FLUTTER TUTORIALS

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TECMAN Lesson 12

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Add a Drawer to a screen

In apps that use Material Design, there are two primary options for navigation: tabs and drawers. When there is insufficient space to support tabs, drawers provide a handy alternative.

In Flutter, use the Drawer widget in combination with a Scaffold to create a layout with a Material Design drawer. This recipe uses the following steps:

1. Create a Scaffold.
2. Add a drawer.
3. Populate the drawer with items.
4. Close the drawer programmatically.

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1. Create a Scaffold

To add a drawer to the app, wrap it in a Scaffold widget. The Scaffold widget provides a consistent visual structure to apps that follow the Material Design Guidelines. It also supports special Material Design components, such as Drawers, AppBars, and SnackBars.

In this example, create a Scaffold with a drawer:

```
Scaffold(
  drawer: // Add a Drawer here in the next step.
);
```

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2. Add a drawer

Now add a drawer to the Scaffold. A drawer can be any widget, but it's often best to use the Drawer widget from the material library, which adheres to the Material Design spec.

```
Scaffold(
  drawer: Drawer(
    child: // Populate the Drawer in the next step.
  )
);
```

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3. Populate the drawer with items

Now that you have a Drawer in place, add content to it. For this example, use a ListView. While you could use a Column widget, ListView is handy because it allows users to scroll through the drawer if the content takes more space than the screen supports.

Populate the ListView with a DrawerHeader and two ListTile widgets. For more information on working with Lists, see the list recipes.

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3. Populate the drawer with items

```
Drawer(
  // Add a ListView to the drawer. This ensures the user can scroll
  // through the options in the drawer if there isn't enough vertical
  // space to fit everything.
  child: ListView(
    // Important: Remove any padding from the ListView.
    padding: EdgeInsets.zero,
    children: <Widget>[
      DrawerHeader(
        child: Text('Drawer Header'),
        decoration: BoxDecoration(
          color: Colors.blue,
        ),
      ),
      ListTile(
        title: Text('Item 1'),
        onTap: () {
          // Update the state of the app.
          // ...
        },
      ),
      ListTile(
        title: Text('Item 2'),
        onTap: () {
          // Update the state of the app.
          // ...
        },
      ),
    ],
  ),
);
```

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4. Close the drawer programmatically

After a user taps an item, you might want to close the drawer. You can do this by using the Navigator.

When a user opens the drawer, Flutter adds the drawer to the navigation stack. Therefore, to close the drawer, call Navigator.pop(context).

```
ListTile(
  title: Text('Item 1'),
  onTap: () {
    // Update the state of the app.
    // ...
    // Then close the drawer.
    Navigator.pop(context);
  },
),
```

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Complete example

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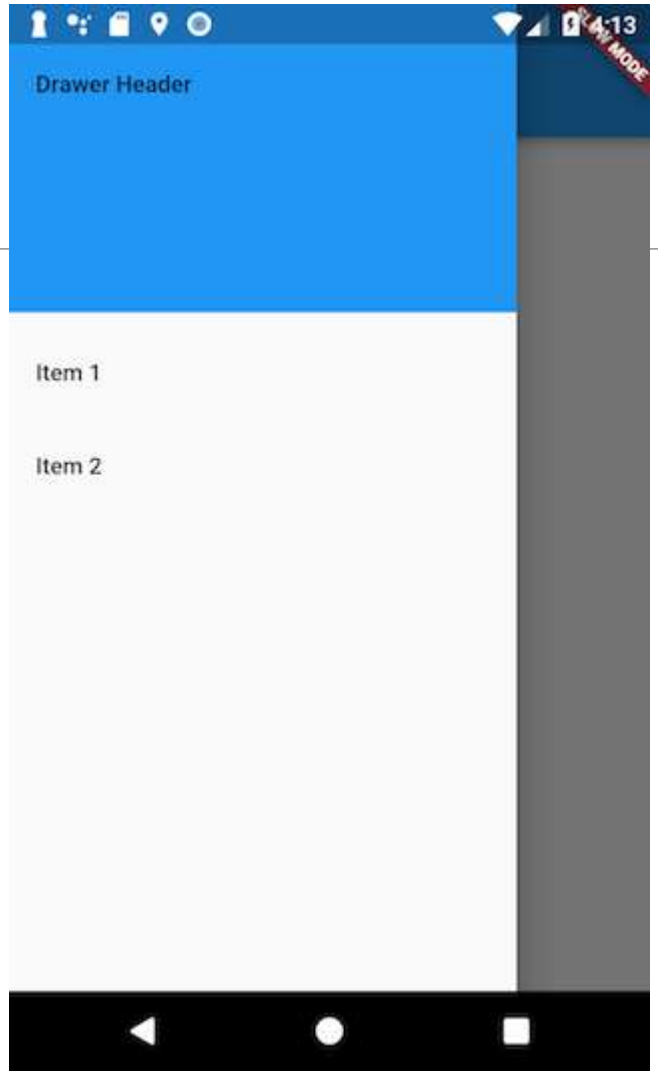

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THANK YOU

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