

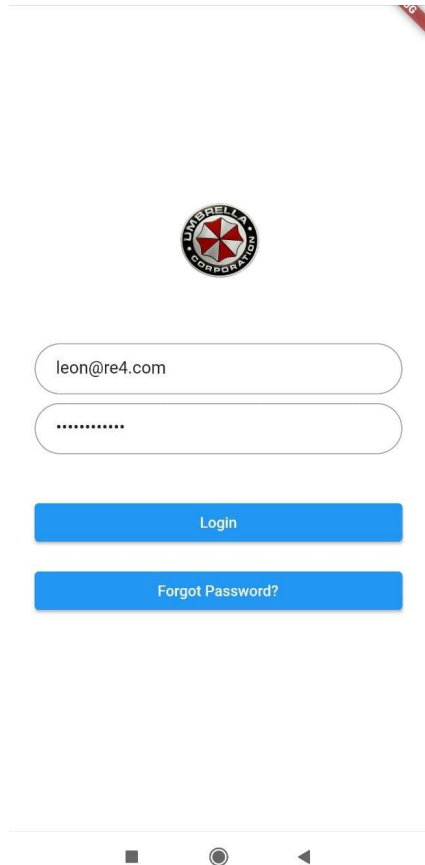
Exercício de Fixação e Treinamento

Prezados Alunos sigam as instruções para a realização deste exercício:

- 1) **O exercício é para execução individual;**
- 2) O tutorial abaixo encontra-se desatualizado, entre no repositório:
https://github.com/alexmontanha/new_login_app, faça a clonagem e compile o App
- 3) Refaça o tutorial, nos moldes do que se encontra abaixo;

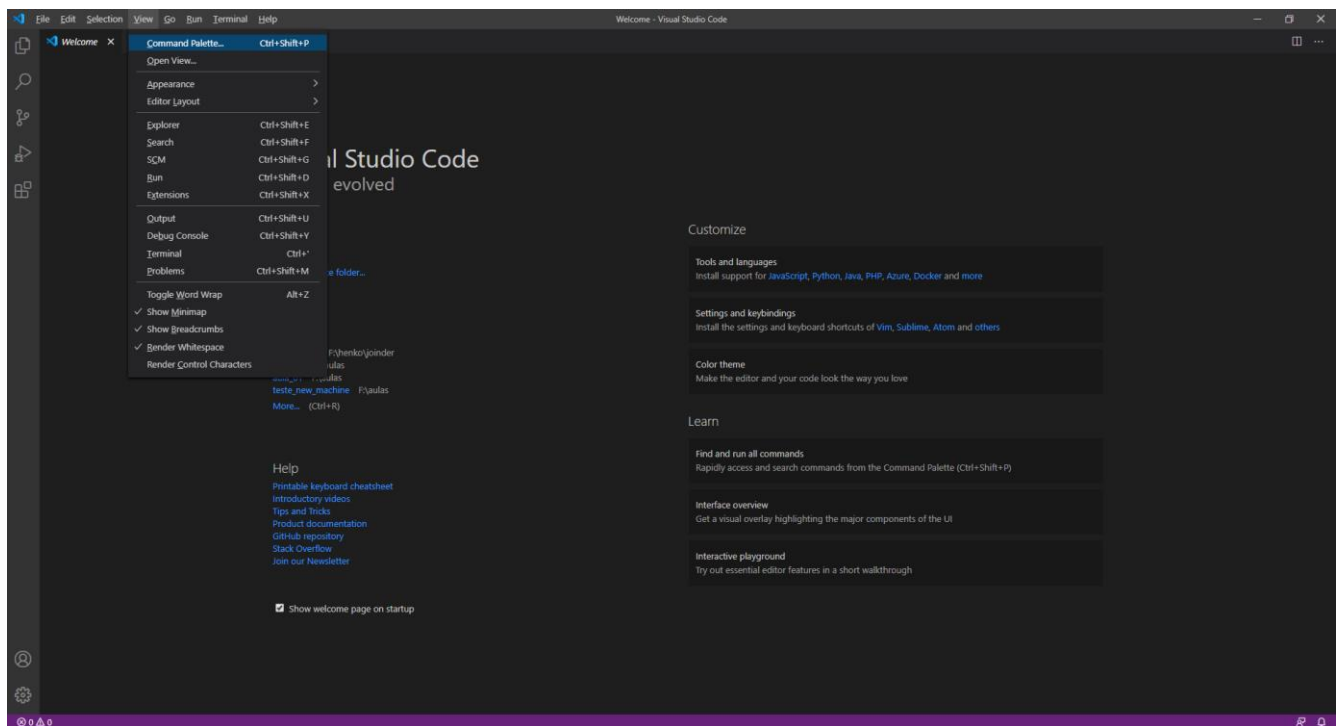
Bom exercício!

Telas de Login e De perfil

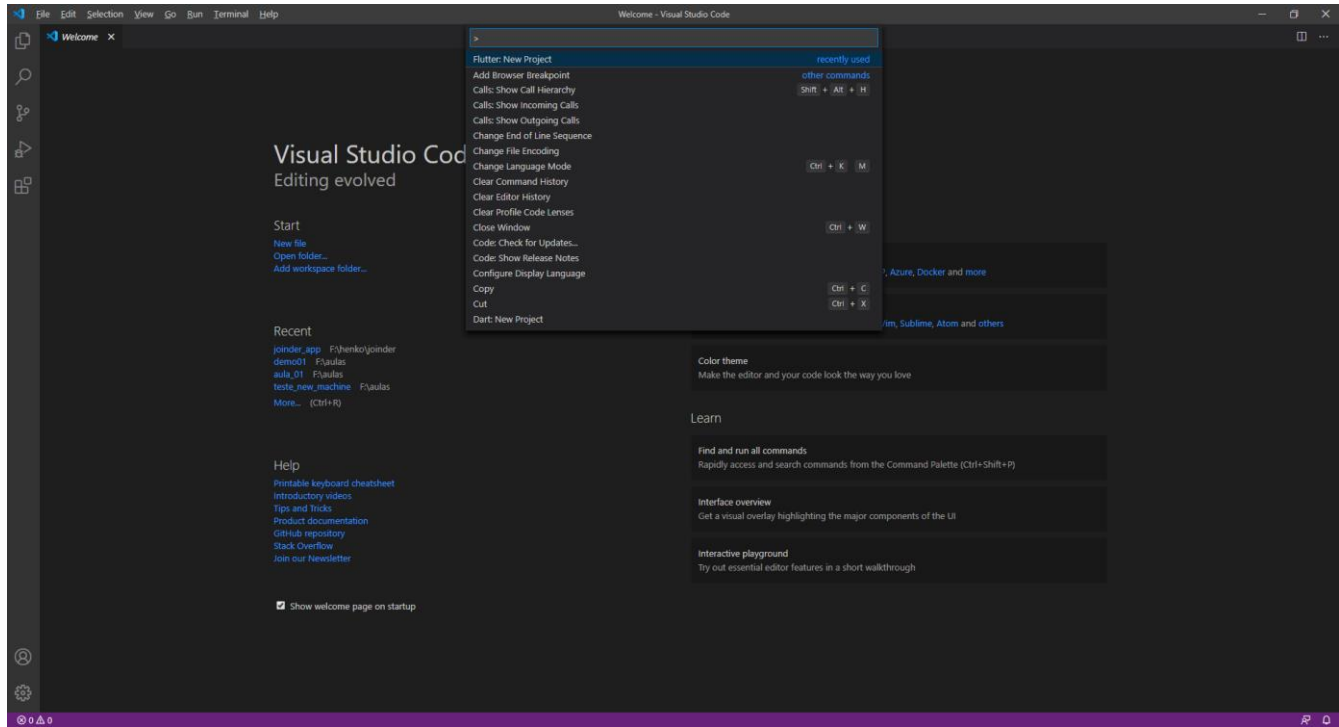


Tutorial Passo-a-Passo

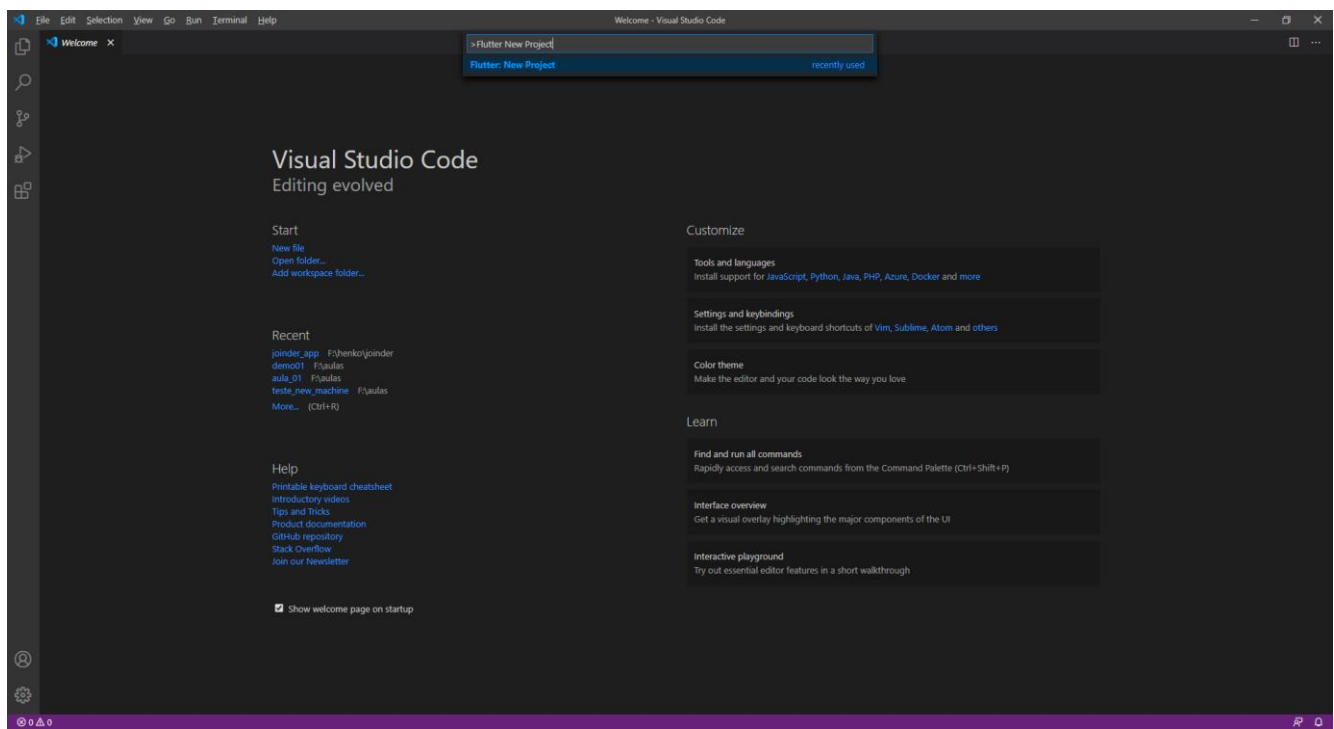
Passo 1: No Visual Studio Code, crie um novo projeto Flutter, indo na “Paleta de Comandos”, em “Exibir -> Paleta de Comandos” ou pressionando “ctrl + shift + P”;



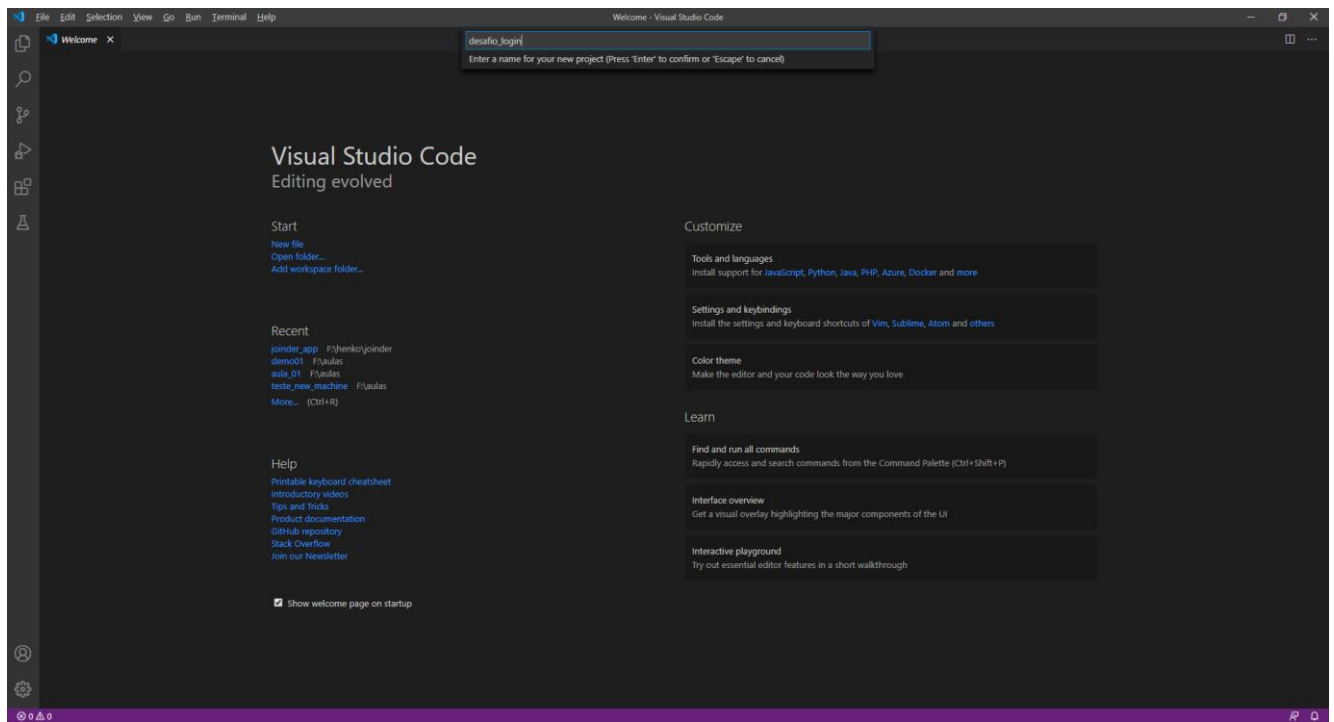
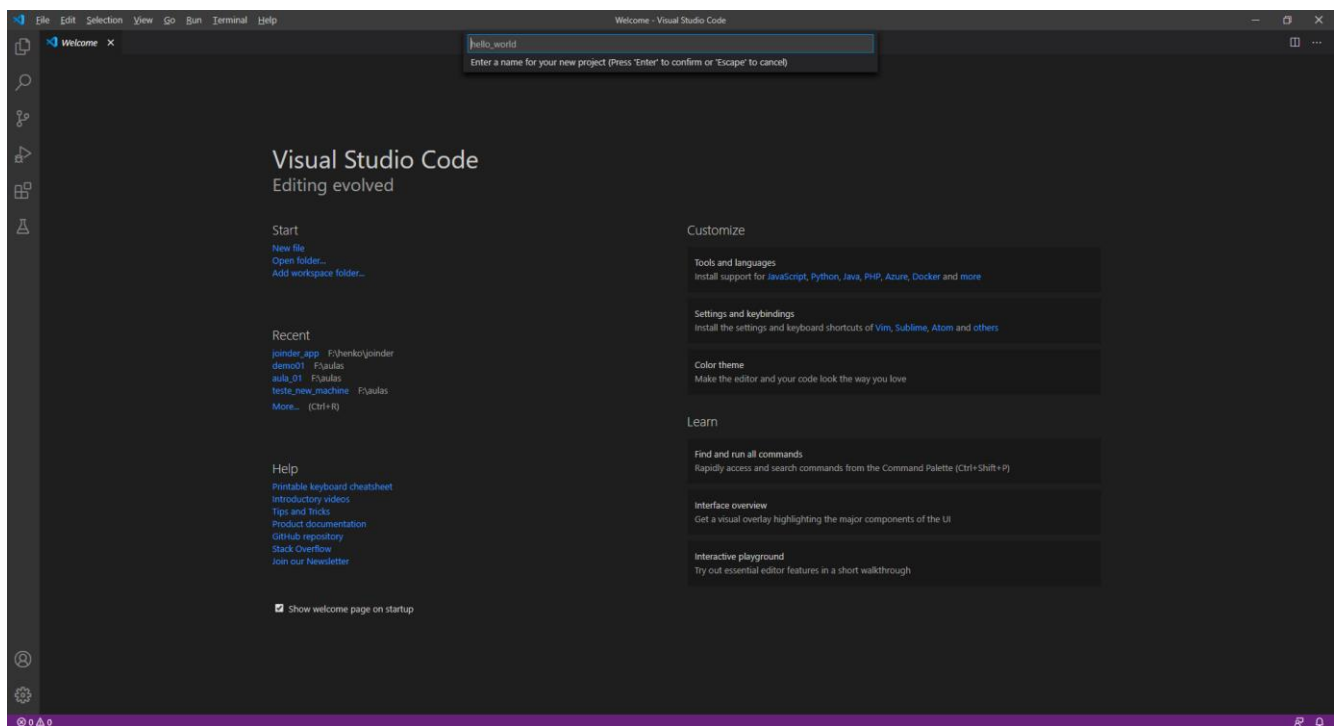
Passo 2: Digite “Flutter New Project”



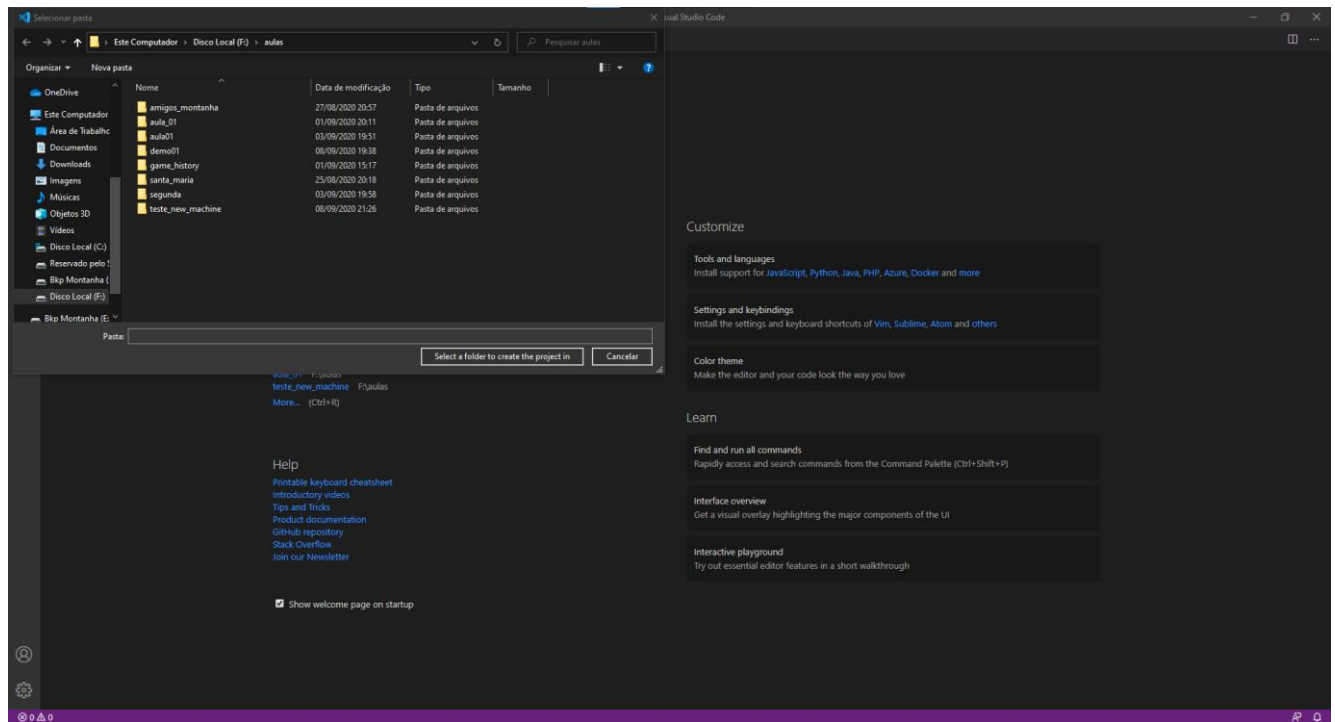
Passo 3: Selezione a opção “Flutter: New Project”



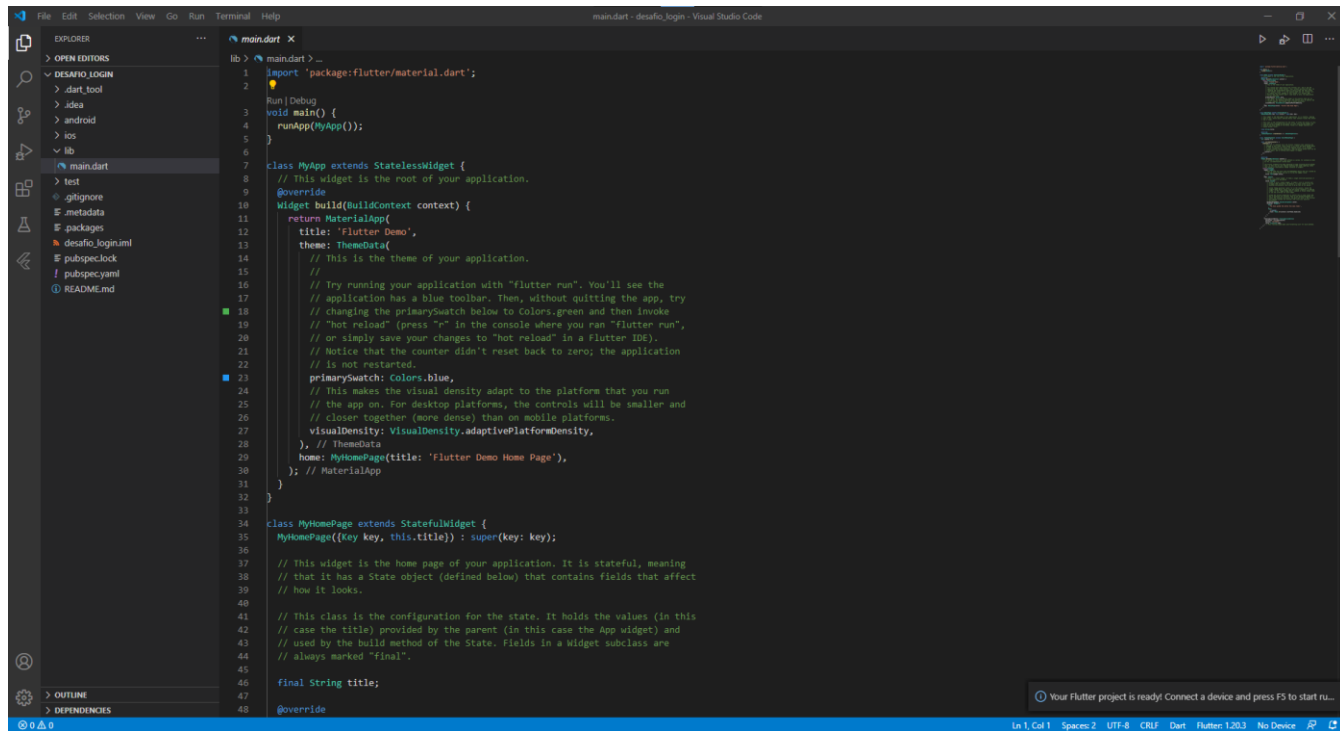
Passo 4: Digite o nome do projeto: “desafio_login”



Passo 5: Selecione uma pasta para o projeto: lembre-se, use caminhos curtos, sem espaço em branco ou acentos. **NÃO COLOQUE O PROJETO NA PASTA SRC DO FLUTTER**



Passo 6: Após criado, o projeto deverá ter a seguinte tela:

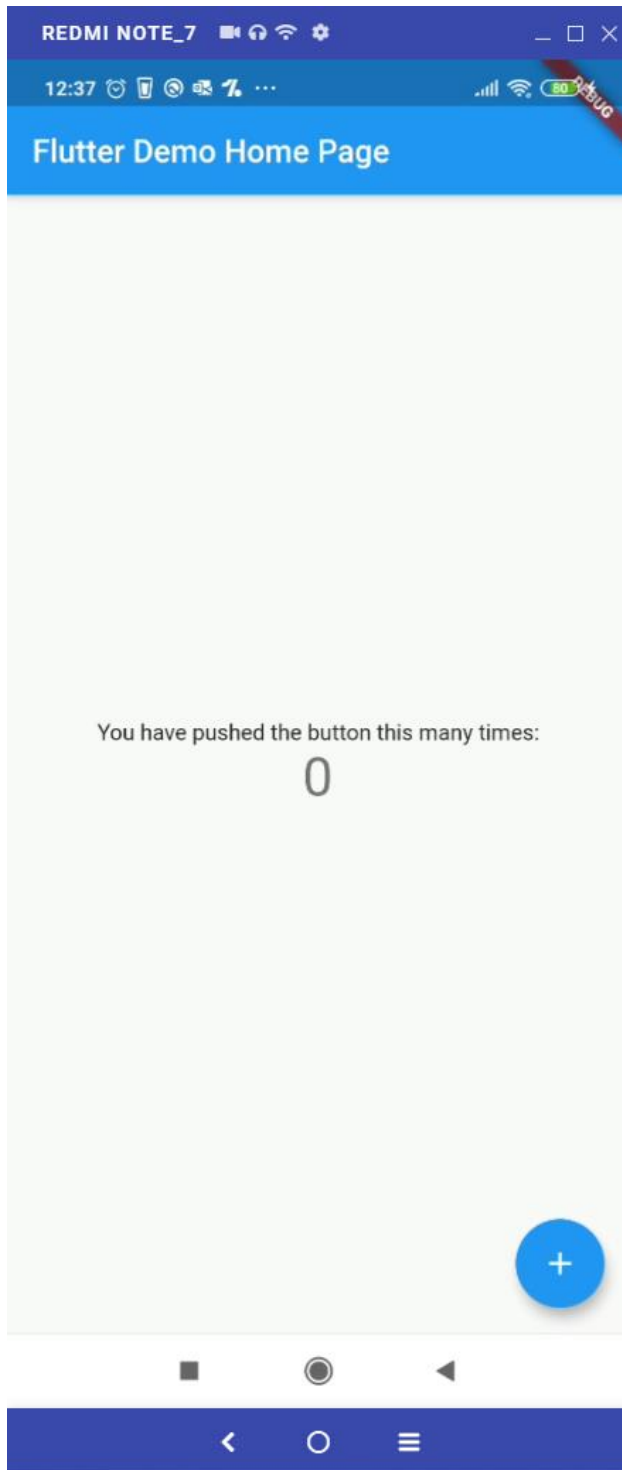


```
lib > main.dart X
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   // This widget is the root of your application.
9   @override
10  Widget build(BuildContext context) {
11    return MaterialApp(
12      title: 'Flutter Demo',
13      theme: ThemeData(
14        // This is the theme of your application.
15        //
16        // Try running your application with "flutter run". You'll see the
17        // application has a blue toolbar. Then, without quitting the app, try
18        // changing the primarySwatch below to Colors.green and then invoke
19        // "hot reload" (press "r" in the console where you run "flutter run",
20        // or simply save your changes to "hot reload" in a Flutter IDE).
21        // Notice that the counter didn't reset back to zero; the application
22        // is not restarted.
23        primarySwatch: Colors.blue,
24        // This makes the visual density adapt to the platform that you run
25        // the app on. For desktop platforms, the controls will be smaller and
26        // closer together (more dense) than on mobile platforms.
27        visualDensity: VisualDensity.adaptivePlatformDensity,
28      ), // ThemeData
29      home: MyHomePage(title: 'Flutter Demo Home Page'),
30    ); // MaterialApp
31  }
32 }
33
34 class MyHomePage extends StatefulWidget {
35   MyHomePage(Key key, this.title) : super(key: key);
36
37   // This widget is the home page of your application. It is stateful, meaning
38   // that it has a State object (defined below) that contains fields that affect
39   // how it looks.
40
41   // This class is the configuration for the state. It holds the values (in this
42   // case the title) provided by the parent (in this case the App widget) and
43   // used by the build method of the State. Fields in a Widget subclass are
44   // always marked "final".
45
46   final String title;
47
48   @override
```

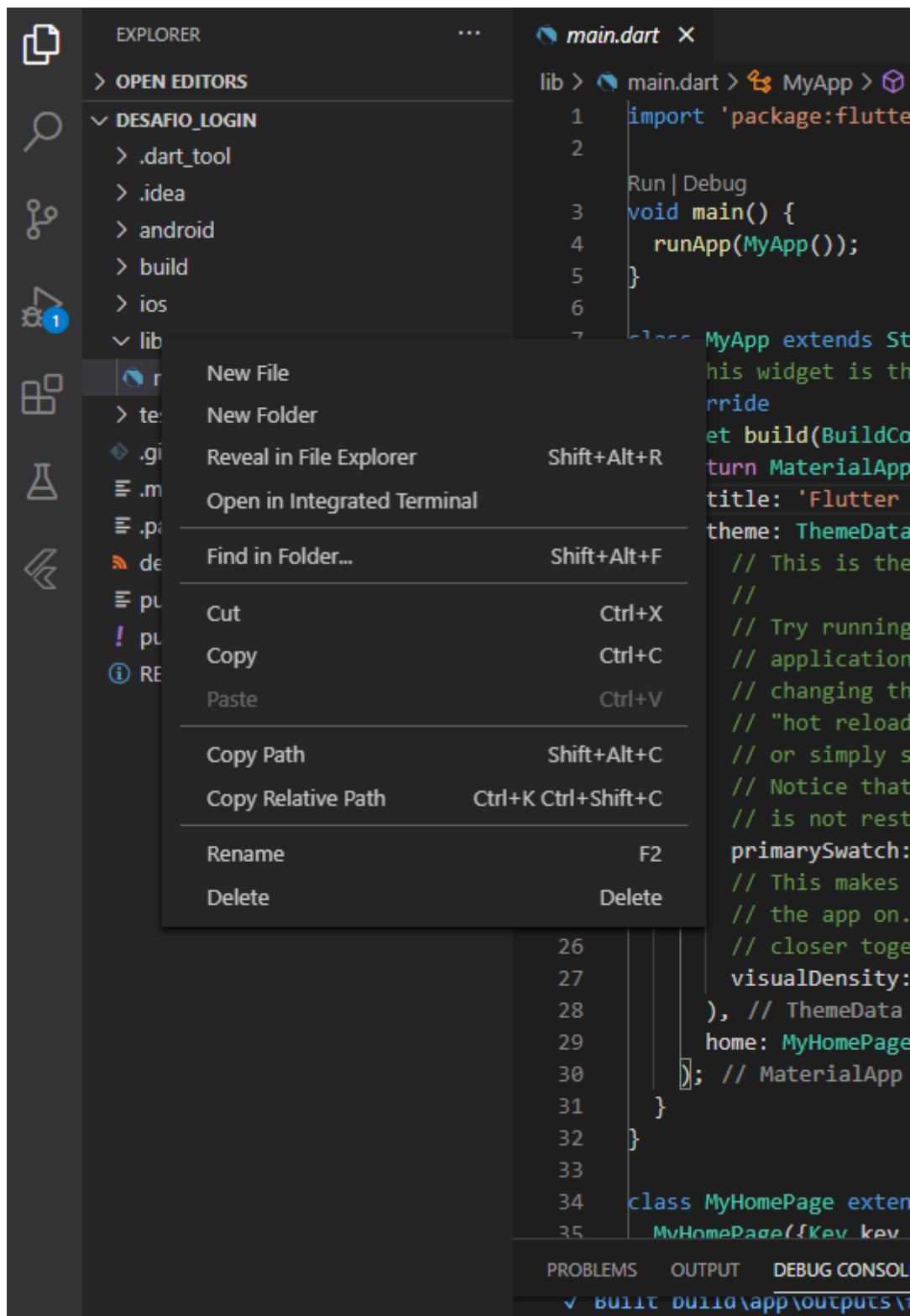
ATENÇÃO: Em alguns equipamentos, a criação do projeto pode demorar

Passo 7: Pressione “F5” ou vá em “Executar -> Iniciar Depuração”

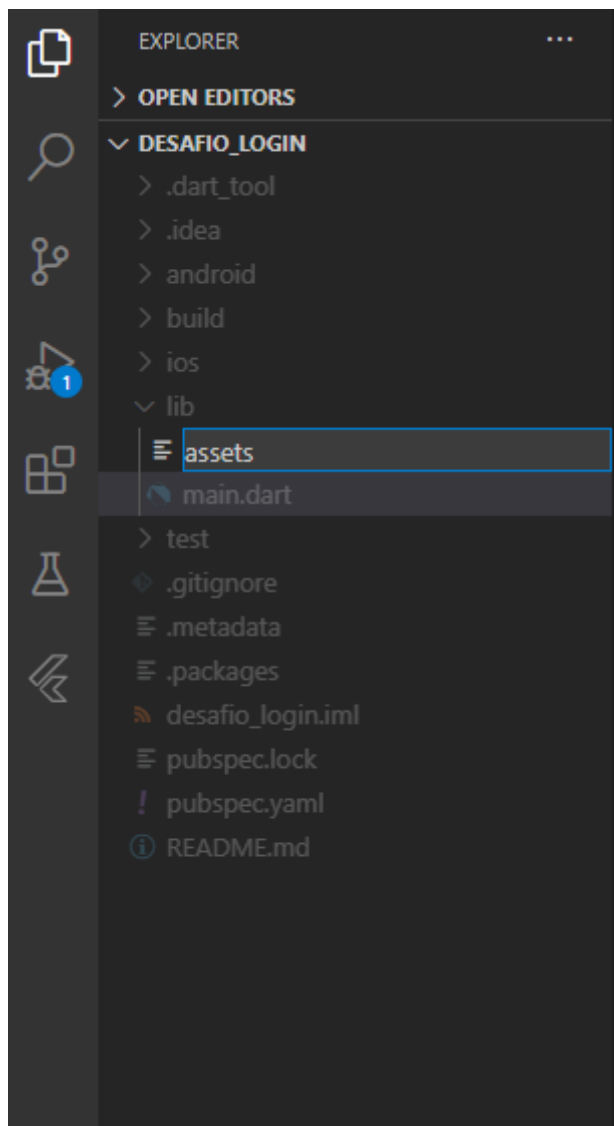
A seguinte tela deve aparecer em seu celular ou emulador



Passo 8: Crie uma pasta, filha da pasta “lib”. Você pode fazer isto clicando com o botão da direita sobre a pasta “lib” e selecionando “Nova Pasta”.



Passo 9: Dê o nome a essa nova pasta de “assets”



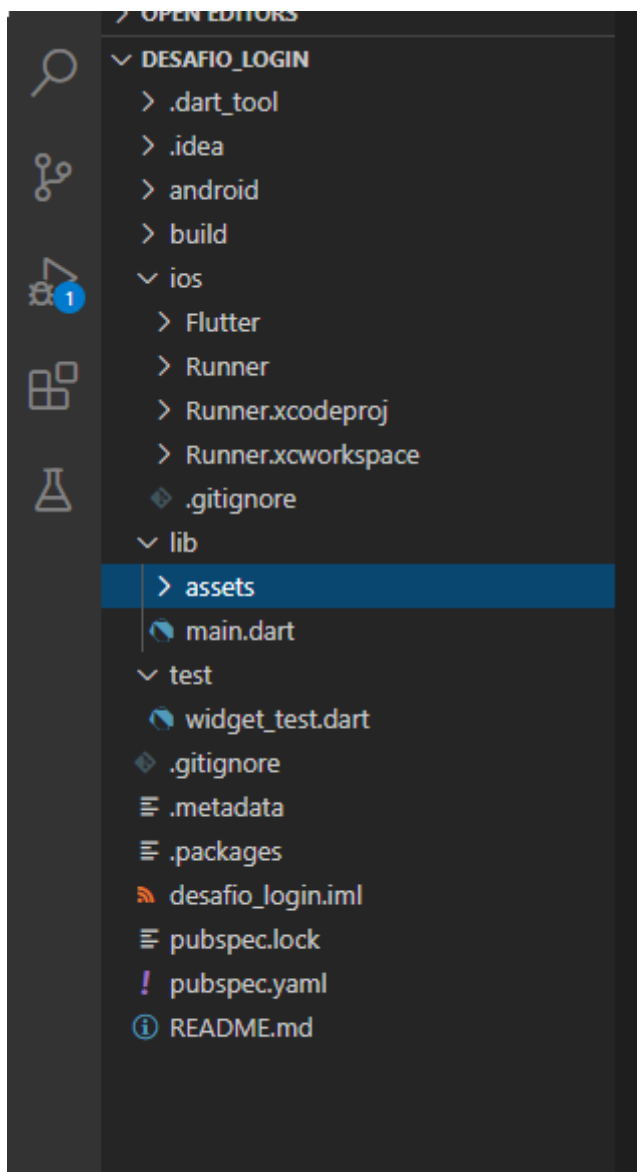
Passo 10: Faça download e copie, para dentro da pasta “lib/asstes”, os seguintes arquivos:

https://github.com/alexmontanha/aula_login/blob/master/lib/assets/Nunito.ttf

https://github.com/alexmontanha/aula_login/blob/master/lib/assets/alucard.jpg

https://github.com/alexmontanha/aula_login/blob/master/lib/assets/leon-avatar.jpg

https://github.com/alexmontanha/aula_login/blob/master/lib/assets/umbrella-logo.jpg



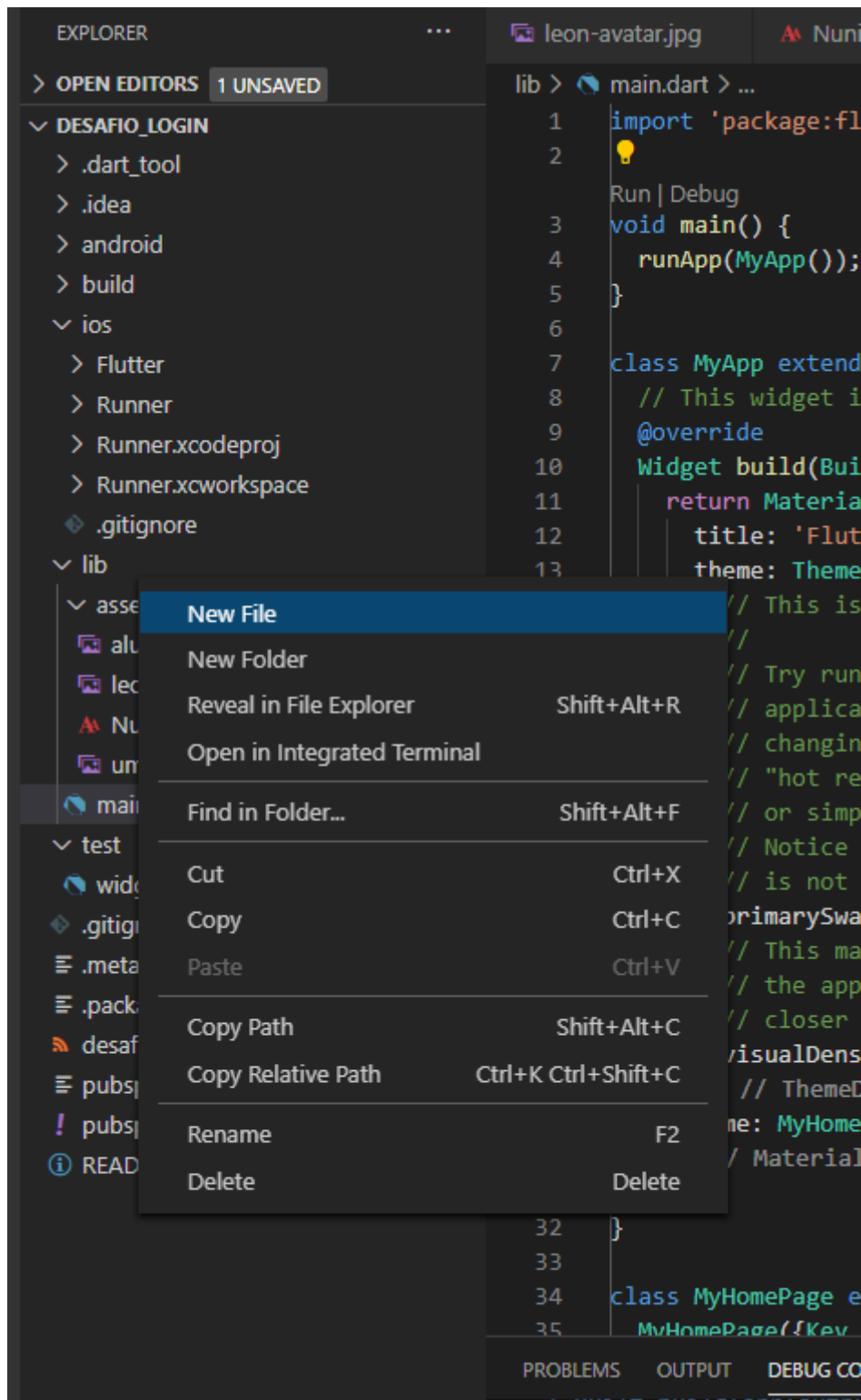
Passo 11: Edite o arquivo “pubspec.yaml” do seu projeto, inserindo as linhas destacadas na imagem:

```

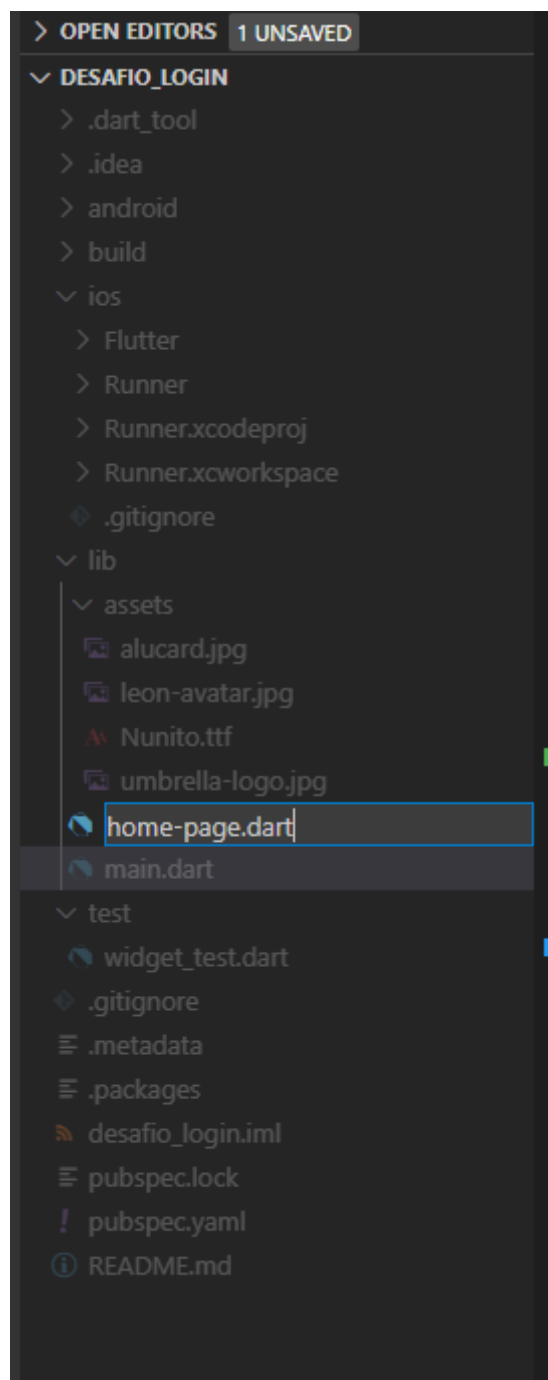
! pubspec.yaml
22
23 dependencies:
24   flutter:
25     sdk: flutter
26
27
28   # The following adds the Cupertino Icons font to your application.
29   # Use with the CupertinoIcons class for iOS style icons.
30   cupertino_icons: ^0.1.3
31
32 dev_dependencies:
33   flutter_test:
34     sdk: flutter
35
36   # For information on the generic Dart part of this file, see the
37   # following page: https://dart.dev/tools/pub/pubspec
38
39   # The following section is specific to Flutter.
40   flutter:
41
42     # The following line ensures that the Material Icons font is
43     # included with your application, so that you can use the icons in
44     # the material Icons class.
45     uses-material-design: true
46
47     --assets:
48       -- lib/assets/alucard.jpg
49       -- lib/assets/umbrella-logo.jpg
50       -- lib/assets/leon-avatar.jpg
51     --fonts:
52       -- family: Nunito
53       -- fonts:
54         -- asset: lib/assets/Nunito.ttf
55
56     # To add assets to your application, add an assets section, like this:
57     # assets:
58     #   - images/a_dot_burr.jpeg
59     #   - images/a_dot_ham.jpeg

```

Passo 12: Criar um arquivo na pasta “lib”.



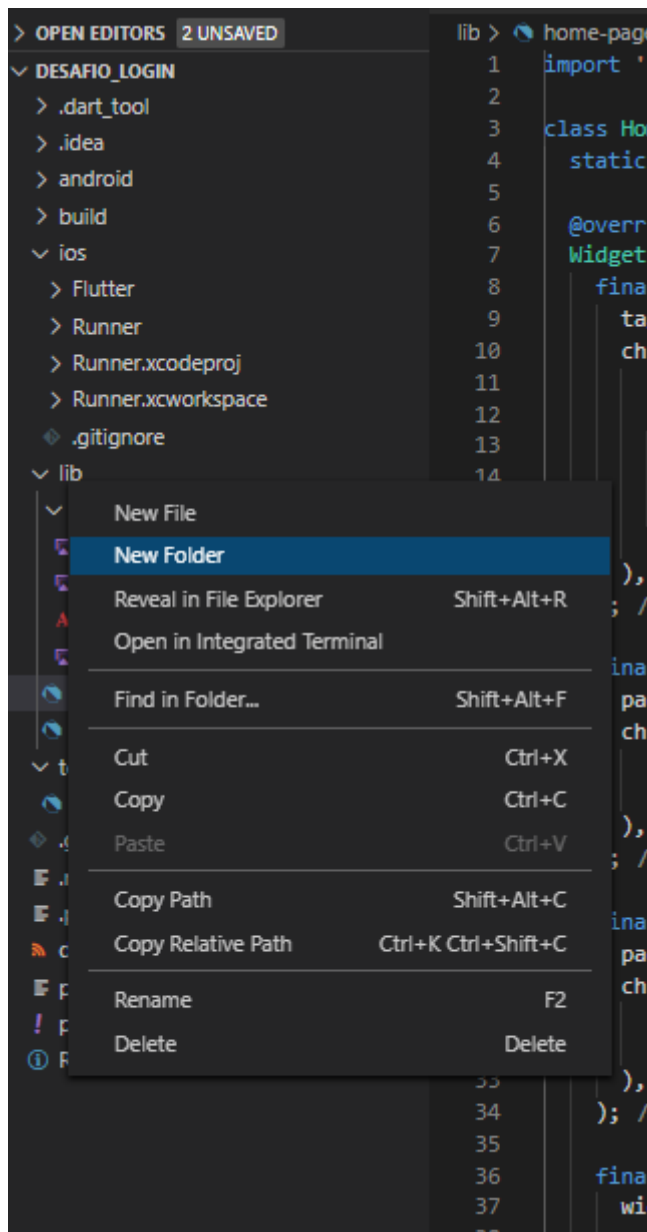
Passo 13: Dar o nome de “home-page.dart” para este novo arquivo.



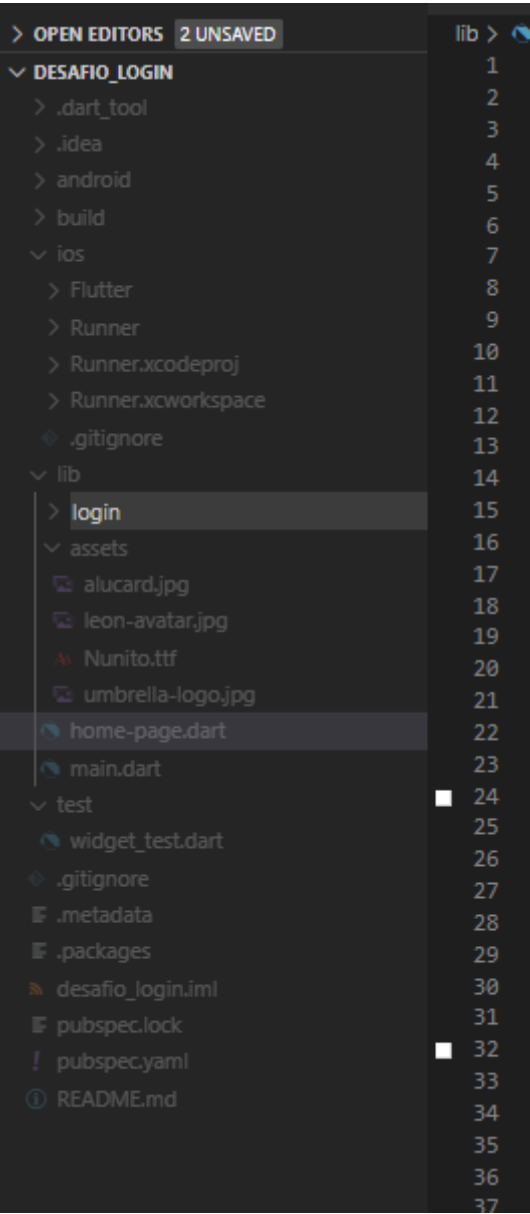
Passo 14: Digitar o código da figura abaixo, dentro do arquivo “home-page.dart”

```
b > home-page.dart > HomePage
1 import 'package:flutter/material.dart';
2
3 class HomePage extends StatelessWidget {
4   static String tag = 'home-page';
5
6   @override
7   Widget build(BuildContext context) {
8     final alucard = Hero(
9       tag: 'hero',
10      child: Padding(
11        padding: EdgeInsets.all(16.0),
12        child: CircleAvatar(
13          radius: 72.0,
14          backgroundColor: Colors.transparent,
15          backgroundImage: AssetImage('lib/assets/leon-avatar.jpg'),
16        ), // CircleAvatar
17      ), // Padding
18    ); // Hero
19
20    final welcome = Padding(
21      padding: EdgeInsets.all(8.0),
22      child: Text(
23        'Bem vindo Leon S. Kennedy',
24        style: TextStyle(fontSize: 28.0, color: Colors.white),
25      ), // Text
26    ); // Padding
27
28    final lorem = Padding(
29      padding: EdgeInsets.all(8.0),
30      child: Text(
31        'Leon S. Kennedy. Informações Classificadas.',
32        style: TextStyle(fontSize: 16.0, color: Colors.white),
33      ), // Text
34    ); // Padding
35
36    final body = Container(
37      width: MediaQuery.of(context).size.width,
38      padding: EdgeInsets.all(28.0),
39      decoration: BoxDecoration(
40        gradient: LinearGradient(colors: [
41          Colors.blue,
42          Colors.lightBlueAccent,
43        ]), // LinearGradient
44      ), // BoxDecoration
45      child: Column(
46        children: <Widget>[alucard, welcome, lorem],
47      ), // Column
48    ); // Container
49
50    return Scaffold(
51      appBar: new AppBar(
52        title: Text('Banco de Dados RE'),
53      ), // AppBar
54      body: body,
55    ); // Scaffold
56  }
57 }
```

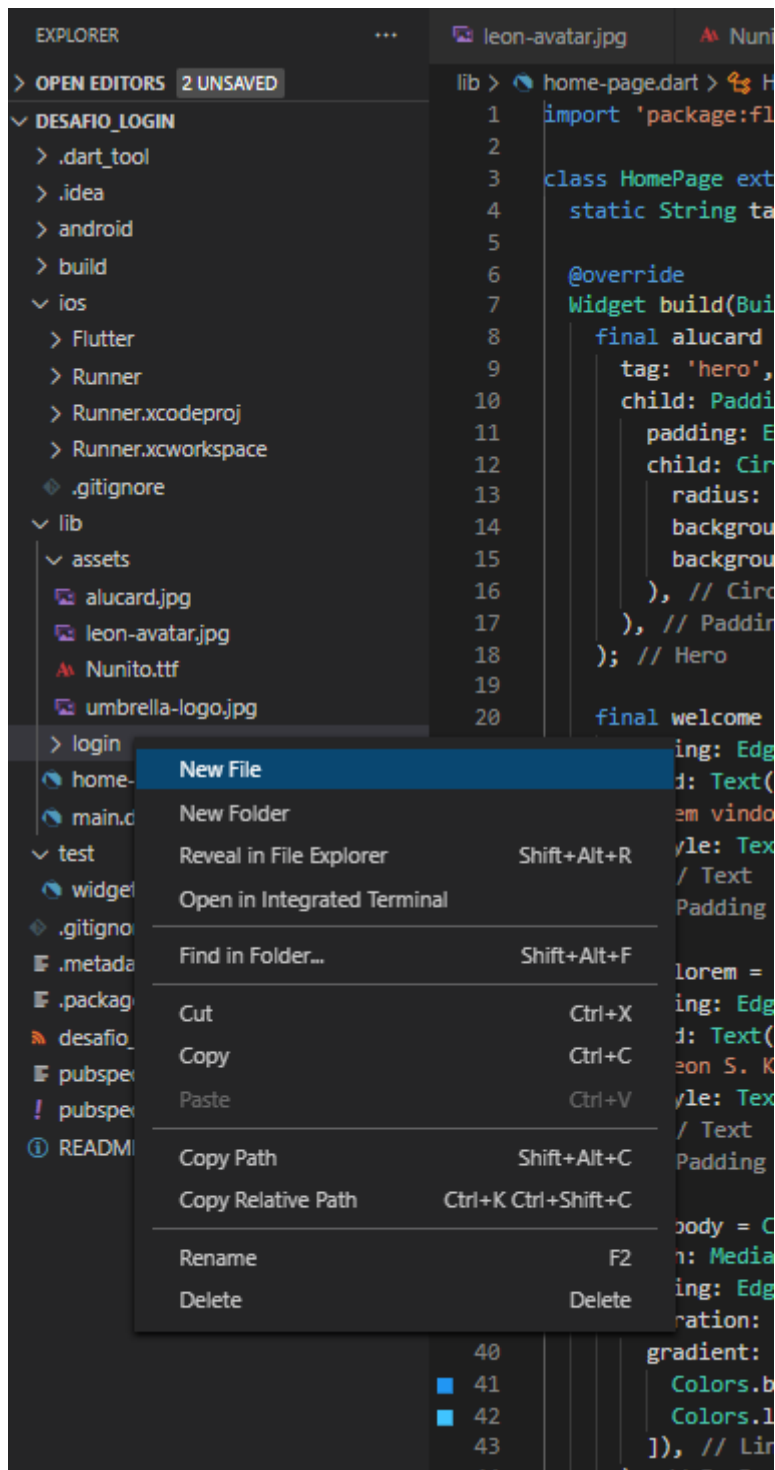

Passo 15: Criar uma pasta, dentro da pasta “lib”.



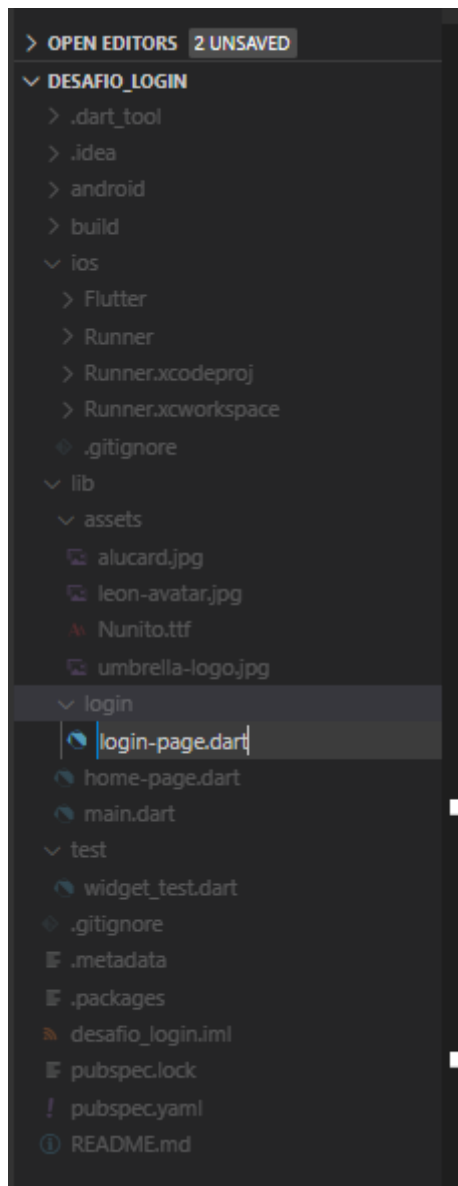
Passo 16: Dar o nome de “login” para a nova pasta



Passo 17: Criar um arquivo, na pasta “lib/login”:



Passo 18: Dar o nome de “login-page.dart” para este novo arquivo:



Passo 19: Digitar o código da figura abaixo, dentro do arquivo “login-page.dart”.

Vide figura na próxima página

```

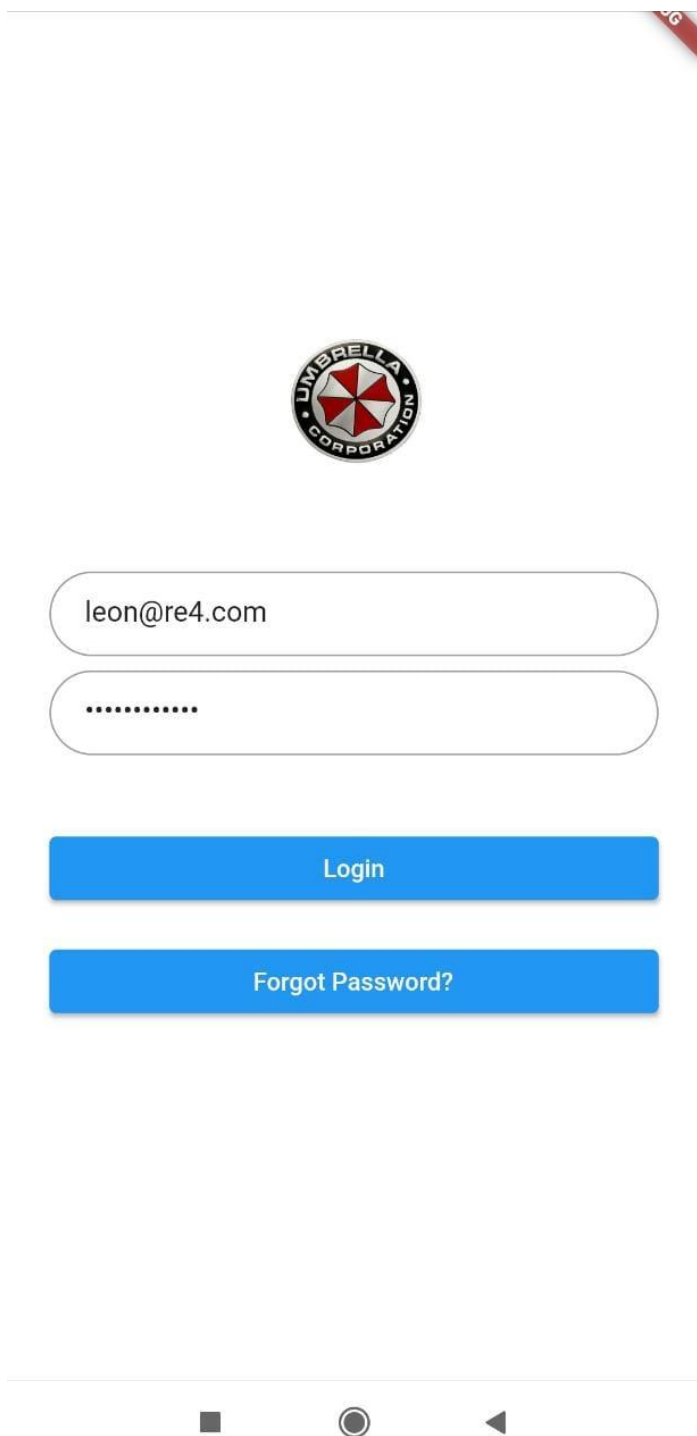
login-page.dart x home-page.dart launchjason U
lib > login > login-page.dart > _LoginPageState > build
1 import 'package:flutter/material.dart';
2
3 import '../home-page.dart';
4
5 class LoginPage extends StatefulWidget {
6   static String tag = 'login-page';
7   @override
8   _LoginPageState createState() => new _LoginPageState();
9 }
10
11 class _LoginPageState extends State<LoginPage> {
12   @override
13   Widget build(BuildContext context) {
14     final logo = Hero(
15       tag: 'hero',
16       child: CircleAvatar(
17         backgroundColor: Colors.transparent,
18         radius: 48.0,
19         child: Image.asset('lib/assets/umbrella-logo.jpg'),
20       ), // CircleAvatar
21     ); // Hero
22
23     final email = TextFormField(
24       keyboardType: TextInputType.emailAddress,
25       autofocus: false,
26       initialValue: 'leon@re4.com',
27       decoration: InputDecoration(
28         hintText: 'Email',
29         contentPadding: EdgeInsets.fromLTRB(20.0, 10.0, 20.0, 10.0),
30         border: OutlineInputBorder(borderRadius: BorderRadius.circular(32.0)),
31       ), // InputDecoration
32     ); // TextFormField
33
34     final password = TextFormField(
35       autofocus: false,
36       initialValue: 'alguma coisa',
37       obscureText: true,
38       decoration: InputDecoration(
39         hintText: 'Senha',
40         contentPadding: EdgeInsets.fromLTRB(20.0, 10.0, 20.0, 10.0),
41         border: OutlineInputBorder(borderRadius: BorderRadius.circular(32.0)),
42       ), // InputDecoration
43     ); // TextFormField
44
45     final loginButton = Padding(
46       padding: EdgeInsets.symmetric(vertical: 16.0),
47       child: ElevatedButton(
48         child: Text('Login'),
49         onPressed: () {
50           Navigator.push(
51             context, MaterialPageRoute(builder: (context) => HomePage());
52           ),
53         ), // ElevatedButton
54     ); // Padding
55
56     final forgotLabel = ElevatedButton(
57       child: Text('Forgot Password?'),
58       onPressed: () {
59         print('Pressed');
60       },
61     ); // ElevatedButton
62
63     return Scaffold(
64       backgroundColor: Colors.white,
65       body: Center(
66         child: ListView(
67           shrinkWrap: true,
68           padding: EdgeInsets.only(left: 24.0, right: 24.0),
69           children: <Widget>[
70             logo,
71             SizedBox(height: 48.0),
72             email,
73             SizedBox(height: 8.0),
74             password,
75             SizedBox(height: 24.0),
76             loginButton,
77             forgotLabel
78           ], // <Widget>[]
79         ), // ListView
80       ), // Center
81     ); // Scaffold
82   }
83 }
84

```

Passo 20: Apague o conteúdo da página “main.dart” e digite o código abaixo dentro dela:

```
lib > main.dart > MyApp
1 import 'package:flutter/material.dart';
2
3 import 'home-page.dart';
4 import 'login/login-page.dart';
5
6 void main() {
7   runApp(MyApp());
8 }
9
10 class MyApp extends StatelessWidget {
11   final routes = <String, WidgetBuilder>{
12     LoginPage.tag: (context) => LoginPage(),
13     HomePage.tag: (context) => HomePage(),
14   };
15
16   @override
17   Widget build(BuildContext context) {
18     return MaterialApp(
19       title: 'Flutter Demo',
20       theme: ThemeData(
21         primarySwatch: Colors.blue,
22         visualDensity: VisualDensity.adaptivePlatformDensity,
23       ), // ThemeData
24     home: LoginPage(),
25   ); // MaterialApp
26 }
27
28
```

Passo 21: Após mandar executar com “F5”, a seguinte tela deverá aparecer no seu celular ou emulador, onde está debugando:



Passo 22: Ao clicar em “Log In” no App, a seguinte página deverá aparecer:



FIM