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Subject: SDP

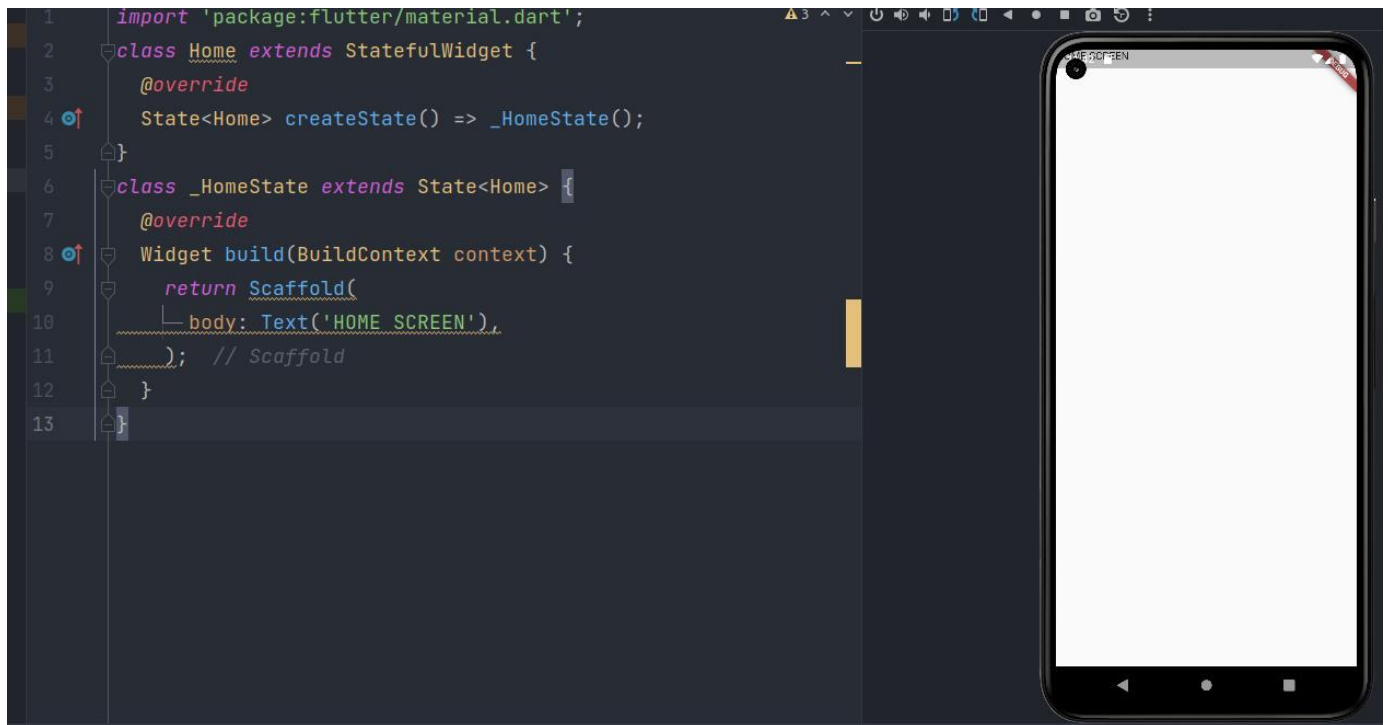
Batch: A3

Roll No: CE053

ID No: 20CEUBG084

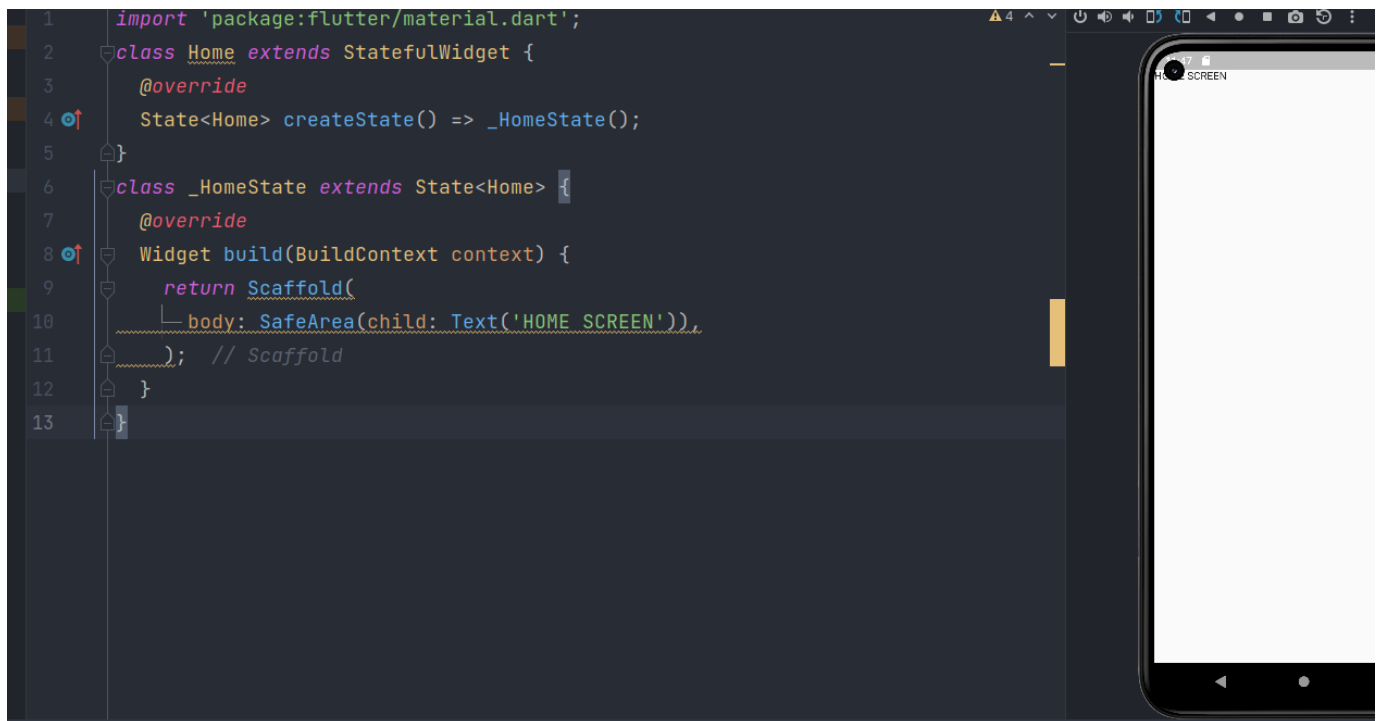
Lab9 Tutorial-2

In home.dart file we are using StatefulWidget.

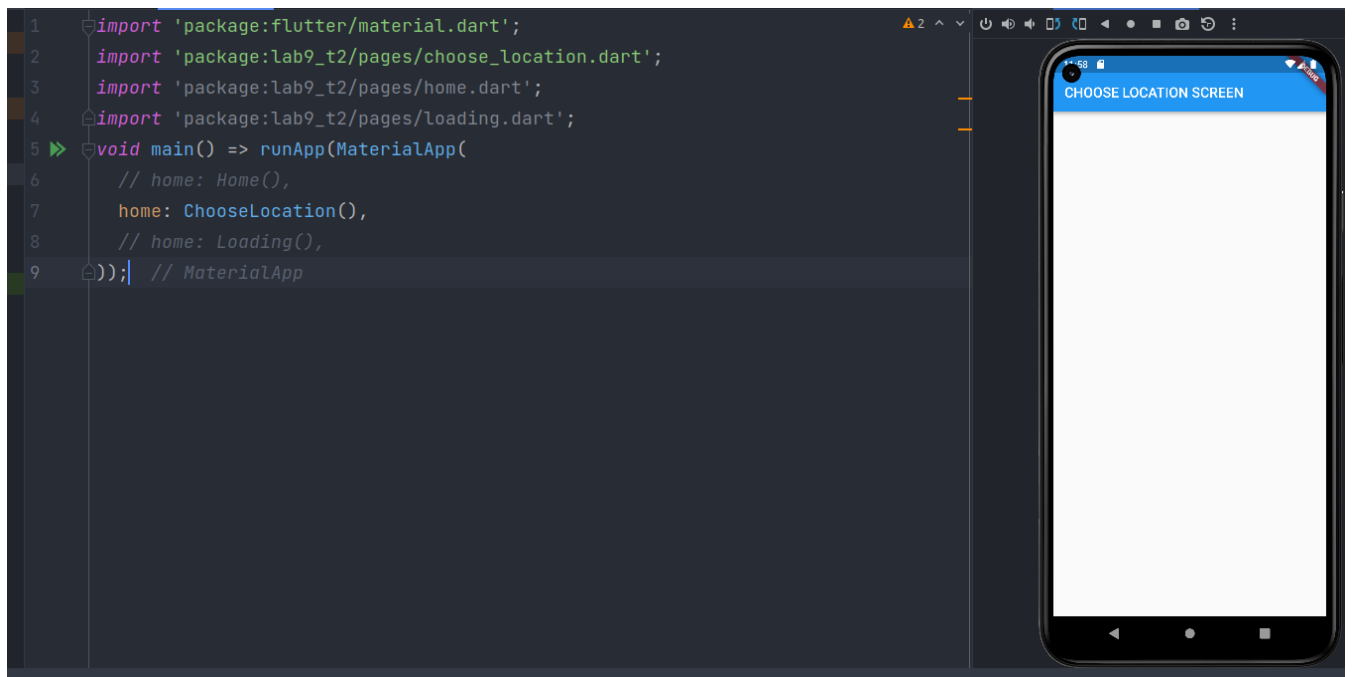


body: SafeArea(child: Text('HOME SCREEN')),

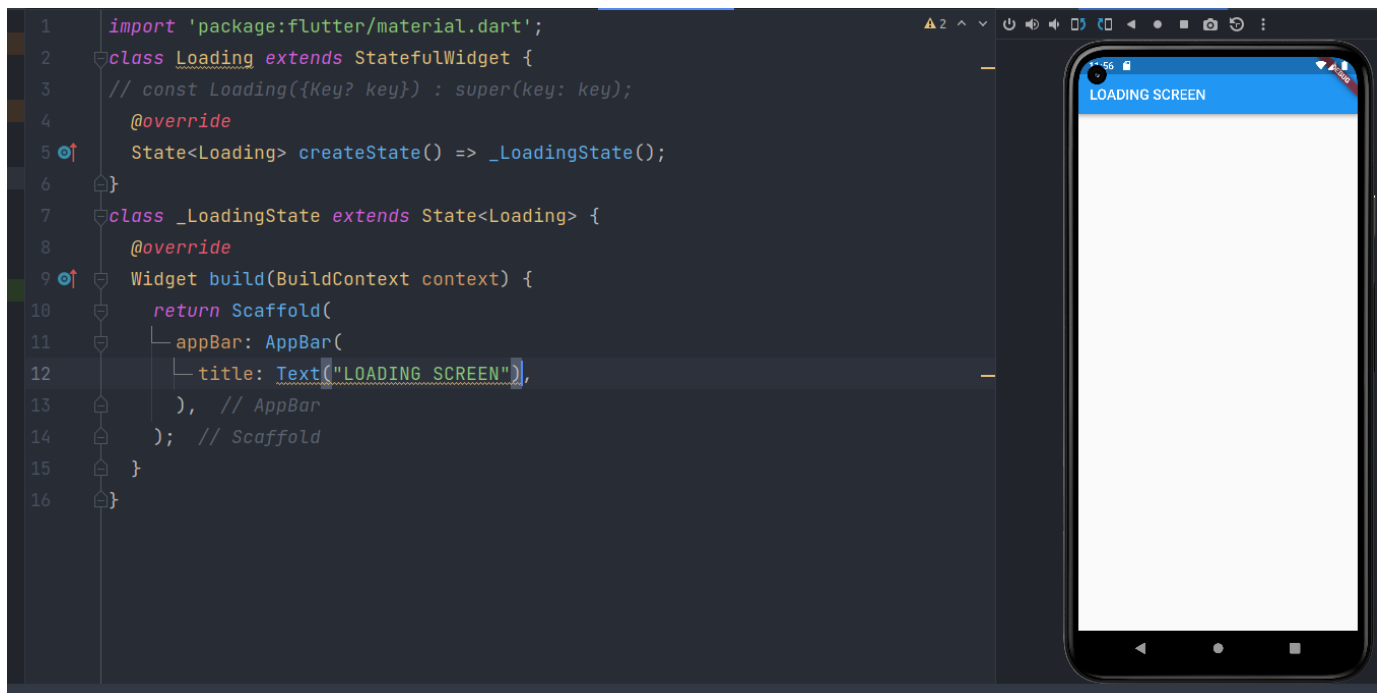
Using SafeArea HOME SCREEN text get some padding.



Choose_location.dart



Loading.dart



If the app only has one page, then you can specify it using `home` instead.

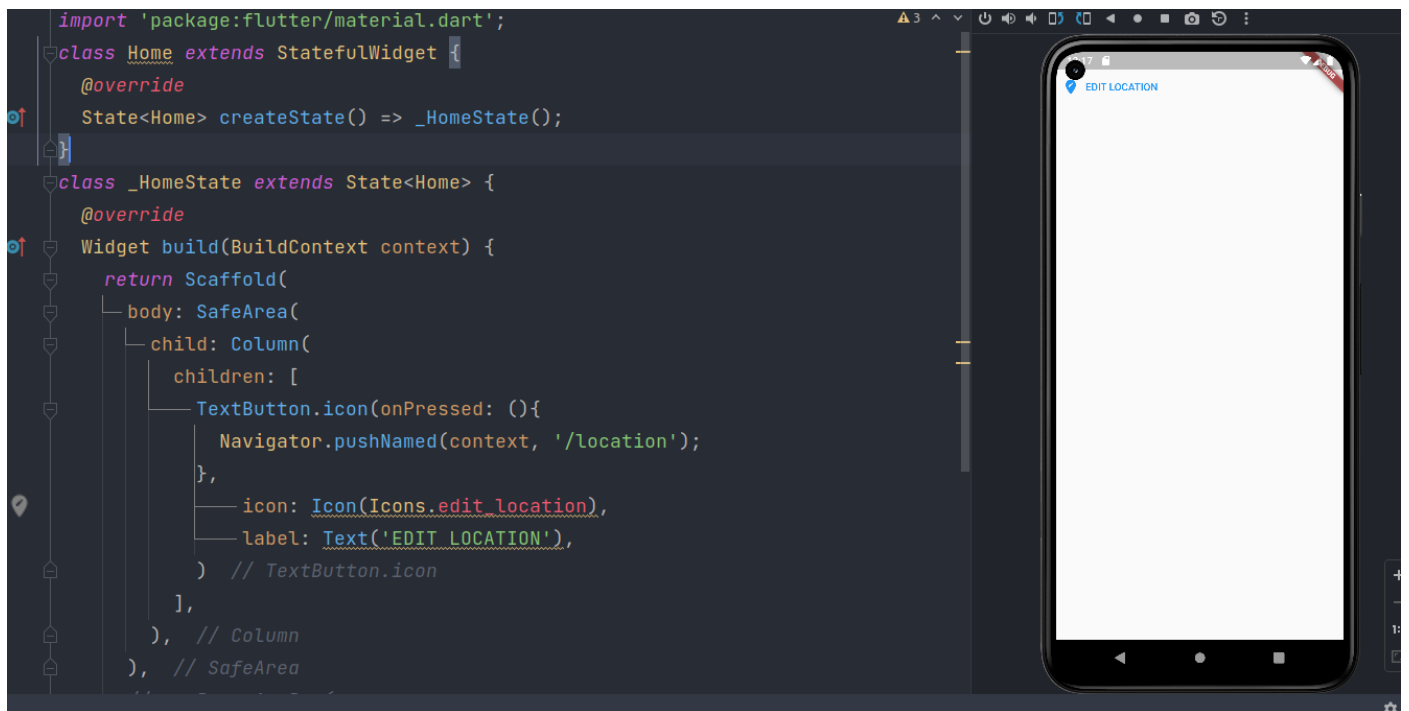
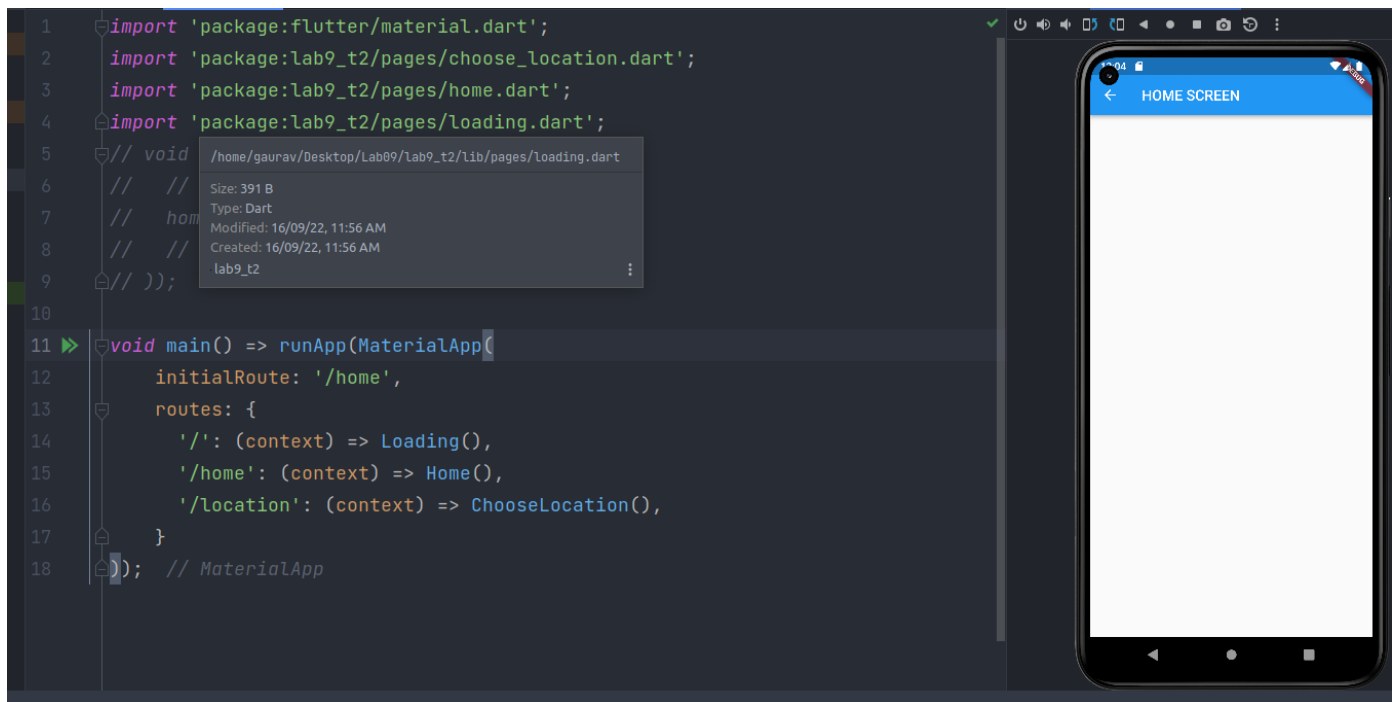
If `home` is specified, then it implies an entry in this table for the

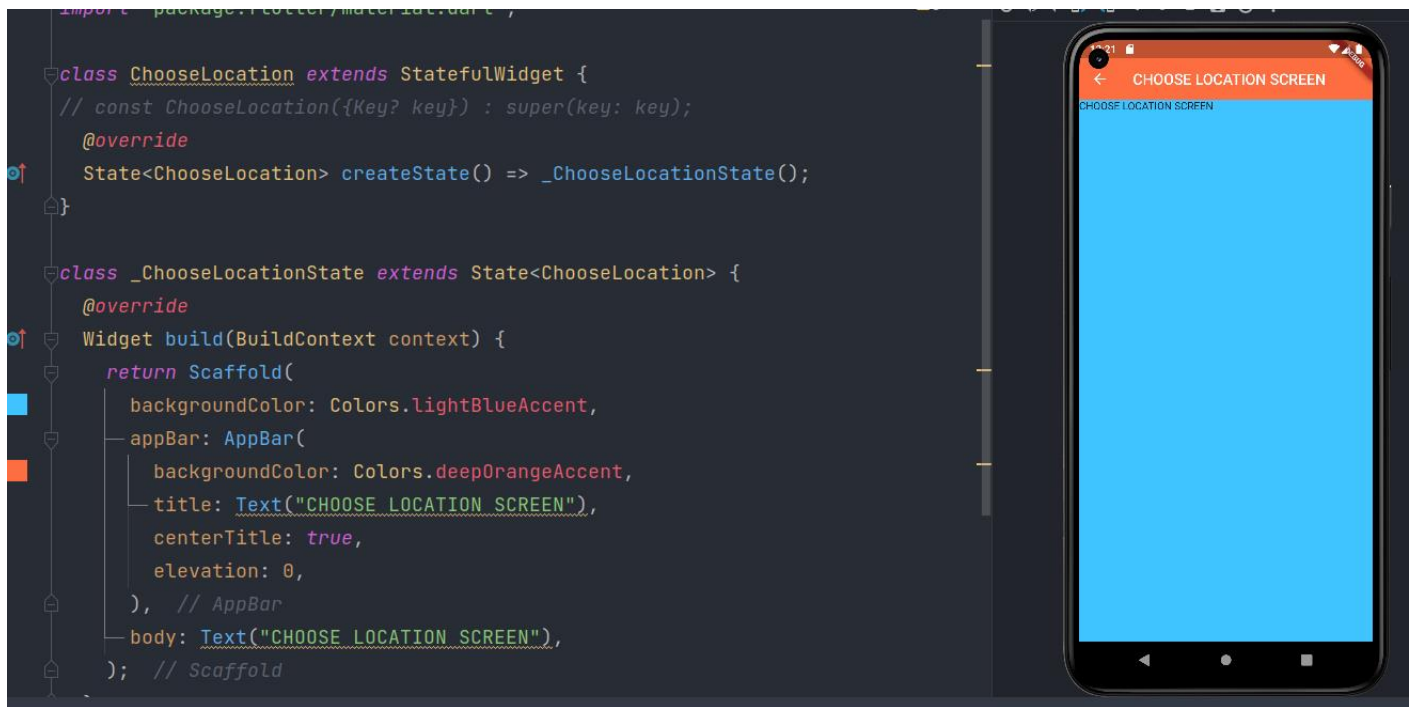
`Navigator.defaultRouteName` route (`/`), and it is an error to redundantly provide such a

route in the routes table.

If a route is requested that is not specified in this table (or by `home`), then the `onGenerateRoute` callback is called to build the page instead.

The `Navigator` is only built if routes are provided (either via `home`, routes, `onGenerateRoute`, or `onUnknownRoute`); if they are not, `builder` must not be null.





Final Code:

Main.dart

```
import 'package:flutter/material.dart';
import 'package:lab9_t2/pages/choose_location.dart';
import 'package:lab9_t2/pages/home.dart';
import 'package:lab9_t2/pages/loading.dart';
// void main() => runApp(MaterialApp(
//   // home: Home(),
//   // home: ChooseLocation(),
//   // // home: Loading(),
//   // ));

void main() => runApp(MaterialApp(
  initialRoute: '/home',
  routes: {
    '/': (context) => Loading(),
    '/home': (context) => Home(),
    '/location': (context) => ChooseLocation(),
  },
));
```

```
    }  
  ));
```

Home.dart

```
import 'package:flutter/material.dart';  
class Home extends StatefulWidget {  
  @override  
  State<Home> createState() => _HomeState();  
}  
class _HomeState extends State<Home> {  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      body: SafeArea(  
        child: Column(  
          children: [  
            TextButton.icon(onPressed: (){  
              Navigator.pushNamed(context, '/location');  
            },  
              icon: Icon(Icons.edit_location),  
              label: Text('EDIT LOCATION'),  
            ),  
          ],  
        ),  
      ),  
      // appBar: AppBar(  
      //   title: Text("HOME SCREEN"),  
    );  
  }  
}
```

Choose_location.dart

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

class ChooseLocation extends StatefulWidget {
  // const ChooseLocation({Key? key}) : super(key: key);
  @override
  State<ChooseLocation> createState() => _ChooseLocationState();
}

class _ChooseLocationState extends State<ChooseLocation> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      backgroundColor: Colors.lightBlueAccent,
      appBar: AppBar(
        backgroundColor: Colors.deepOrangeAccent,
        title: Text("CHOOSE LOCATION SCREEN"),
        centerTitle: true,
        elevation: 0,
      ),
      body: Text("CHOOSE LOCATION SCREEN"),
    );
  }
}
```

Loading.dart

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

class Loading extends StatefulWidget {
  // const Loading({Key? key}) : super(key: key);
  @override
  State<Loading> createState() => _LoadingState();
}

class _LoadingState extends State<Loading> {
  @override
```

```
Widget build(BuildContext context) {  
  return Scaffold(  
    appBar: AppBar(  
      title: Text("LOADING SCREEN"),  
    ),  
  );  
}
```

Github Link:

<https://github.com/GauravKaklotar/SDP/tree/master/Lab09>