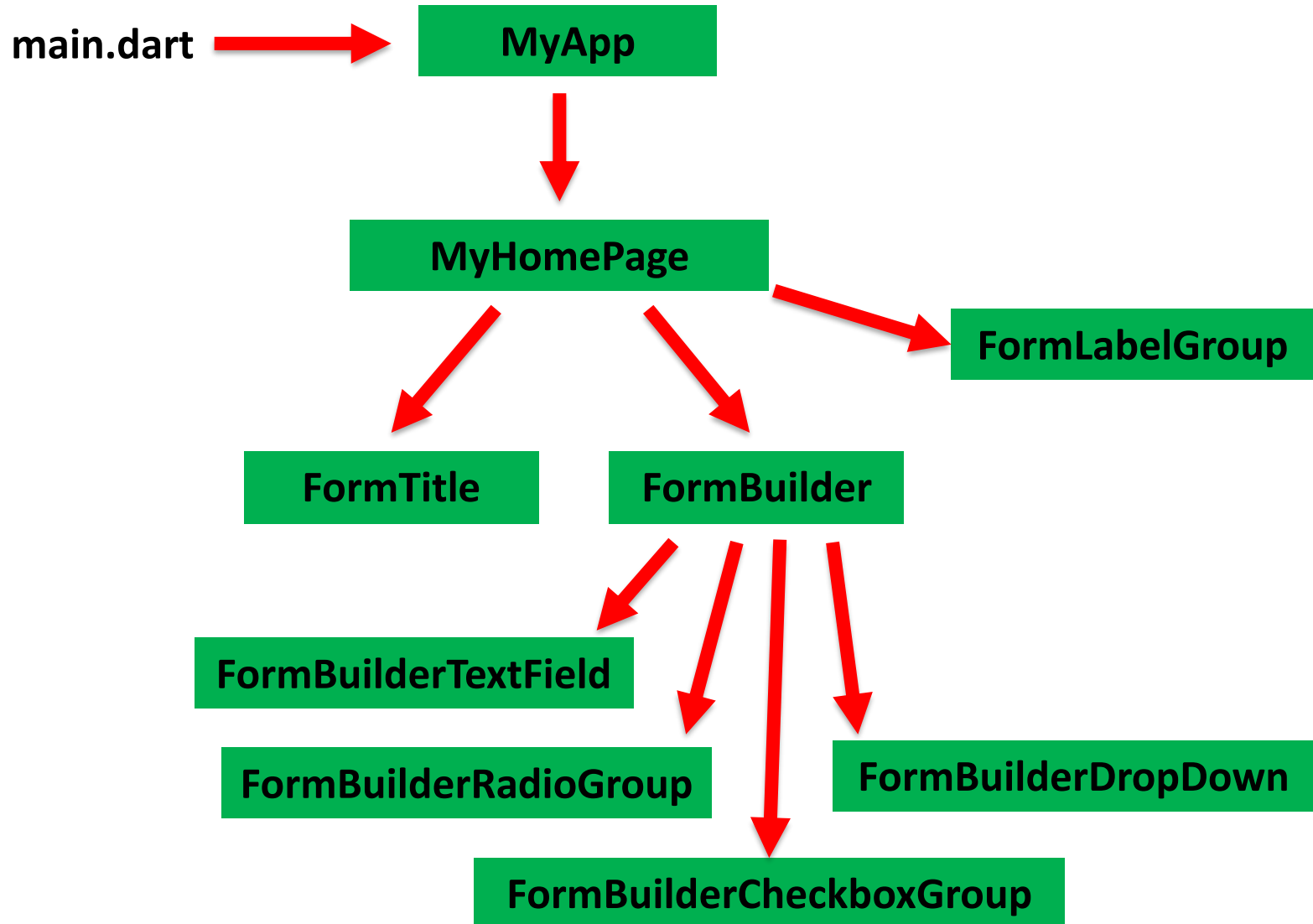
☐ 50km/h

Vídeo FormA

https://drive.google.com/drive/folders/1Rc8q_IRzsDRVZ_LAa03bz74Or5ZCSO3Q?usp=drive_link



Classes i arxius de la App:



Classes de FormBuilder:

- `FormBuilderCheckbox` - Single checkbox field
- `FormBuilderCheckboxGroup` - List of checkboxes for multiple selection
- `FormBuilderChoiceChip` - Creates a chip that acts like a radio button.
- `FormBuilderDateRangePicker` - For selection of a range of dates
- `FormBuilderDateTimePicker` - For `Date`, `Time` and `DateTime` input
- `FormBuilderDropdown` - Used to select one value from a list as a Dropdown
- `FormBuilderFilterChip` - Creates a chip that acts like a checkbox
- `FormBuilderRadioGroup` - Used to select one value from a list of Radio Widgets
- `FormBuilderRangeSlider` - Used to select a range from a range of values
- `FormBuilderSlider` - For selection of a numerical value on a slider
- `FormBuilderSwitch` - On/Off switch field
- `FormBuilderTextField` - A Material Design text field input

Exemple - FormA:

```
1  import 'package:flutter/material.dart';
2  import 'package:flutter_form_builder/flutter_form_builder.dart';
3
   Run | Debug | Profile
4  void main() {
5    runApp(const MyApp());
6  }
7
8  > class MyApp extends StatelessWidget { ...
22
23  > class MyHomePage extends StatelessWidget { ...
147
148  // ignore: must_be_immutable
149  > class FormLabelGroup extends StatelessWidget { ...
184
185  > class FormTitle extends StatelessWidget { ...
208
209  > void alertDialog(BuildContext context, String contentText) { ...
225  |
```

Exemple - FormA:

main i MyApp()

```
1  import 'package:flutter/material.dart';
2  import 'package:flutter_form_builder/flutter_form_builder.dart';
3
4  Run | Debug | Profile
5  void main() {
6    runApp(const MyApp());
7  }
8
9  class MyApp extends StatelessWidget {
10    const MyApp({super.key});
11    @override
12    Widget build(BuildContext context) {
13      return MaterialApp(
14        title: 'M08 - Form (A)',
15        theme: ThemeData(
16          colorScheme: ColorScheme.fromSeed(seedColor: Colors.blue),
17          useMaterial3: true,
18        ), // ThemeData
19        home: MyHomePage(), ←
20      ); // MaterialApp
21    }
22  }
```

Example - FormA:

```
23 class MyHomePage extends StatelessWidget {
24   MyHomePage({super.key});
25   final String title = 'Salesians Sarrià 24/25';
26   final _formKey = GlobalKey<FormBuilderState>();
27
28   @override
29   Widget build(BuildContext context) {
30     return Scaffold(
31       appBar: AppBar(
32         backgroundColor: Theme.of(context).colorScheme.inversePrimary,
33         title: Text(title),
34       ), // AppBar
35       body: SingleChildScrollView(
36         child: Column(
37           crossAxisAlignment: CrossAxisAlignment.start,
38           children: <Widget>[
39             const FormTitle(),
40             FormBuilder( // FormBuilder ...
134           ], // <Widget>[]
135         ), // Column
136       ), // SingleChildScrollView
137       floatingActionButton: FloatingActionButton(
138         child: const Icon(Icons.upload),
139         onPressed: () {
140           _formKey.currentState?.saveAndValidate();
141           String? formString = _formKey.currentState?.value.toString();
142           alertDialog(context, formString!);
143         }, // FloatingActionButton
144     ); // Scaffold
145   }
146 }
```

Example - FormA:

FormTitle

```
185 class FormTitle extends StatelessWidget {
186   const FormTitle({
187     super.key,
188   });
189
190   @override
191   Widget build(BuildContext context) {
192     return Center(
193       child: Column(
194         children: [
195           Text(
196             'Driving Form',
197             style: Theme.of(context)
198               .textTheme
199               .displaySmall
200               ?.copyWith(fontWeight: FontWeight.bold),
201           ), // Text
202           Text('Form example', style: Theme.of(context).textTheme.labelLarge),
203         ],
204       ), // Column
205     ); // Center
206   }
207 }
```

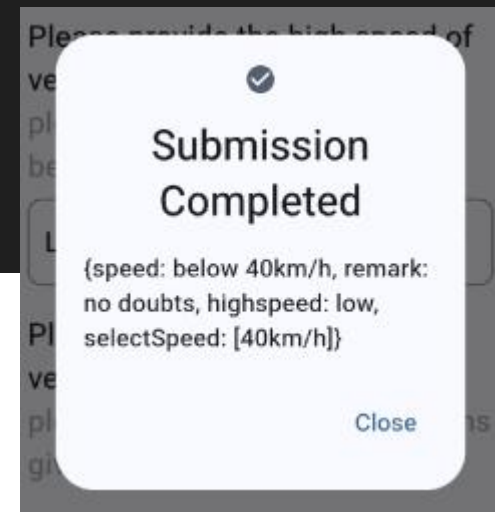
Driving Form

Form example

Example - FormA:

alertDialog

```
209 void alertDialog(BuildContext context, String contentText) {
210     showDialog<String>(
211         context: context,
212         builder: (BuildContext context) => AlertDialog(
213             title: const Text("Submission Completed"),
214             icon: const Icon(Icons.check_circle),
215             content: Text(contentText),
216             actions: <Widget>[
217                 TextButton(
218                     onPressed: () => Navigator.pop(context, 'Close'),
219                     child: const Text('Close'),
220                 ), // TextButton
221             ], // <Widget>[]
222         ), // AlertDialog
223     );
224 }
```



FormLabelGroup

Please provide the speed of vehicle?
please select one option given below

FormBuilder
RadioGroup

- ☐ abvoe 40km/h
- ☐ below 40km/h
- ☐ 0km/h

FormLabelGroup

Enter remarks

FormBuilder
TextField

Enter your remarks

Please provide the high speed of vehicle?
please select one option given below

Select option

FormLabelGroup

Please provide the high speed of vehicle?
please select one option given below

FormBuilder
DropDown

Select option

FormLabelGroup

Please provide the speed of vehicle past 1 hour?
please select one or more options given below

FormBuilder
CheckboxGroup

- ☐ 20km/h
- ☐ 30km/h
- ☐ 40km/h
- ☐ 50km/h

children a FormBuilder: FormBuilder

```
40     FormBuilder(  
41         key: _formKey,  
42         child: Padding(  
43             padding: const EdgeInsets.only(left: 20, right: 20),  
44             child: Column(  
45                 crossAxisAlignment: CrossAxisAlignment.start,  
46                 children: [  
47                     //-----  
48 >                 FormBuilderGroup( // FormBuilderGroup ...  
52 >                 FormBuilderRadioGroup( // FormBuilderRadioGroup ...  
67                     //-----  
68                 FormBuilderGroup(title: 'Enter remarks'),  
69 >                 FormBuilderTextField( // FormBuilderTextField ...  
86                     //-----  
87 >                 FormBuilderGroup( // FormBuilderGroup ...  
91 >                 FormBuilderDropdown( // FormBuilderDropdown ...  
109                     //-----  
110 >                 FormBuilderGroup( // FormBuilderGroup ...  
114 >                 FormBuilderCheckboxGroup( // FormBuilderCheckboxGroup ...  
130                 ],  
131             ), // Column  
132         ), // Padding  
133     ), // FormBuilder
```



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Una part de FormBuilder: FormBuilder

```
46         children: [
47             //-----
48             FormLabelGroup(
49                 title: 'Please provide the speed of vehicle?',
50                 subtitle: 'please select one option given below',
51             ), // FormLabelGroup
52             FormBuilderRadioGroup(
53                 decoration:
54                 |   const InputDecoration(border: InputBorder.none),
55                 name: "speed",
56                 orientation: OptionsOrientation.vertical,
57                 // separator: const Padding(padding: EdgeInsets.all(20)),
58                 options: const [
59                     FormBuilderFieldOption(value: 'abvoe 40km/h'),
60                     FormBuilderFieldOption(value: 'below 40km/h'),
61                     FormBuilderFieldOption(value: '0km/h')
62                 ],
63                 onChanged: (String? value) {
64                     debugPrint(value);
65                 },
66             ), // FormBuilderRadioGroup
```

FormLabelGroup

Please provide the speed of vehicle?
please select one option given below

FormBuilderRadioGroup

☐ abvoe 40km/h
☐ below 40km/h
☐ 0km/h

```
149 class FormLabelGroup extends StatelessWidget {
150   FormLabelGroup({super.key, required this.title, this.subtitle});
151
152   String title;
153   String? subtitle;
154
155   Widget conditionalSubtitle(BuildContext context) { ←
156     if (subtitle != null) {
157       return Text(subtitle!,
158         style: Theme.of(context).textTheme.labelLarge?.apply(
159           fontSizeFactor: 1.25,
160           color: Theme.of(context).colorScheme.secondary.withOpacity(0.5)));
161     } else {
162       return Container();
163     }
164   }
```

Activitat 3 :

Domina la Creación de Formularios en Flutter: Flutter Form Builder

<https://www.youtube.com/watch?v=sw1007K7HAg>

Per fer l'activitat 3 has de triar i implementar el formulari que més t'agradi (el B, C o D)



Activitat 3 - FormB:

Formularis

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1 Pers. ☐ Contact ☒ Upload

Personal

Pulsi "Contact" o pulsi el botó de "Continue".

CONTINUE CANCEL

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1 Pers. ☒ Contact ☐ Upload

Contact

Pulsi "Upload" o pulsi el botó de "Continue".

CONTINUE CANCEL

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1 Pers. ☒ Contact ☐ Upload

CONTINUE CANCEL

Vídeo FormB

https://drive.google.com/drive/folders/1Rc8q_IRzsDRVZ_LAa03bz74Or5ZCSO3Q?usp=drive_link



Formularis

Proposem uns nous formularis.

Implementa el B, el C o el D.

Esborra Salesians Sarrià i fes que en el títol surti el teu Nom i Cognoms.



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Activitat 3: FormC i FormD ^{Formularis}

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Choice Chips

Flutter Android Chrome OS

Switch

This is a switch ☐

Text Field

A

Value must have a length less than or ... 0/15

Dropdown Field

Radio Group Model

☐ Option 1

☐ Option 2

☐ Option 3

☐ Option 4

⬆

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Autocomplete

Date Picker

Date Range

Time Picker

Input Chips (Filter Chip)

HTML CSS React Dart TypeScript Angular

⬆

Vídeo FormC

https://drive.google.com/drive/folders/1Rc8q_IRzsDRVZ_LAa03bz74Or5ZCSO3Q?usp=drive_link



Vídeo FormD

https://drive.google.com/drive/folders/1Rc8q_IRzsDRVZ_LAa03bz74Or5ZCSO3Q?usp=drive_link

