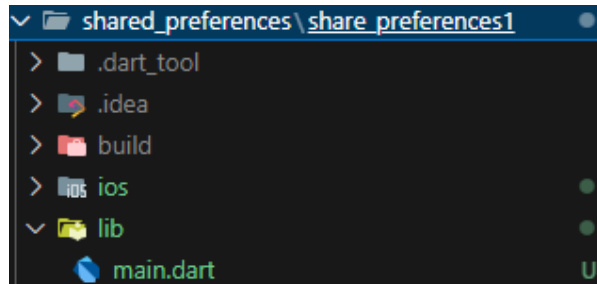


Actividad de la Lección

Esta actividad te ayudará a practicar el almacenamiento y recuperación de datos usando `shared_preferences`, preparándote para implementar características personalizadas en aplicaciones móviles Flutter.



pubspec.yaml:

```
name: share_preferences1
description: "A new Flutter project."
# The following line prevents the package from being accidentally published to
# pub.dev using `flutter pub publish`. This is preferred for private packages.
publish_to: 'none' # Remove this line if you wish to publish to pub.dev

version: 1.0.0+1

environment:
  sdk: ^3.5.3

dependencies:
  flutter:
    sdk: flutter

  cupertino_icons: ^1.0.8

dev_dependencies:
  flutter_test:
    sdk: flutter
  shared_preferences: ^2.0.15

  flutter_lints: ^4.0.0

flutter:
  uses-material-design: true
```

Main.Dart

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

void main() {
  runApp(MyApp());
}

class MyApp extends StatefulWidget {
  @override
  _MyAppState createState() => _MyAppState();
}

class _MyAppState extends State<MyApp> {
  bool isDarkMode = false;
  String userName = "";
  String language = "Español"; // Idioma predeterminado
  late TextEditingController _controller;

  @override
  void initState() {
    super.initState();
    _controller = TextEditingController();
    _loadPreferences();
  }

  @override
  void dispose() {
    _controller.dispose();
    super.dispose();
  }

  Future<void> _loadPreferences() async {
    SharedPreferences prefs = await SharedPreferences.getInstance();
    setState(() {
      isDarkMode = prefs.getBool('isDarkMode') ?? false;
      userName = prefs.getString('userName') ?? "";
      language = prefs.getString('language') ?? "Español";
      _controller.text = userName;
    });
  }

  Future<void> _savePreferences() async {
    SharedPreferences prefs = await SharedPreferences.getInstance();
  }
}
```

```

    prefs.setBool('isDarkMode', isDarkMode);
    prefs.setString('userName', userName);
    prefs.setString('language', language);
}

Future<void> _resetPreferences() async {
    SharedPreferences prefs = await SharedPreferences.getInstance();
    await prefs.clear();
    setState(() {
        isDarkMode = false;
        userName = "";
        language = "Español";
        _controller.text = "";
    });
}

@override
Widget build(BuildContext context) {
    return MaterialApp(
        theme: isDarkMode ? ThemeData.dark() : ThemeData.light(),
        home: Scaffold(
            appBar: AppBar(
                title: const Text("Preferencias de Usuario"),
            ),
            body: Padding(
                padding: const EdgeInsets.all(16.0),
                child: Column(
                    mainAxisAlignment: MainAxisAlignment.center,
                    children: [
                        TextField(
                            decoration: const InputDecoration(
                                labelText: "Nombre de Usuario",
                            ),
                            onChanged: (value) {
                                userName = value;
                            },
                            controller: _controller,
                        ),
                        const SizedBox(height: 20),
                        DropdownButton<String>(
                            value: language,
                            onChanged: (String? newValue) {
                                setState(() {
                                    language = newValue!;
                                });
                            },
                        ),
                    ],
                ),
            ),
        ),
    );
}

```

```

    },
    items: <String>['Español', 'Inglés']
      .map<DropdownMenuItem<String>>((String value) {
        return DropdownMenuItem<String>(
          value: value,
          child: Text(value),
        );
      }).toList(),
  ),
  const SizedBox(height: 20),
  Row(
    mainAxisAlignment: MainAxisAlignment.spaceAround,
    children: [
      ElevatedButton(
        onPressed: () {
          setState(() {
            isDarkMode = false;
          });
          _savePreferences();
        },
        child: const Text("Modo Claro"),
      ),
      ElevatedButton(
        onPressed: () {
          setState(() {
            isDarkMode = true;
          });
          _savePreferences();
        },
        child: const Text("Modo Oscuro"),
      ),
    ],
  ),
  const SizedBox(height: 20),
  ElevatedButton(
    onPressed: () {
      _savePreferences();
      ScaffoldMessenger.of(context).showSnackBar(
        const SnackBar(
          content: Text('Preferencias guardadas.'),
        ),
      );
    },
    child: const Text("Guardar Preferencias"),
  ),
),

```

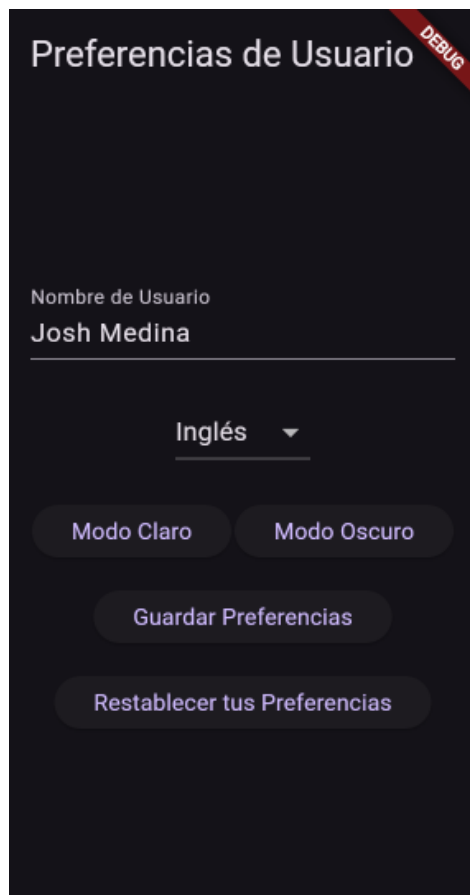
```

const SizedBox(height: 20),
ElevatedButton(
  onPressed: () {
    _resetPreferences();
    ScaffoldMessenger.of(context).showSnackBar(
      const SnackBar(
        content: Text('Preferencias restablecidas.'),
      ),
    );
  },
  child: const Text("Restablecer tus Preferencias"),
),
],
),
),
),
),
);
}
}

```



Guardando las preferencias



Cambiando modo oscuro y idioma



Restableciendo las preferencias