## Tarefa 9 - PV26465

## Código:

```
import 'dart:io';
import 'package:flutter/material.dart';
import 'package:camera/camera.dart';
import
'package:path provider/path provider.dart';
import 'package:path/path.dart' as p;
import 'package:go router/go router.dart';
late final List<CameraDescription> cameras;
void main() async {
 WidgetsFlutterBinding.ensureInitialized();
  cameras = await availableCameras();
 runApp(MyApp());
final router = GoRouter(
  routes: [
    GoRoute (
      path: '/',
      builder: (context, state) => const
HomeScreen(),
```

```
),
    GoRoute (
      path: '/camera',
      builder: (context, state) {
        final camera = state.extra as
CameraDescription;
        return CameraScreen (camera: camera);
     },
    ),
    GoRoute (
      path: '/preview',
      builder: (context, state) {
        final imagePath = state.extra as
String;
        return PreviewScreen(imagePath:
imagePath);
      },
    ),
  ],
class MyApp extends StatelessWidget {
  const MyApp({super.key});
 @override
 Widget build(BuildContext context) {
    return MaterialApp.router(
```

```
routerConfig: router,
      debugShowCheckedModeBanner: false,
      title: 'Tarefa 9',
    );
class HomeScreen extends StatelessWidget {
  const HomeScreen({super.key});
 Ooverride
 Widget build(BuildContext context) {
    final firstCamera = cameras.first;
    return Scaffold(
      appBar: AppBar(title: const
Text('Página Inicial')),
      body: Center(
        child: ElevatedButton(
          onPressed: () {
            context.go('/camera', extra:
firstCamera);
          child: const Text('Abrir Câmara'),
        ),
      ),
    );
```

```
class CameraScreen extends StatefulWidget {
  final CameraDescription camera;
 const CameraScreen({super.key, required
this.camera});
  Coverride
 State<CameraScreen> createState() =>
CameraScreenState();
class CameraScreenState extends
State<CameraScreen> {
 late CameraController controller;
 late Future<void>
initializeControllerFuture;
 void initState() {
    super.initState();
    controller =
CameraController(widget.camera,
ResolutionPreset.medium);
    initializeControllerFuture =
controller.initialize();
```

```
@override
 void dispose() {
    controller.dispose();
    super.dispose();
  Future<void> takePicture() async {
    await initializeControllerFuture;
    final XFile xfile = await
 controller.takePicture();
    final directory = await
getTemporaryDirectory();
    final imagePath = p.join(directory.path,
'${DateTime.now()}.jpg');
    await File(xfile.path).copy(imagePath);
    if (!mounted) return;
    context.go('/preview', extra: imagePath);
  @override
 Widget build(BuildContext context) {
    return Scaffold(
```

```
appBar: AppBar(title: const Text('Tirar
Foto')),
      body: FutureBuilder(
        future: initializeControllerFuture,
        builder: (context, snapshot) {
          if (snapshot.connectionState ==
ConnectionState.done) {
            return Stack (
              children: [
                CameraPreview( controller),
                  alignment:
Alignment.bottomCenter,
                  child: Padding (
                    padding: const
EdgeInsets.all(20.0),
                     child:
FloatingActionButton(
                       onPressed:
takePicture,
                       child: const
Icon(Icons.camera alt),
                   ),
                 ),
              ],
            );
```

```
else {
            return const Center (child:
CircularProgressIndicator());
        },
      ),
    );
class PreviewScreen extends StatelessWidget {
  final String imagePath;
 const PreviewScreen({super.key, required
this.imagePath});
  @override
 Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(title: const
Text('Imagem')),
      body: Center(child:
Image.file(File(imagePath))),
```

## Rotas/Páginas



