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**GIT LINK :** <https://github.com/Haseeb55859/Mobile-Application/tree/main/lib>

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## ▪ CODE SCREEN SHOT :

```
* main.dart > ...
package:flutter/material.dart';

Run | Debug | Profile
n() => runApp(SmartHomeApp());

SmartHomeApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Smart Home Dashboard',
      theme: ThemeData(
        useMaterial3: true,
        primarySwatch: Colors.indigo,
        visualDensity: VisualDensity.adaptivePlatformDensity,
        textTheme: TextTheme(
          titleLarge: TextStyle(fontSize: 20, fontWeight: FontWeight.w600),
          bodyMedium: TextStyle(fontSize: 14),
        ),
        // TextTheme
        // ThemeData
        theme: DashboardScreen(),
      ),
      // MaterialApp
    );
  }
}

class Device {
  String name;
  String type;
  String room;
}
```

```
class _DashboardScreenState extends State<DashboardScreen> {
  List<Device> devices = [
    Device(name: 'Living Room Light', type: 'Light', room: 'Living Room', isOn: true, value: 0.8),
    Device(name: 'Bedroom Fan', type: 'Fan', room: 'Bedroom', isOn: false, value: 0.4),
    Device(name: 'Hall AC', type: 'AC', room: 'Hall', isOn: true, value: 0.6),
    Device(name: 'Front Door Camera', type: 'Camera', room: 'Entrance', isOn: true, value: 0.0),
  ];

  final GlobalKey<ScaffoldState> _scaffoldKey = GlobalKey<ScaffoldState>();

  void _addDevice(Device newDevice) {
    setState(() => devices.add(newDevice));
  }

  IconData _iconForType(String type) {
    switch (type) {
      case 'Light':
        return Icons.lightbulb_outline;
      case 'Fan':
        return Icons.toys;
    }
  }
}
```

```
class DeviceDetailsScreen extends StatefulWidget {
  final Device device;
  DeviceDetailsScreen({required this.device});

  @override
  _DeviceDetailsScreenState createState() => _DeviceDetailsScreenState();
}

class _DeviceDetailsScreenState extends State<DeviceDetailsScreen> {
  IconData _iconForType(String type) {
    switch (type) {
      case 'Light':
        return Icons.lightbulb_outline;
      case 'Fan':
        return Icons.toys;
      case 'AC':
        return Icons.ac_unit;
      case 'Camera':
        return Icons.videocam;
      default:
        return Icons.device_unknown;
    }
  }
}
```

