

World time app and multiple app page mapping

Code test 1

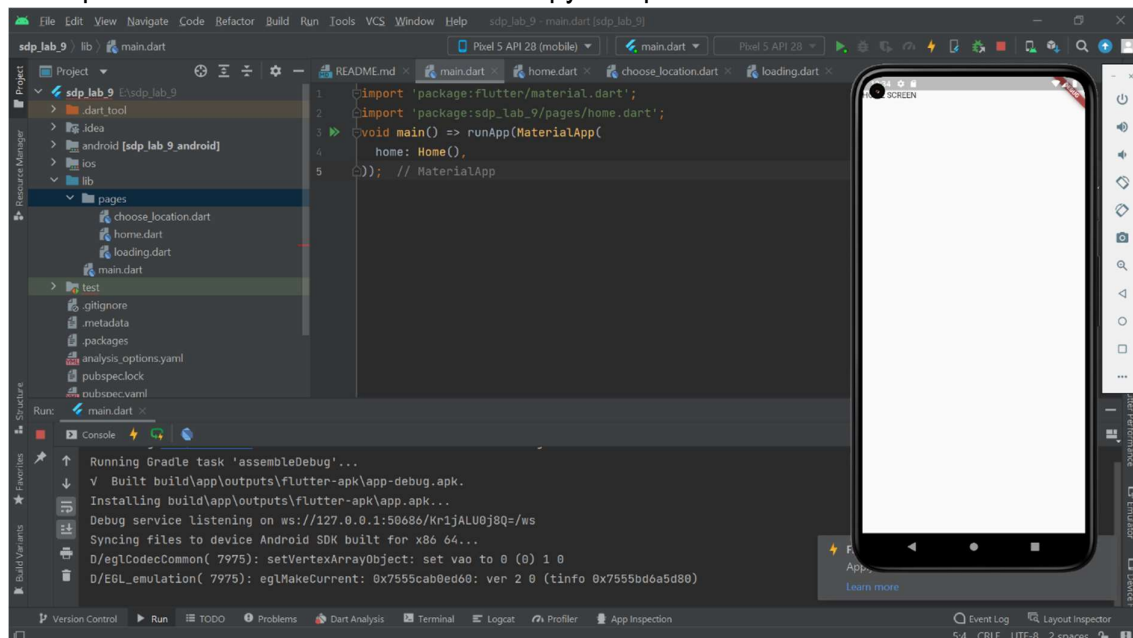
➤ Instead of creating all files directly into 'lib' directory...we create one sub directory/package in 'lib' with name 'pages' and creating and storing three different pages related files inside it

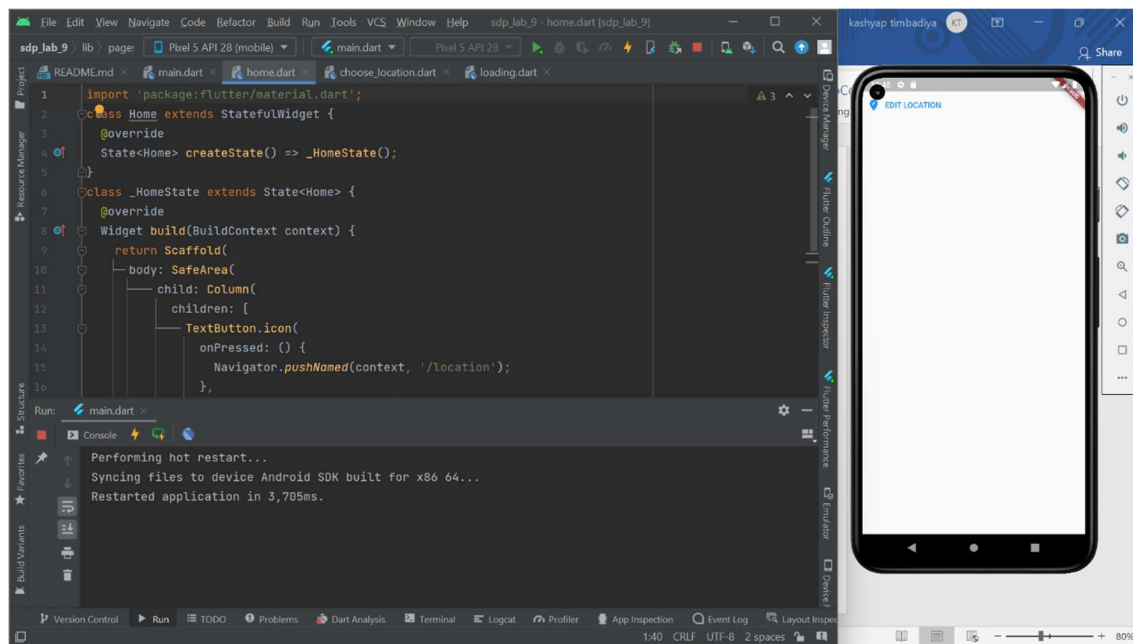
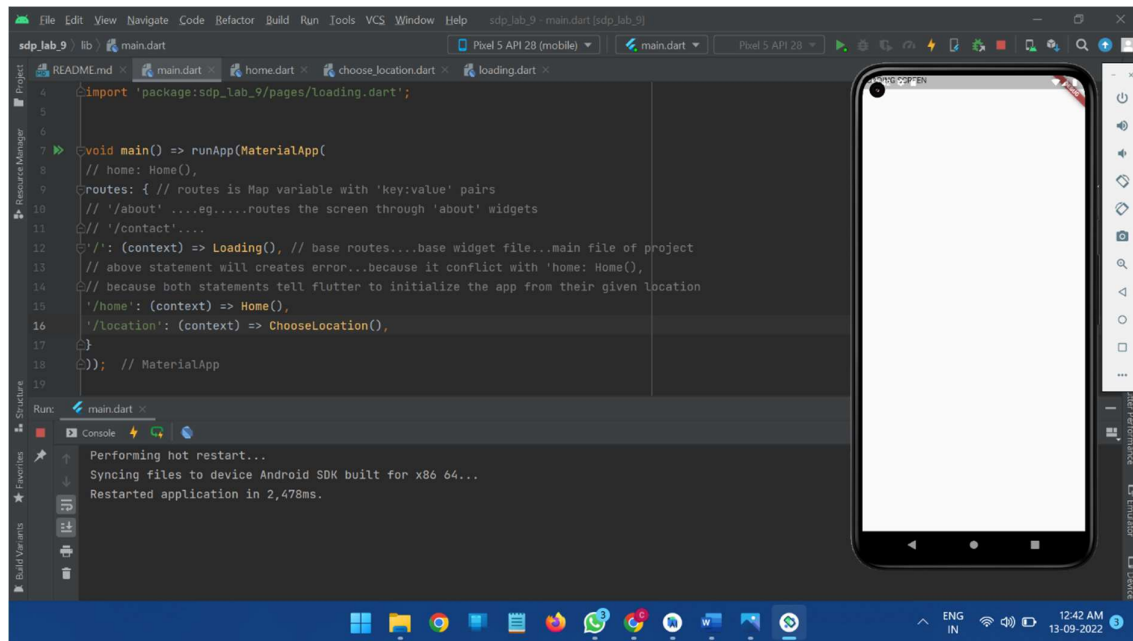
o Right click on 'lib' ... new->directory.....name 'pages'...

o Repete same for creating 3 different files in directory 'pages' .. new -> dart file..

- home.dart
- choose_loction.dart
- loading.dart

➤ Import 'material.dart' in all 3 files..... copy and paste.....from 'main.dart'





Main.dart

```
import 'package:flutter/material.dart';
import 'package:sdp_lab_9/pages/choose_location.dart';
import 'package:sdp_lab_9/pages/home.dart';
import 'package:sdp_lab_9/pages/loading.dart';

/*
void main() => runApp(MaterialApp(
  // home: Home(),
```

```

routes: { // routes is Map variable with 'key:value' pairs
// '/about' ....eg.....routes the screen through 'about' widgets
// '/contact'....
'/': (context) => Loading(), // base routes....base widget file...main
file of project
// above statement will creates error...because it conflict with 'home:
Home(),
// because both statements tell flutter to initialize the app from their
given location
'/home': (context) => Home(),
'/location': (context) => ChooseLocation(),
}
));
*/

void main() => runApp(MaterialApp(
// home: Home(),
// instead of making home: property to make any page to initialize at
beginning...
// we can use following code ....
  initialRoute: '/home',
  routes: {
    '/': (context) => Loading(),
    '/home': (context) => Home(),
    '/location': (context) => ChooseLocation(),
  }
));

```

Home.dart

```

import 'package:flutter/material.dart';
class Home extends StatefulWidget {
  @override
  State<Home> createState() => _HomeState();
}
class _HomeState extends State<Home> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: SafeArea(
        child: Column(
          children: [
            TextButton.icon(
              onPressed: () {
                Navigator.pushNamed(context, '/location');
              },
              icon: Icon(Icons.edit_location),
              label: Text('EDIT LOCATION'),
            ),
          ],
        ),
      ),
    );
  }
}

```

choose_location.dart

```
import 'package:flutter/material.dart';
class ChooseLocation extends StatefulWidget {
  // const ChooseLocation({Key? key}) : super(key: key);
  @override
  State<ChooseLocation> createState() => _ChooseLocationState();
}
class _ChooseLocationState extends State<ChooseLocation> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      backgroundColor: Colors.blueGrey[200],
      appBar: AppBar(
        backgroundColor: Colors.deepPurpleAccent,
        title: Text('CHHOSE LOCATION'),
        centerTitle: true,
        elevation: 0,
      ),
      body: Text('CHOOSE LOCATION SCREEN'),
    );
  }
}
```

Loading.dart

```
import 'package:flutter/material.dart';
class Loading extends StatefulWidget {
  // const Loading({Key? key}) : super(key: key);
  @override
  State<Loading> createState() => _LoadingState();
}
class _LoadingState extends State<Loading> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: Text('LOADING SCREEN'),
    );
  }
}
```

