Apr 2022

MOBILE APPLICATION PROGRAMMING (MAPG)
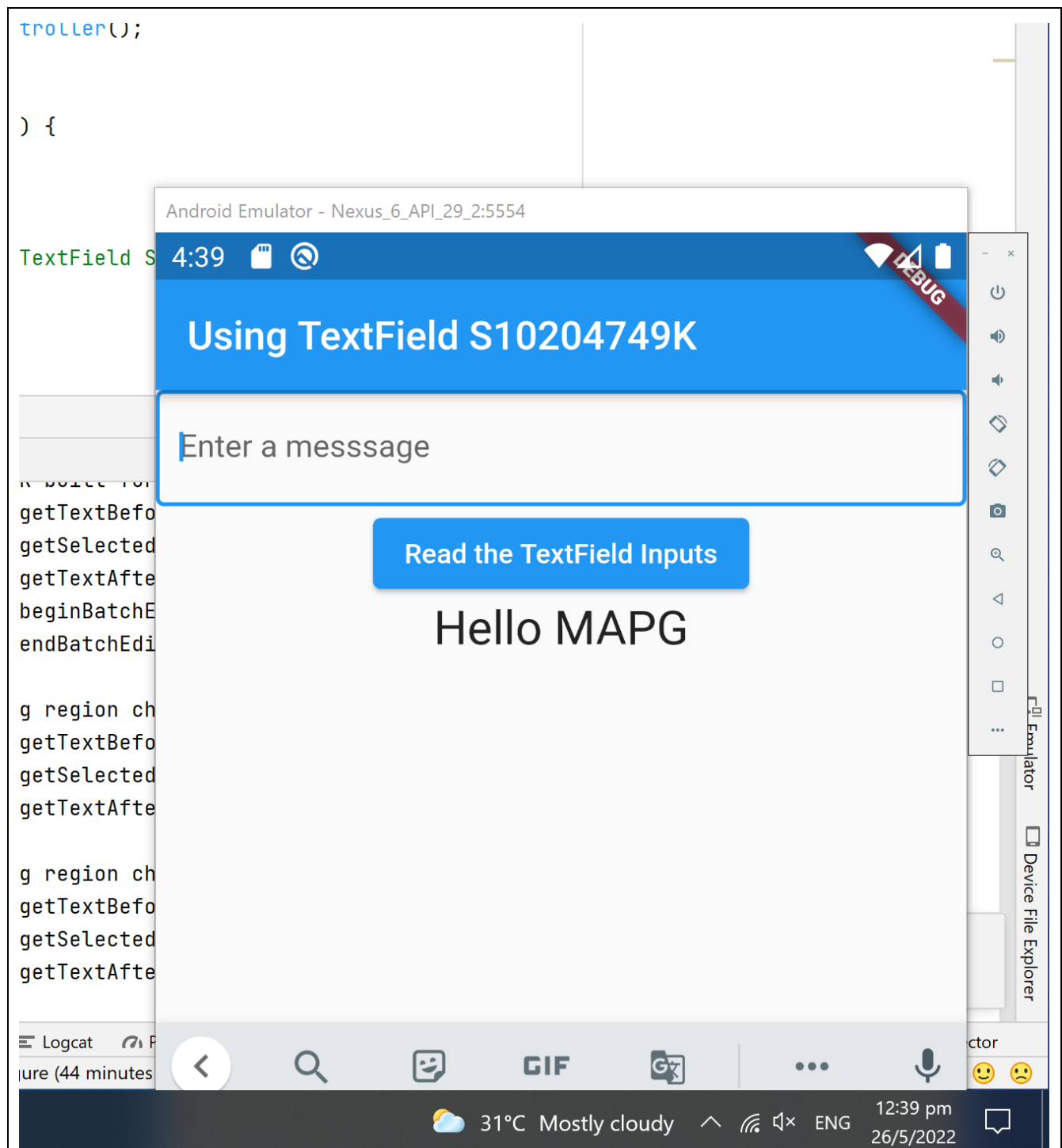
Lab 9 Using TextField

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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: <u>Do not paste the screenshots</u>**)

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

void main() => runApp(const MyApp());

class MyApp extends StatefulWidget {
  const MyApp({Key? key}) : super(key: key);
  @override
  State<StatefulWidget> createState() {
    return MyAppState();
  }
}

class MyAppState extends State<MyApp> {
  String textInputs = '';
  String textToShow = '';

  final itemHolder = TextEditingController();

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Using TextField S10204749K'),
        ),
        body: Column(
          children: [
            TextField(
              controller: itemHolder,
              decoration: InputDecoration(
                  border: OutlineInputBorder(), hintText: 'Enter a messsage'),
              onChanged: (value) {
                textInputs = value;
              },
            ),
            ElevatedButton(
              onPressed: () {
                setState(() {
                  print('Button pressed');
                  textToShow = textInputs;
                  itemHolder.clear();
                });
              },
              child: const Text('Read the TextField Inputs'),
            ),
            Text(
              textToShow,
              style: const TextStyle(fontSize: 24),
              textAlign: TextAlign.center,
            ),
          ],
        ),
      ),
    );
  }
}
```

End of Exercise