

Some Key Widgets

//Goes to the next screen called Last

```
MaterialPageRoute route =  
    MaterialPageRoute(builder: (BuildContext context) {  
        return last();  
    });  
Navigator.of(context).push(route);
```

//_Formkey checks if form is validated - usually used inside a button

```
if (_formKey.currentState.validate() == true) {  
    //Do something  
}
```

//TextFormField Property checks user input value to validate - always used in the TextFormField

```
validator: (String value) {  
    if(value.isEmpty) {  
        //Do something  
    }  
}
```

//Array of type String

```
final List<String> items = [  
    "2 pairs of shoes"];
```

//Accessing index 0

```
items[0],
```

<https://www.youtube.com/watch?v=KJpkjHGiI5A>

<https://api.flutter.dev/flutter/widgets/ListView-class.html>

//Uses an array, and displays results.

```
body: ListView.builder(
padding: const EdgeInsets.all(8),
itemCount: items.length,
itemBuilder: (BuildContext context, int index) {
  return Container(
    height: 50,
    child: Center(child: Text('${items[index]}')),
  );
});
```

//CheckboxListTile generates a word, and a checkBox

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

```
CheckboxListTile(
  title: Text(
    items[i],
    style: TextStyle(color: Colors.brown.shade500),
  ),
  //wether checked or not
  value: !selectedItems.contains(items[i]),
  onChanged: (bool isSelected) {
    //if it's clicked add to list
    //Adds to array
    setState(() {
      //if it doesn't exist in our second array add it
      if (!selectedItems.contains(items[i])) {
        selectedItems.add(items[i]);
      } else {
```

```
//
it already exists and therefore is doubled clicked
selectedItems.remove(items[i]);
    }
  });
},
);
```

//Step1: Adding images?

//Step2: create a folder and add an image. e.g check.png

//3: uncomment assets

//It should look like this - if it throws an error, it is a space, case sensitive or does not exist issue

```
assets:
  - images/check.png
# - images/a_dot_ham.jpeg
```

Level 1

Lvl 1.

Goal is directing the **non functional login screen** to the **final screen**

- Goes to final screen and displays a centred check mark image

Level 2

Lvl 2

Goal is building the Nasa's astronaut **functional login screen & validating** the **user(s)** to the **final screen**

- e.g login must work for anybody with a **@nasa.com** handle
- Final screen displays a centred check mark image

Lvl 2.5

Goal is building the Nasa's astronaut **backpack & validating** the **user(s)** through a **functional login screen** - making sure **THEY**, the astronauts have everything they need (see picture)

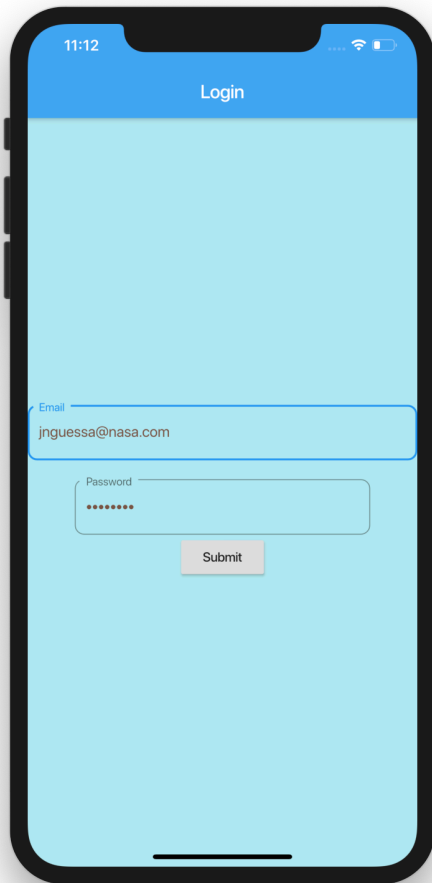
- e.g login must work for anybody with a **@nasa.com** handle
- Once he has everything he needs, he can proceed to the next page, otherwise no
- Final screen displays a centred check mark image

Level 3

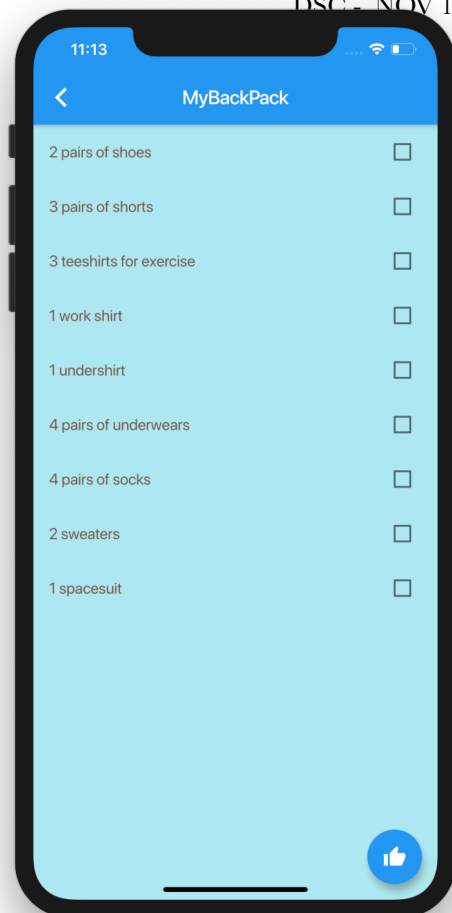
Lvl 3

Goal is building the Nasa's astronaut **backpack + validating** the **user(s)** & storing in **Firebas (Database)** - making sure **THEY**, the astronauts, and **THEY** have everything **THEY** need

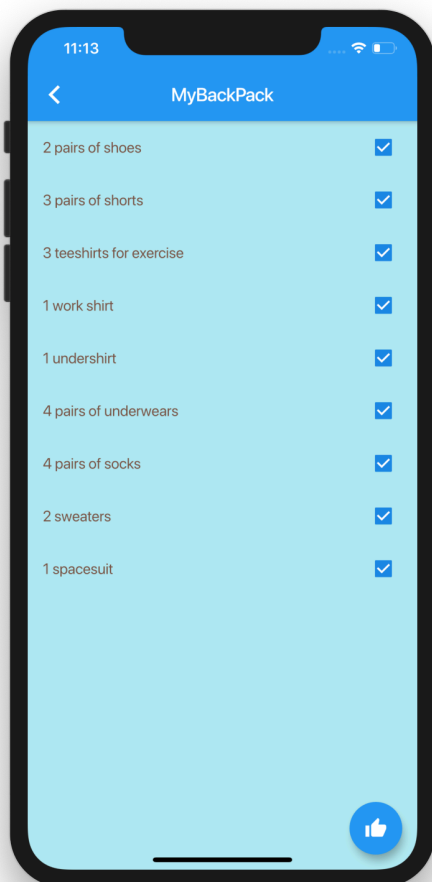
- e.g login must work for anybody with a **@nasa.com** handle
- e.g save username, and password into **Firestore**
- Once he has everything he needs, he can proceed to the next page, otherwise no
- Final screen displays a centred check mark image



iPhone 11 Pro Max — 13.0



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