

FLUTTER TUTORIALS

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TECMAN Lesson 9

Most apps contain several screens for displaying different types of information. For example, an app might have a screen that displays products. When the user taps the image of a product, a new screen displays details about the product.

Terminology: In Flutter, screens and pages are called routes.

The remainder of this recipe refers to routes.

In Android, a route is equivalent to an Activity. In iOS, a route is equivalent to a ViewController. In Flutter, a route is just a widget.

Navigate to a new route using the <u>Navigator</u>. This recipe uses the following steps:

The next few sections show how to navigate between two routes, using these steps:

- 1. Create two routes.
- 2. Navigate to the second route using Navigator.push().
- 3. Return to the first route using Navigator.pop().

1. Create two routes

First, create two routes to work with. Since this is a basic example, each route contains only a single button. Tapping the button on the first route navigates to the second route. Tapping the button on the second route returns to the first route.

First, set up the visual structure:

```
class FirstRoute extends StatelessWidget (
  Woverride
 Widget build(SuildContext context) (
   return Scaffold(
     appBar: AppBar(
       title: Text("First Route").
     body: Center(
       child: RaisedButton(
         child: Text('Open route'),
         onPressed: () (
           // Navigate to second route when tapped.
class SecondRoute extends StatelessWidget (
 Woverride
 Widget build(SuildContext context) {
   return Scaffold(
     appBar: AppBar(
       title: Text("Second Route"),
     body: Center(
       child: RaisedButton(
         onPressed: ()
           // Mayigate back to first couts when tapped.
         child: Text('Go back!'),
                                                                                                     TECMAN LIMITED 2019
```

2. Navigate to the second route using Navigator.push()

To switch to a new route, use the Navigator.push() method. The push() method adds a Route to the stack of routes managed by the Navigator. Where does the Route come from? You can create your own, or use a MaterialPageRoute, which is useful because it transitions to the new route using a platform-specific animation.

In the build() method of the FirstRoute widget, update the onPressed() callback:

2. Navigate to the second route using Navigator.push()

```
// Within the 'FirstRoute' widget
onPressed: () {
  Navigator.push(
    context,
    MaterialPageRoute(builder: (context) => SecondRoute()),
  );
}
```

Animate a widget across screens

Use the <u>Hero</u> widget to animate a widget from one screen to the next. This recipe uses the following steps:

- 1. Create two screens showing the same image.
- 2. Add a Hero widget to the first screen.
- 3. Add a Hero widget to the second screen.

1. Create two screens showing the same image

•This example, display the same image on both screens.

Animate the image from the first screen to the second screen when the user taps the image. For now, create the visual structure; handle animations in the next steps.

```
class MainScreen extends StatelessWidget {
  Boverride
  Widget build(BuildContext context) {
   return Scaffold(
      appBar: AppBar(
        title: Text('Main Screen'),
      body: GestureDetector(
        onTap: () (
         Navigator.push(context, MaterialPageRoute(builder: (_) {
           return DetailScreen();
         }));
        child: Image.network(
          'https://picsum.photos/250?image=9',
class DetailScreen extends StatelessWidget {
 Boverride
  Widget build(BuildContext context) {
   return Scaffold(
      body: GestureDetector(
       onTap: () {
         Navigator.pop(context);
        child: Center(
         child: Image_network(
            https://picsum.photos/250?image=91,
```

2. Add a Hero widget to the first screen

To connect the two screens together with an animation, wrap the Image widget on both screens in a Hero widget. The Hero widget requires two arguments:

'tag' An object that identifies the 'Hero'. It must be the same on both screens.

`child` The widget to animate across screens.

2. Add a Hero widget to the first screen

```
Hero(
  tag: 'imageHero',
  child: Image.network(
    'https://picsum.photos/250?image=9',
  ),
);
```

3. Return to the first route using Navigator.pop()

How do you close the second route and return to the first? By using the Navigator.pop() method. The pop() method removes the current Route from the stack of routes managed by the navigator.

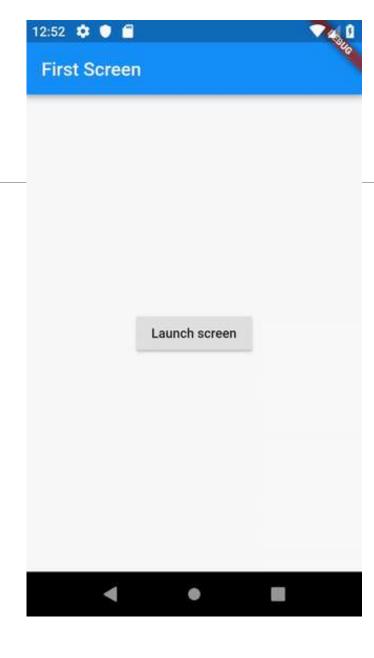
To implement a return to the original route, update the onPressed() callback in the SecondRoute widget:

3. Return to the first route using Navigator.pop()

```
// Within the SecondRoute widget
onPressed: () {
  Navigator.pop(context);
}
```

Complete example

```
import "package:flutter/material;dart's
void main() (
 rumApp(MaterialApp(
   title: 'Nevigetion Besics',
   home: FirstRoute().
 ));
class FirstRoute extends StatelessWidget (
 Governide
  Widget build(SuildContext context) {
   return Scaffold(
     аррбаг: Аррбаг(
       title: Text('First Houte'),
     body: Center(
       child: RaisedButton(
         child: Text('Open route'),
         onPressed: () (
           Navigator.push(
             context,
             MaterialPageRoute(builder: (context) => SecondRoute()),
class SecondRoute extends StatelessWidget (
 Governide
 Widget build(SuildContext context) (
   return Scaffold(
     appBar: AppBar(
       title: Text("Second Route").
     body: Center(
       child: RaisedButton(
         onPressed: () {
           Navigator.pop(context);
         child; Text('Go back!'),
```



THANK YOU