import 'package:flutter/material.dart';

void main() {

runApp(MyApp());

}

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Flutter App',

debugShowCheckedModeBanner: false,

theme: ThemeData(

primarySwatch: Colors.blue,

),

home: const MainScreen(),

);

}

}

class MainScreen extends StatefulWidget {

const MainScreen({Key? key}) : super(key: key);

@override

\_MainScreenState createState() => \_MainScreenState();

}

class \_MainScreenState extends State<MainScreen>

with SingleTickerProviderStateMixin {

late TabController \_tabController;

@override

void initState() {

super.initState();

\_tabController = TabController(length: 4, vsync: this);

}

@override

void dispose() {

\_tabController.dispose();

super.dispose();

}

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: const Text('Animation sample'),

centerTitle: true,

backgroundColor: Colors.blue,

bottom: TabBar(

controller: \_tabController,

indicatorColor: Colors.white,

labelColor: Colors.white,

unselectedLabelColor: Colors.white70,

tabs: const [

Tab(icon: Icon(Icons.home), text: 'Home'),

Tab(icon: Icon(Icons.settings), text: 'Settings'),

Tab(icon: Icon(Icons.mic), text: 'Recordings'),

Tab(icon: Icon(Icons.search), text: 'Browse'),

],

),

),

body: TabBarView(

controller: \_tabController,

children: const [

HomeScreen(),

SettingsScreen(),

RecordingsScreen(),

BrowseScreen(),

],

),

);

}

}

class HomeScreen extends StatefulWidget {

const HomeScreen({Key? key}) : super(key: key);

@override

\_HomeScreenState createState() => \_HomeScreenState();

}

class \_HomeScreenState extends State<HomeScreen> with TickerProviderStateMixin {

late AnimationController \_controller;

late Animation<Offset> \_slideAnimation;

@override

void initState() {

super.initState();

// Create the animation controller

\_controller = AnimationController(

duration: const Duration(seconds: 1),

vsync: this,

);

// Define the slide animation (from left to right)

\_slideAnimation = Tween<Offset>(

begin: const Offset(-1.0, 0.0), // Start off-screen to the left

end: Offset.zero, // End at the center

).animate(CurvedAnimation(

parent: \_controller,

curve: Curves.easeInOut,

));

// Start the animation

\_controller.forward();

}

@override

void dispose() {

\_controller.dispose();

super.dispose();

}

@override

Widget build(BuildContext context) {

return Scaffold(

body: SlideTransition(

position: \_slideAnimation,

child: const Center(

child: Text(

'Welcome to the Home Page!',

style: TextStyle(fontSize: 24),

),

),

),

);

}

}

class SettingsScreen extends StatelessWidget {

const SettingsScreen({Key? key}) : super(key: key);

@override

Widget build(BuildContext context) {

return const Center(

child: Text(

'Manage your settings here.',

style: TextStyle(fontSize: 20),

),

);

}

}

class RecordingsScreen extends StatelessWidget {

const RecordingsScreen({Key? key}) : super(key: key);

@override

Widget build(BuildContext context) {

return const Center(

child: Text(

'Access your recordings here.',

style: TextStyle(fontSize: 20),

),

);

}

}

class BrowseScreen extends StatelessWidget {

const BrowseScreen({Key? key}) : super(key: key);

@override

Widget build(BuildContext context) {

return const Center(

child: Text(

'Browse content here.',

style: TextStyle(fontSize: 20),

),

);

}

}

Note: The animation style I’ve added to the application is just a sliding application, which can be seen with the video on this folder. I’m thinking of adding more animation on each specific pages of the application sooner.