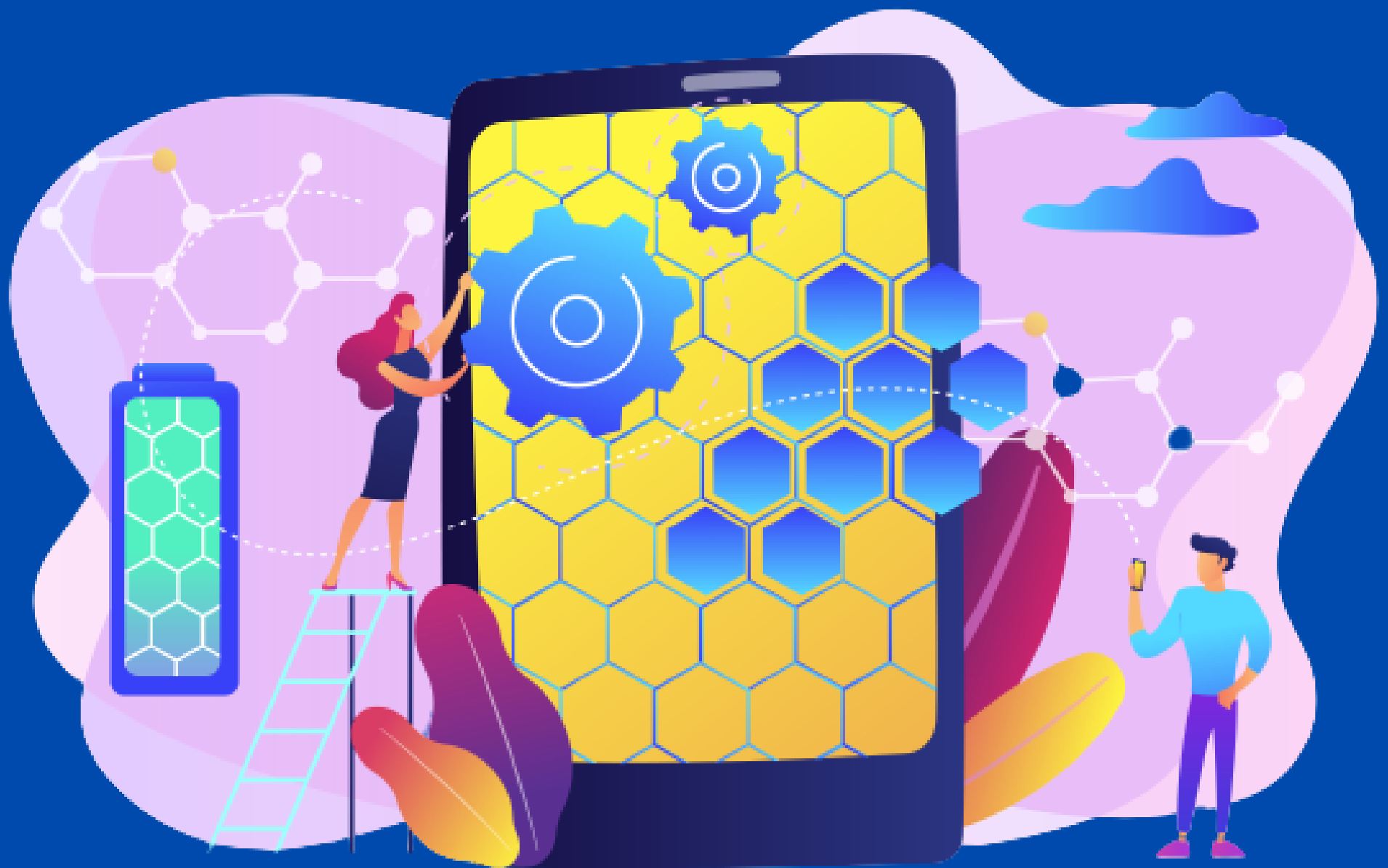


# HTTP REQUESTS IN FLUTTER



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# HTTP Library

A composable, Future-based library for making HTTP requests.

It's multi-platform, and supports mobile, desktop, and the browser.

## Dependency

Add the http package dependency in pubspec.yaml.



```
dependencies:  
  http: ^0.13.5
```



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# Setup

This article tells how to make HTTP requests using the http package by the Dart team. We will be using JSONPlaceholder as a target for our API example below.



```
GET      /posts
GET      /posts/1
POST     /posts
PUT      /posts/1
PATCH   /posts/1
DELETE   /posts/1
```



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# GET requests

A GET request is used to get some resource from a server.

```
Future<void> makeGetRequest() async {  
  final url = Uri.parse('$urlPrefix/posts');  
  Response response = await get(url);  
  print('Status code: ${response.statusCode}');  
  print('Headers: ${response.headers}');  
  print('Body: ${response.body}');  
}
```

The get method above is part of the http library and makes the actual request. The response that you get back contains the information you need.



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# POST requests

A POST request is used to create a new resource.

```
Future<void> makePostRequest() async {  
  final url = Uri.parse('$urlPrefix/posts');  
  final headers = {"Content-type": "application/json"};  
  final json = '{"title": "Hello", "body": "body text", "userId": 1}';  
  final response = await post(url, headers: headers, body: json);  
  print('Status code: ${response.statusCode}');  
  print('Body: ${response.body}');  
}
```

# PUT requests

A PUT request is meant to replace a resource or create it if it doesn't exist.

```
Future<void> makePutRequest() async {  
  final url = Uri.parse('$urlPrefix/posts/1');  
  final headers = {"Content-type": "application/json"};  
  final json = '{"title": "Hello", "body": "body text", "userId": 1}';  
  final response = await put(url, headers: headers, body: json);  
  print('Status code: ${response.statusCode}');  
  print('Body: ${response.body}');  
}
```



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# PATCH requests

A PATCH request is meant to modify an existing resource.

```
Future<void> makePatchRequest() async {  
  final url = Uri.parse('$urlPrefix/posts/1');  
  final headers = {"Content-type": "application/json"};  
  final json = '{"title": "Hello"}';  
  final response = await patch(url, headers: headers, body: json);  
  print('Status code: ${response.statusCode}');  
  print('Body: ${response.body}');  
}
```

# DELETE requests

A DELETE request is of course for deleting resources.

```
Future<void> makeDeleteRequest() async {  
  final url = Uri.parse('$urlPrefix/posts/1');  
  final response = await delete(url);  
  print('Status code: ${response.statusCode}');  
  print('Body: ${response.body}');  
}
```



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/alok2811