

Name :- Harshvi Trivedi

Roll :- CE147

main.dart

```
import 'package:flutter/material.dart';
import 'package:my_first_flutter_android_project/pages/home.dart';
void main() => runApp(MaterialApp(
  home: Home(),
));
```

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: 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(
      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(
    body: Text('LOADING SCREEN'),
  );
}
```

home screen is display on the top of the devise



Test2:-

Main.dart

```

import 'package:flutter/material.dart';
import
'package:my_first_flutter_android_project/pages/choose_location.dart';
import 'package:my_first_flutter_android_project/pages/home.dart';
import 'package:my_first_flutter_android_project/pages/loading.dart';
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(
//test1
// body: SafeArea(child: Text('HOME SCREEN'),)
//test2
      body: SafeArea(
        child: Column(
          children: [
            TextButton.icon(
              onPressed: (){
                Navigator.pushNamed(context, '/location');
              },
              icon: Icon(Icons.edit_location),
              label: Text('EDIT LOCATION'),
            ),
          ],
        ),
      ),
    );
  }
}

```

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.blueAccent[2000],
        appBar: AppBar(
          backgroundColor: Colors.deepOrangeAccent,
          title: Text('CHOOSE LOCATION'),
          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(
      body: Text('LOADING SCREEN'),
    );
  }
}

```



