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('NAVBAR 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 StatelessWidget {

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

@override

Widget build(BuildContext context) {

return const Center(

child: Text(

'Welcome to the Home Page!',

style: TextStyle(fontSize: 20),

),

);

}

}

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: this is my progress by chapter 8, Though I added the Navigation Bar first before inputting the animations. There’s a tendency that’s the animation might be shaky after adding certain updates. I’ll update the navbar as soon as I’ll get more time in working with the application.