## **EXPERIMENT 4**

**AIM:**To create an interactive Form using form widget

#### THEORY:

#### Form Widget:

It groups multiple input fields like TextFormField and manages their state together. It helps in validating input and prevents submission if any field is invalid.

## TextFormField:

Used for text input. Supports validation, styling, and works with controllers to read and manage user data.

## Validation and Submission:

You can add validator functions to check conditions like empty or wrongly formatted input. Form submission is typically done using an ElevatedButton or TextButton.

## GlobalKey:

A GlobalKey<FormState> is used to manage the form's state, perform validation, and reset the form

#### CODE:

```
import 'package:flutter/material.dart';
import 'dashboard.dart'; // Import Dashboard for navigation

class DonatePage extends StatefulWidget {
    // Static list to store donors across app sessions
    static List<Map<String, String>> donors = [];

@override
    _DonatePageState createState() => _DonatePageState();
}

class _DonatePageState extends State<DonatePage> {
    final _formKey = GlobalKey<FormState>();

// Controllers for form fields
    final TextEditingController nameController = TextEditingController();
    final TextEditingController ageController = TextEditingController();
```

```
final TextEditingController areaController = TextEditingController();
final TextEditingController contactController = TextEditingController();
String? selectedBloodGroup;
// List of blood groups
final List<String> bloodGroups = ['A+', 'A-', 'B+', 'B-', 'O+', 'O-', 'AB+', 'AB-'];
void submitForm() {
 if ( formKey.currentState!.validate()) {
  // Store form data in the static donors list
  DonatePage.donors.add({
   'name': nameController.text,
   'age': ageController.text,
   'bloodGroup': selectedBloodGroup!,
   'area': areaController.text,
   'contact': contactController.text,
  });
  // Show success dialog
  showDialog(
   context: context,
   builder: (BuildContext context) {
     return AlertDialog(
      title: Text('Thank You!'),
      content: Text('Your donation information has been submitted successfully.'),
      actions: <Widget>[
       TextButton(
         child: Text('OK'),
         onPressed: () {
          // Close the dialog
          Navigator.of(context).pop();
          // Navigate back to Dashboard
          Navigator.of(context).pushAndRemoveUntil(
           MaterialPageRoute(builder: (context) => Dashboard(uid: 'uid')),
           (Route<dynamic> route) => false
          );
        },
```

```
@override
Widget build(BuildContext context) {
 return Scaffold(
  appBar: AppBar(
   title: const Text("Donate Blood"),
   backgroundColor: Colors.red,
  ),
  body: Form(
   key: formKey,
   child: SingleChildScrollView(
     child: Padding(
      padding: const EdgeInsets.all(16.0),
      child: Column(
       crossAxisAlignment: CrossAxisAlignment.stretch,
       children: [
        // Header
        Center(
          child: Column(
           children: const [
            Icon(Icons.bloodtype, size: 80, color: Colors.red),
            SizedBox(height: 10),
            Text(
              "Donate Blood, Save Lives",
             style: TextStyle(
               fontSize: 24,
               fontWeight: FontWeight.bold,
               color: Colors.redAccent,
             ),
            ),
           ],
          ),
        const SizedBox(height: 20),
        // Name Field
        TextFormField(
          controller: nameController,
          decoration: InputDecoration(
           labelText: "Full Name",
           border: OutlineInputBorder(borderRadius: BorderRadius.circular(10)),
           prefixIcon: const Icon(Icons.person, color: Colors.red),
          ),
          validator: (value) {
```

```
if (value == null || value.isEmpty) {
   return "Please enter your name";
  }
  return null;
},
),
const SizedBox(height: 16),
// Age Field
TextFormField(
 controller: ageController,
 keyboardType: TextInputType.number,
 decoration: InputDecoration(
  labelText: "Age",
  border: OutlineInputBorder(borderRadius: BorderRadius.circular(10)).
  prefixIcon: const Icon(Icons.cake, color: Colors.red),
 ),
 validator: (value) {
  if (value == null || value.isEmpty) {
   return "Please enter your age";
  if (int.tryParse(value) == null || int.parse(value) < 18) {
   return "You must be at least 18 years old";
  }
  return null;
},
),
const SizedBox(height: 16),
// Blood Group Dropdown
DropdownButtonFormField<String>(
 decoration: InputDecoration(
  labelText: "Blood Group",
  border: OutlineInputBorder(borderRadius: BorderRadius.circular(10)),
  prefixIcon: const Icon(Icons.bloodtype, color: Colors.red),
 ),
 value: selectedBloodGroup,
 onChanged: (value) {
  setState(() {
   selectedBloodGroup = value;
  });
 },
 validator: (value) => value == null ? "Please select your blood group" : null,
 items: bloodGroups.map((group) {
```

```
return DropdownMenuItem<String>(
   value: group,
   child: Text(group),
  );
}).toList(),
),
const SizedBox(height: 16),
// Area Field
TextFormField(
 controller: areaController,
 decoration: InputDecoration(
  labelText: "Area / City",
  border: OutlineInputBorder(borderRadius: BorderRadius.circular(10)),
  prefixIcon: const Icon(Icons.location on, color: Colors.red),
 ),
 validator: (value) {
  if (value == null || value.isEmpty) {
   return "Please enter your area";
  }
  return null;
},
),
const SizedBox(height: 16),
// Contact Number Field
TextFormField(
 controller: contactController,
 keyboardType: TextInputType.phone,
 decoration: InputDecoration(
  labelText: "Contact Number",
  border: OutlineInputBorder(borderRadius: BorderRadius.circular(10)),
  prefixIcon: const Icon(Icons.phone, color: Colors.red),
 ),
 validator: (value) {
  if (value == null || value.isEmpty) {
   return "Please enter your contact number";
  }
  if (value.length != 10) {
   return "Enter a valid 10-digit phone number";
  return null;
},
),
```

```
const SizedBox(height: 24),
        // Submit Button
        ElevatedButton(
         style: ElevatedButton.styleFrom(
          backgroundColor: Colors.red,
          padding: const EdgeInsets.symmetric(vertical: 15),
          shape: RoundedRectangleBorder(
           borderRadius: BorderRadius.circular(30),
         ),
         ),
         onPressed: _submitForm,
         child: const Text(
          "Submit",
          style: TextStyle(fontSize: 18),
        ),
);
```

# OUTPUT:

