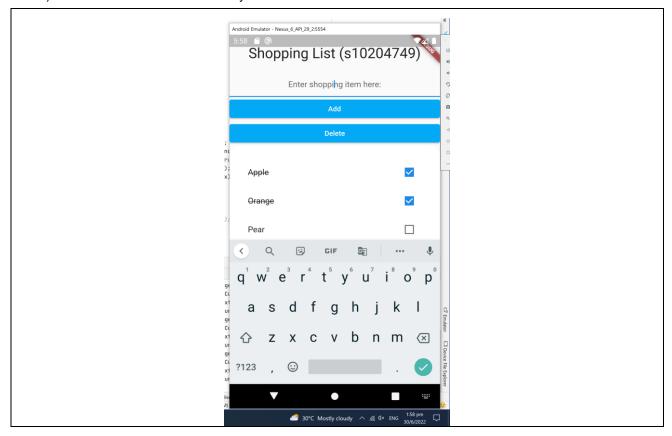
MOBILE APPLICATION PROGRAMMING (MAPG)

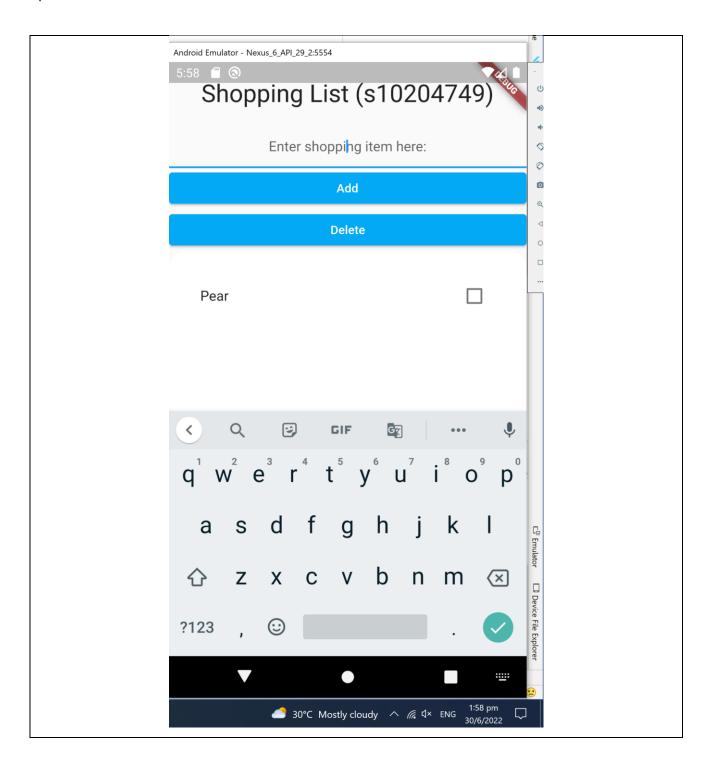
Lab 11 Using the ListView

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1. Exercise 1:

1) Paste the screenshot of the layout here:





2) Paste (Ctrl + V) the codes of main.dart file here. (Note: Do not paste the screenshots)

```
import 'package:flutter/material.dart';

void main() {
  runApp(const MaterialApp(home: Application()));
}

class Application extends StatefulWidget {
```

```
const Application({Key? key}) : super(key: key);
 @override
  _ApplicationState createState() => ApplicationState();
class _ApplicationState extends State<Application> {
 final itemHolder = TextEditingController();
 final List<String> _listitems = ['Apple', 'Orange', 'Pear'];
 final List<bool> listStatus = [false, false, false];
 bool isChecked = false;
 @override
 Widget build(BuildContext context) {
   String newItem = '';
   return Scaffold(
     body: Column (
       children: [
          Container (
           padding: const EdgeInsets.all(20.0),
            child: const Text(
              'Shopping List (s10204749)',
              style: TextStyle(fontSize: 28),
            ),
          ),
          TextField(
           controller: itemHolder,
           autofocus: true,
            autocorrect: true,
            textAlign: TextAlign.center,
            decoration:
                const InputDecoration(hintText: 'Enter shopping item here:'),
            onChanged: (newText) {
              newItem = newText;
            },
          ),
          SizedBox(
            width: double.infinity,
            child: ElevatedButton(
              style: ElevatedButton.styleFrom(
                primary: Colors.lightBlue,
                onPrimary: Colors.white,
              ),
              onPressed: () {
                setState(() {
                  if (newItem != '') {
                     listitems.add(newItem);
                     listStatus.add(isChecked);
                    itemHolder.clear();
                  }
                });
              },
              child: const Text('Add'),
          SizedBox(
            width: double.infinity,
            child: ElevatedButton(
              style: ElevatedButton.styleFrom(
```

```
primary: Colors.lightBlue,
      onPrimary: Colors.white,
    ),
    onPressed: () {
      setState(() {
        int count = _listitems.length;
        for (int index = count - 1; index > -1; index--) {
          if (_listStatus[index] == true) {
            _listitems.removeAt(index);
            _listStatus.removeAt(index);
          }
        }
        // if (newItem != '') {
        // _listitems.add(newItem);
// listStatus.add(isCheck
            listStatus.add(isChecked);
        //itemHolder.clear();
        // }
      });
    },
    child: const Text('Delete'),
 ),
),
Expanded (
  child: Container(
    padding: const EdgeInsets.symmetric(horizontal: 20.0),
    decoration: const BoxDecoration(
      color: Colors.white,
      borderRadius: BorderRadius.only(
        topLeft: Radius.circular(20.0),
        topRight: Radius.circular(20.0),
      ),
    ),
    child: ListView.builder(
      itemCount: listitems.length,
      itemBuilder: (BuildContext context, int index) {
        return ListTile(
          onLongPress: () {
            setState(() {
               listitems.removeAt(index);
               listStatus.removeAt(index);
            });
          },
          title: Text(
             listitems[index],
            style: TextStyle(
                 decoration: listStatus[index]
                     ? TextDecoration.lineThrough
                     : null),
          trailing: Checkbox(
            value: _listStatus[index],
            onChanged: (bool? newValue) {
               setState(() {
                 _listStatus[index] = !_listStatus[index];
              });
            },
          ),
        );
      },
    ),
```

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```
),
),
);
}
}
```

End of Exercise