In our class demonstrations we went over the “Material Tab Controls” and the “Scoped Model” package available from pub.dev. These demonstrations are available on github.

Your assignment is to take the project called “lab\_3\_begin” (available at github/robbinl/flutter\_2019fall\_labs) and add to it to a Tab Controller to produce a “DrinksCarousel” widget to switch between different kinds of drinks. Screen shots for the finished app are shown below. Then you are to use the “Scoped Model” package to make the app function so when the user taps on the carousel images for a drink, a “Material Gridview” of other drinks of that kind, show on the bottom of the screen. Read up on how to use “Material Gridview” at flutter.dev.



