

# Ex 2 : Navigation / Drawer / Header & Bottom navigation

**Starting date:** @2020년 9월 21일

**Deadline:** @2020년 9월 24일

## Instructions

In this exercise you will have to add the navigation as well as the icons on the header, the drawer and the bottom navigation. You will also have to create the setting page and add it in the drawer. Same as the previous exercise, you just have to put some dummy data for now. But you should pass the data from one page to another. For example if you click on a tile for a game, the data of that tile should be passed to the detail page. Also add a 404 page.

For now the drawer will have 2 links : the Homepage and the Settings page. You can style the drawer how you want as long as there are the two links.

## Objectives

- Know how navigation works in Flutter
- Know how to navigate between pages
- How to create a drawer
- How to add icons on the header
- How to create a bottom navigation
- How to add an active style on a button that indicates on which page we are
- Pass data from a page to another
- How to use `onGenerateRoute` and `onUnknownRoute`

# Documentation

You don't have to read all the documentation (because it gonna takes a long time) but you can refers to it when you don't know how to do something or when you have issues.

Navigation :

- <https://flutter.dev/docs/cookbook/navigation>

onGenerateRoute:

- <https://flutter.dev/docs/cookbook/navigation/navigate-with-arguments#alternatively-extract-the-arguments-using-ongenerateroute>

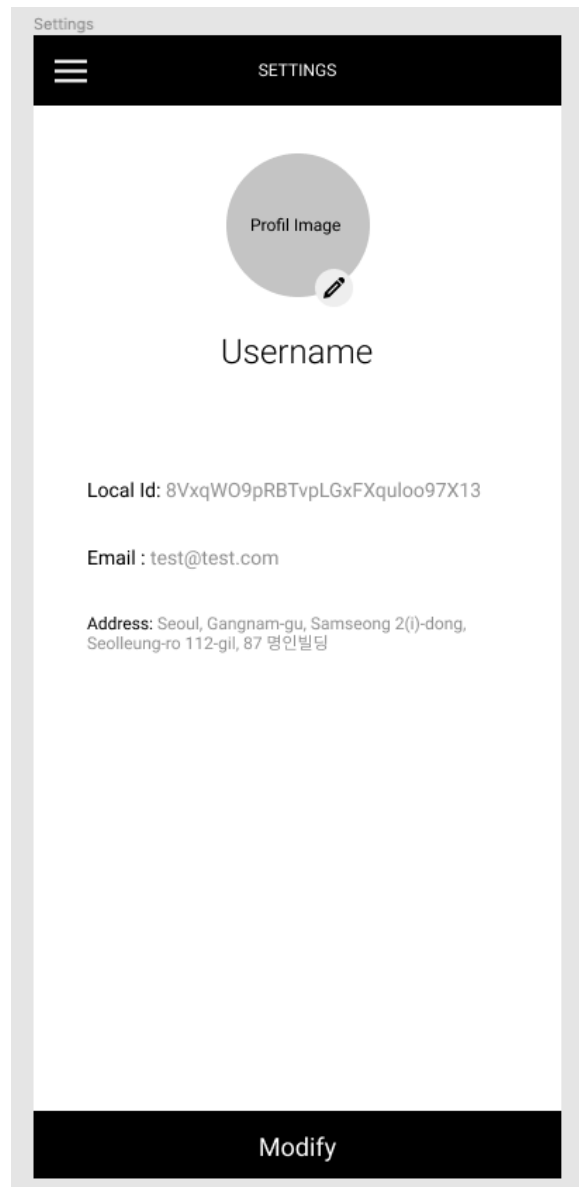
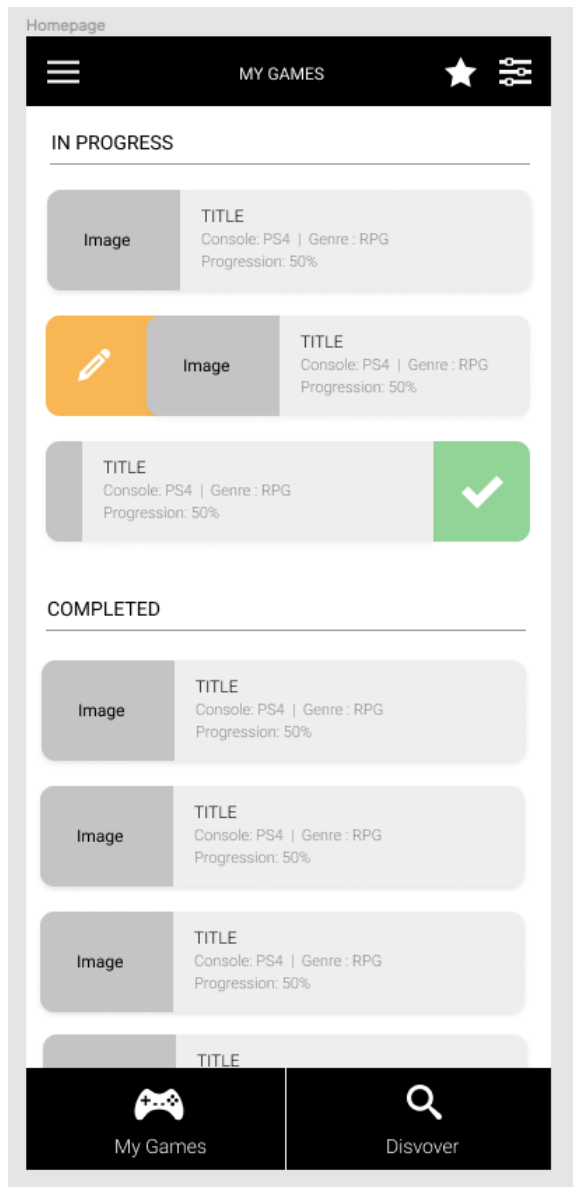
Drawer:

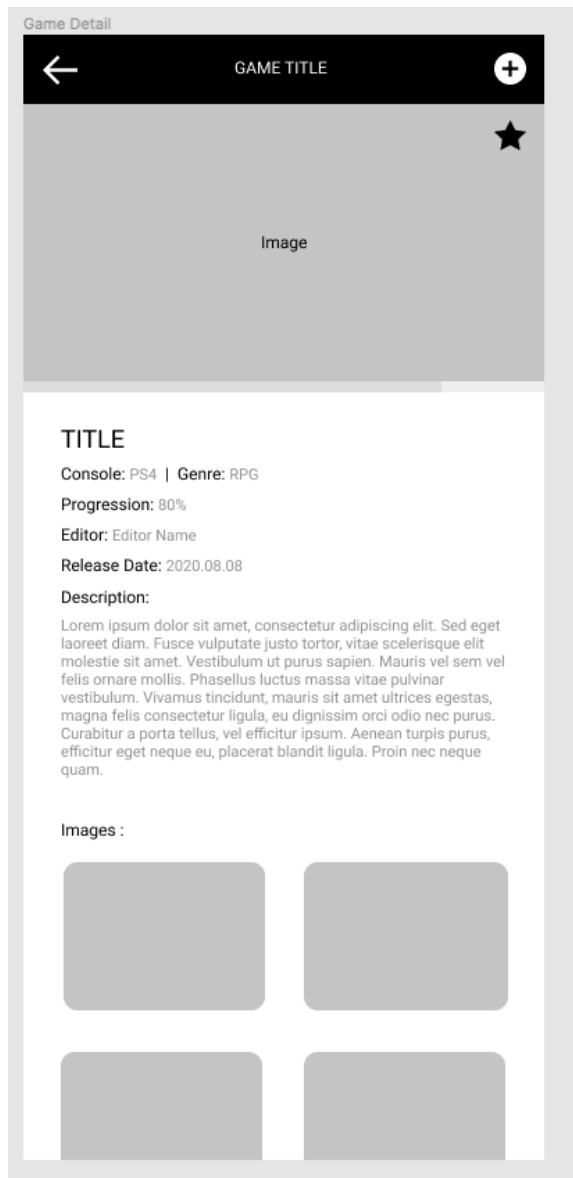
- <https://flutter.dev/docs/cookbook/design/drawer>
- [https://www.youtube.com/watch?v=WRj86iHihgY&ab\\_channel=Flutter](https://www.youtube.com/watch?v=WRj86iHihgY&ab_channel=Flutter)

Bottom navigation bar :

- <https://api.flutter.dev/flutter/material/BottomNavigationBar-class.html>

# Screens





- **Homepage** : When you click on the game tile, you go to the Detail page.  
The header have 3 buttons : one for the drawer, one to go to my favorites pages and one for the filter page.  
The bottom navigation have two buttons: one that goes to this page / Homepage (if not on this page) and the other one that goes to the Discover page.
- **Detail page**: At the top right of the image there is the clickable favorite icon (to remove or add it as a favorite)  
On the header, you have the back button and a button to edit the game if the

user is the one that added it to the database. If not there is an add button to add the game to the list.

- **Discover page:** When you click on it you are redirected to the Detail page. The header has the drawer button and on the right side the filter button. The bottom navigation has two buttons: one that goes to this page / Homepage and the other one that goes to the Discover page (if not on this page).
- **Setting page:** contains the user information. The profile image is clickable. When you click on it, you have a pop-up that asks you if you want to take a picture or get an image from your library. The user information that is displayed is the id (I know it's normally not displayed but it to make it less blank hahaha), the email, and address. (You can add a button to change password somewhere if you want and have time). The header has the drawer button.

## onGenerateRoute & onUnknownRoute

Example : (check the documentation for another example)

```
onGenerateRoute: (RouteSettings settings) {
  final List<String> pathElements = settings.name.split('/');

  if (pathElements[0] != '') return null;

  if(pathElements[1] == 'comments') {

    return MaterialPageRoute<bool>(
      builder: (BuildContext context) {
        Post post = Provider.of<SelectedPost>(context, listen: false).post;

        if (post != null) {
          return ListCommentPage(post: post);
        }
      },
    );
  }

  return null;
},
onUnknownRoute: (RouteSettings settings) {
  print(settings);
  return MaterialPageRoute(
    builder: (BuildContext context) => Intro()
```

```
);  
}
```

## Profile picture

For the profile picture you can use a local image or a network image for now. You can also create a Widget like RoundPicture or ProfilePicture. Don't forget that the profile image is clickable.

▼ Hint (click to see)



To have a full round image you can wrap the image with a ClipRect and if needed wrap it with a Container with a width and height  
<https://api.flutter.dev/flutter/widgets/ClipRect-class.html>  
[https://www.youtube.com/watch?v=el43jkQkrvs&ab\\_channel=GoogleDevelopers](https://www.youtube.com/watch?v=el43jkQkrvs&ab_channel=GoogleDevelopers)

## Bonus : Slider effect between MyGame page / Homepage and Discover page

You can add a Slider effect between the Homepage and Discover page.

▼ Hint (click to see)



You can use A PageView widget which will wrap the the two pages. And the you will have to play with the pageNotifier value and the pageController.  
<https://api.flutter.dev/flutter/widgets/PageView-class.html>