Flutter:-4

- Go from one screen to another:

  First we use stateful widget.
  Main.dart:-

```dart
import 'package:flutter/material.dart';
import 'package:second_app/p1.dart';

void main() {
  runApp(MaterialApp(
      home: Scaffold(
    backgroundColor: Color.fromARGB(255, 66, 0, 99),
    body: p1(),
  )));
}
```

  p1.dart:-

```dart
import 'package:flutter/widgets.dart';
import 'package:second_app/c1.dart';

class p1 extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    // TODO: implement build
    return c1();
  }
}
```

  c1.dart:-

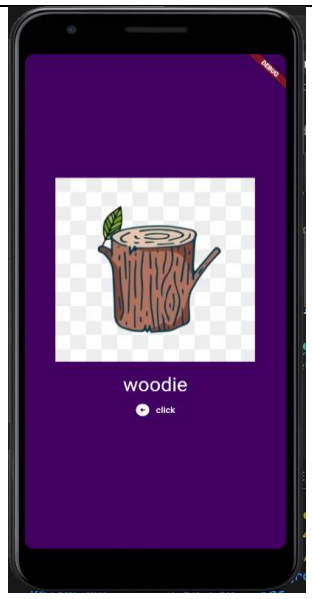
```dart
import 'package:flutter/material.dart';
import 'package:flutter/widgets.dart';
import 'package:second_app/c2.dart';

class c1 extends StatefulWidget {
  const c1({super.key});

  @override
  State<c1> createState() => _c1State();
}
```

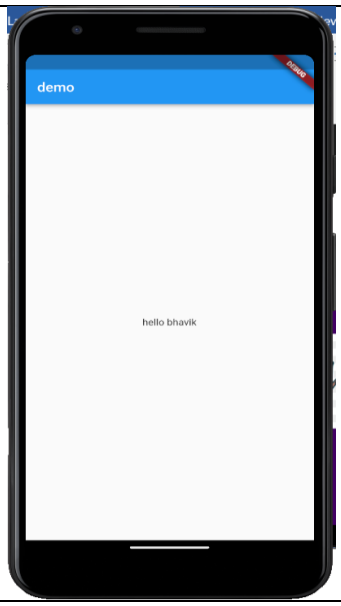
```dart
class _c1State extends State<c1> {


  void switchscren() {
    setState(() {
      Navigator.push(context, MaterialPageRoute(builder: (context)
=> c2()));
    });
  }

  @override
  Widget build(BuildContext context) {
    // TODO: implement build
    return Center(
      child: Column(
        mainAxisAlignment: MainAxisAlignment.center,
        children: [
          Image.asset(
            "assets/image/i1.jpg",
            width: 300,
          ),
          SizedBox(height: 20),
          Text(
            "woodie",
            style: TextStyle(fontSize: 30, color: Colors.white),
          ),
          OutlinedButton.icon(
              onPressed: switchscren,
              icon: Icon(
                Icons.arrow_circle_left,
                color: Colors.white,
              ),
              label: Text(
                "click",
                style: TextStyle(color: Colors.white),
              ))
        ],
      ),
    );
  }
}
```

c2.dart:-

```dart
import 'package:flutter/material.dart';

class c2 extends StatefulWidget {
  const c2({super.key});
  @override
  State<StatefulWidget> createState() {
    // TODO: implement createState
    return _c2();
  }
}

class _c2 extends State<c2> {
  @override
  Widget build(BuildContext context) {
    // TODO: implement build
    return MaterialApp(
        home: Scaffold(
      appBar: AppBar(
        title: Text("demo"),
      ),
      body: Center(child: Text("hello bhavik")),
    ));
  }
}
```

Output:-



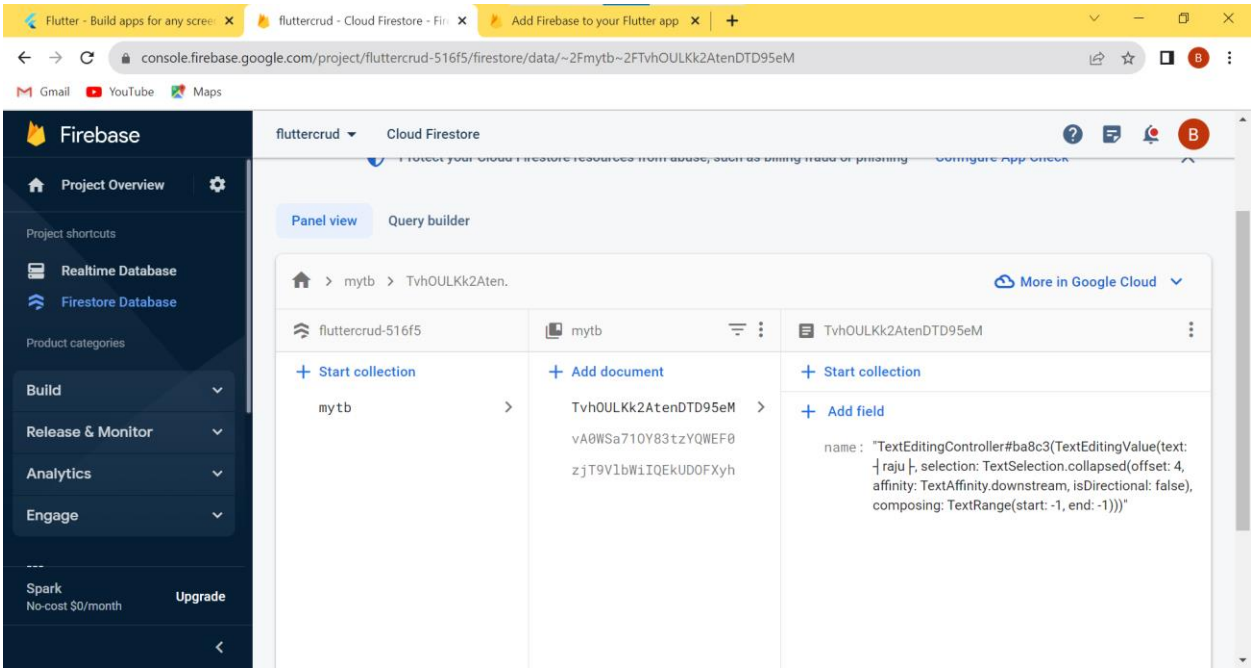


Connection with firebase:-

- Use following link for download dependency and official documentation of firebase:-

  https://firebase.google.com/docs/flutter/setup?platform=android

create a collection in firestore.



c2.dart:-

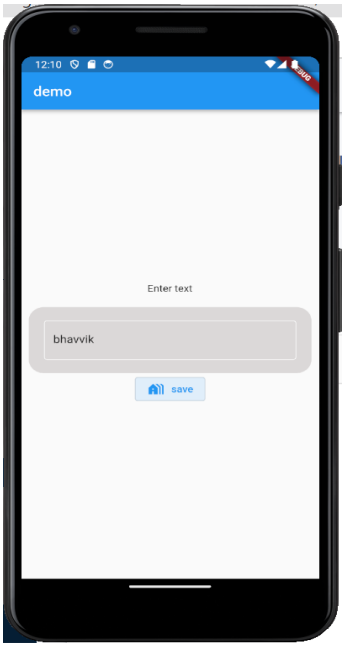
```dart
import 'package:cloud_firestore/cloud_firestore.dart';
import 'package:flutter/material.dart';

class c2 extends StatefulWidget {
  const c2({super.key});
  @override
  State<StatefulWidget> createState() {
    // TODO: implement createState
    return _c2();
  }
}

class _c2 extends State<c2> {
  var t1 = TextEditingController();
```

```
CollectionReference cf = FirebaseFirestore.instance.collection("mytb");
void onclick() {
  cf.add({"name": t1.text.toString()});
  print("upload");
}

@override
Widget build(BuildContext context) {
  // TODO: implement build
  return MaterialApp(
      home: Scaffold(
    appBar: AppBar(
      title: Text("demo"),
    ),
    body: Center(
        child: Padding(
      padding: const EdgeInsets.all(10),
      child: Column(
        mainAxisAlignment: MainAxisAlignment.center,
        children: [
          Text("Enter text"),
          SizedBox(
            height: 20,
          ),
          Container(
            decoration: BoxDecoration(
                borderRadius: BorderRadius.circular(20),
                color: const Color.fromARGB(255, 219, 216, 216)),
            child: Padding(
              padding: const EdgeInsets.all(20),
              child: TextField(
                controller: t1,
                decoration: const InputDecoration(
                  enabledBorder: OutlineInputBorder(
                      borderSide: BorderSide(color: Colors.white)),
                  focusedBorder: OutlineInputBorder(
                      borderSide: BorderSide(color: Colors.black)),
                ),
              ),
            ),
          ),
          OutlinedButton.icon(
              onPressed: onclick,
              icon: Icon(Icons.holiday_village),
              label: Text("save"))
```

```
          ],
        ),
      )),
    ));
  }
}
```

Main.dart

```
import 'package:firebase_core/firebase_core.dart';
import 'package:flutter/material.dart';
import 'package:second_app/firebase_options.dart';
import 'package:second_app/p1.dart';

void main() async {
  WidgetsFlutterBinding.ensureInitialized();
  await Firebase.initializeApp(options: DefaultFirebaseOptions.currentPlatform);
  runApp(MaterialApp(
      home: Scaffold(
    backgroundColor: Color.fromARGB(255, 66, 0, 99),
    body: p1(),
  )));
}
```

Add aync and await in main method

Output:-