Flutter:-3

Add Bottom navigation bar
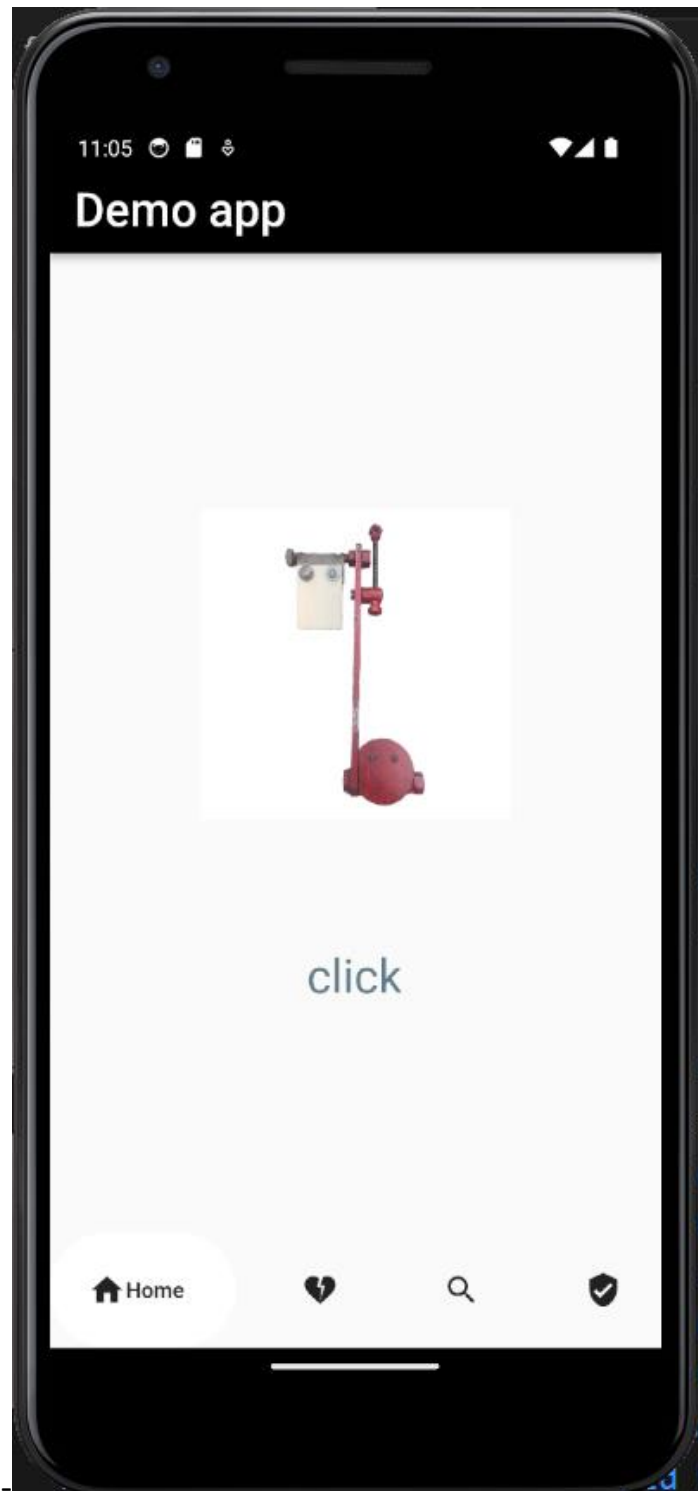
- **For use Google inbuilt navigation :- https://pub.dev/packages/google_nav_bar**

Add Gnav in bottom nevigationbar property.

For example:-

```
bottomNavigationBar: GNav(
        tabs: [
          GButton(
            icon: Icons.home,
            text: 'Home',
            backgroundColor: Colors.white,
          ),
          GButton(
            icon: Icons.heart_broken,
            text: 'Likes',
          ),
          GButton(
            icon: Icons.search,
            text: 'Search',
          ),
          GButton(
            icon: Icons.verified_user_sharp,
            text: 'Profile',
          )
        ],
        rippleColor: const Color.fromARGB(
            255, 255, 0, 0), // tab button ripple color when pressed
        hoverColor:
            const Color.fromARGB(255, 142, 24, 24), // tab button hover color
        haptic: true,
      )
```

Set Event of Click button.

Method of button must be in stateful.

For that first we create a another dart file which name is schange.dart.

In schange.dart,we create a class droll which extends Stateful.

For example:-

```dart
class droll extends StatefulWidget {
  const droll({super.key});

  @override
  State<droll> createState() {
    // TODO: implement createState
    return _drollstate();
  }
}
```

In this file we create another class which name is _drollstate ,in _drollstate '_' indicates private scope . _drollstate call only by droll class.

```dart
class _drollstate extends State<droll> {

}
```

In class _drollstate first we create build method and return the column and also create the perform method which is method of button,then we declare the variable dimage and in perform method, use setstate method which is helpfull to change state of widget.

```dart
class _drollstate extends State<droll> {
  var dimage = 'assets/image/image.jpg';

  void perform() {
    int d = Random().nextInt(3) + 1;

    setState(() {
      if (d == 1) {
        dimage = 'assets/image/i2.jpg';
```

```dart
      } else if (d == 2) {
        dimage = 'assets/image/i3.jpg';
      } else {
        dimage = 'assets/image/image.jpg';
      }
    });
  }

  @override
  Widget build(BuildContext context) {
    // TODO: implement build
    return Column(
      mainAxisSize: MainAxisSize.min,
      children: [
        Image.asset(
          dimage,
          width: 200,
          height: 250,
        ),
        SizedBox(
          width: 50,
          height: 50,
        ),
        TextButton(
            onPressed: perform,
            style: TextButton.styleFrom(
                foregroundColor: Colors.blueGrey,
                textStyle: TextStyle(fontSize: 30)),
            child: const Text("click")),
      ],
    );
  }
}
```

In, other file we only call the droll() method.

For example:-

gc1.dart

```dart
import 'package:first_app/schange.dart';
import 'package:flutter/material.dart';
class gc1 extends StatelessWidget {
  gc1({super.key});
```

```dart
  @override
  Widget build(BuildContext context) {
    // TODO: implement build
    return Center(child: droll());
  }
}
```

Main.dart:-

```dart
import 'package:flutter/material.dart';
import 'package:first_app/gc.dart';
import 'package:google_nav_bar/google_nav_bar.dart';

void main() {
  runApp(
    MaterialApp(
      home: Scaffold(
        body: gc1(),
        appBar: AppBar(
          title: Text(
            "Demo app",
            style: TextStyle(fontSize: 30),
          ),
          backgroundColor: Colors.black,
        ),
        bottomNavigationBar: GNav(
          tabs: [
            GButton(
              icon: Icons.home,
              text: 'Home',
              backgroundColor: Colors.white,
            ),
            GButton(
              icon: Icons.heart_broken,
              text: 'Likes',
            ),
            GButton(
              icon: Icons.search,
              text: 'Search',
            ),
            GButton(
              icon: Icons.verified_user_sharp,
              text: 'Profile',
```

```
            )
        ],
        rippleColor: const Color.fromARGB(
            255, 255, 0, 0), // tab button ripple color when pressed
        hoverColor:
            const Color.fromARGB(255, 142, 24, 24), // tab button hover color
        haptic: true,
      ),
    ),
    debugShowCheckedModeBanner: false,
  ),
);
}
```

Output:-