MPL Experiment 5

Name: Anuprita Mhapankar Class: D15A Roll no:28

Aim: To apply navigation, routing and gestures in Flutter App.

Theory:

Navigation & Routing:

Flutter provides multiple ways to navigate between screens (pages):

1. Using Navigator.push() and Navigator.pop()

Push a new screen onto the stack and pop it to return to the previous one.

2. Named Routes

Define routes in MaterialApp and navigate using Navigator.pushNamed().

3. GoRouter Package

A declarative approach to handle navigation more efficiently.

Gestures:

Flutter's GestureDetector and InkWell widgets help in detecting user interactions like taps, swipes, and long presses. Some common gestures include:

- onTap: Detects a tap event.
- onDoubleTap: Recognizes double taps.
- onLongPress: Detects a long press on a widget.
- onHorizontalDrag & onVerticalDrag: Detects drag/swipe motions.

Steps:

Step 1: Create a Flutter project and define multiple screens.

Step 2: Set up named routes in MaterialApp.

Step 3: Implement navigation using Navigator.push() and Navigator.pushNamed().

Step 4: Use GestureDetector to detect taps, swipes, and long presses.

Step 5: Add buttons or swipes to navigate between screens.

Code:

```
//bottom_tab.dart
import 'package:flutter/material.dart';
import 'package:dmart/screens/home/home_page.dart';
import 'package:dmart/screens/category/category_page.dart';
import 'package:dmart/screens/favorite/favorite_page.dart';
import 'package:dmart/screens/myaccount/account_page.dart';
```

```
class BottomTab extends StatefulWidget {
  const BottomTab({super.key});
 @override
 State<BottomTab> createState() => _BottomTabState();
}
class _BottomTabState extends State<BottomTab> {
  int _currentIndex = 0;
 final PageController _pageController = PageController();
 final List<Widget> _pages = [
    const HomePage(),
    const CategoryPage(),
    const FavoritePage(),
    const MyAccountPage(),
  ];
 @override
  void dispose() {
    _pageController.dispose();
    super.dispose();
  }
 @override
 Widget build(BuildContext context) {
    return Scaffold(
      body: SizedBox(
        height: double.infinity,
        child: PageView(
          controller: _pageController,
          physics:
              const NeverScrollableScrollPhysics(), // Prevent swipe
navigation
          children: _pages,
          onPageChanged: (index) {
            setState(() {
```

```
_currentIndex = index;
            });
          },
        ),
      ),
      bottomNavigationBar: Container(
        decoration: const BoxDecoration(
          border: Border(
            top: BorderSide(
                width: 2, color: Colors.green), // Green border at the
top
          ),
          boxShadow: [
            BoxShadow(
              color: Colors.black12,
              blurRadius: 5,
              offset: Offset(0, -2), // Slight elevation effect
            ),
          ],
        ),
        child: BottomNavigationBar(
          type: BottomNavigationBarType.fixed,
          backgroundColor: Colors.white,
          elevation: 10,
          selectedItemColor: Colors.green, // Active icon color
          unselectedItemColor: Colors.grey, // Inactive icon color
          showUnselectedLabels: true.
          showSelectedLabels: true.
          currentIndex: _currentIndex,
          onTap: (int index) {
            _pageController.jumpToPage(index);
          },
          items: const [
            BottomNavigationBarItem(
              icon: Icon(Icons.home),
              label: 'Home',
            ),
            BottomNavigationBarItem(
```

Output:











