

Apr 2022

MOBILE APPLICATION PROGRAMMING (MAPG)

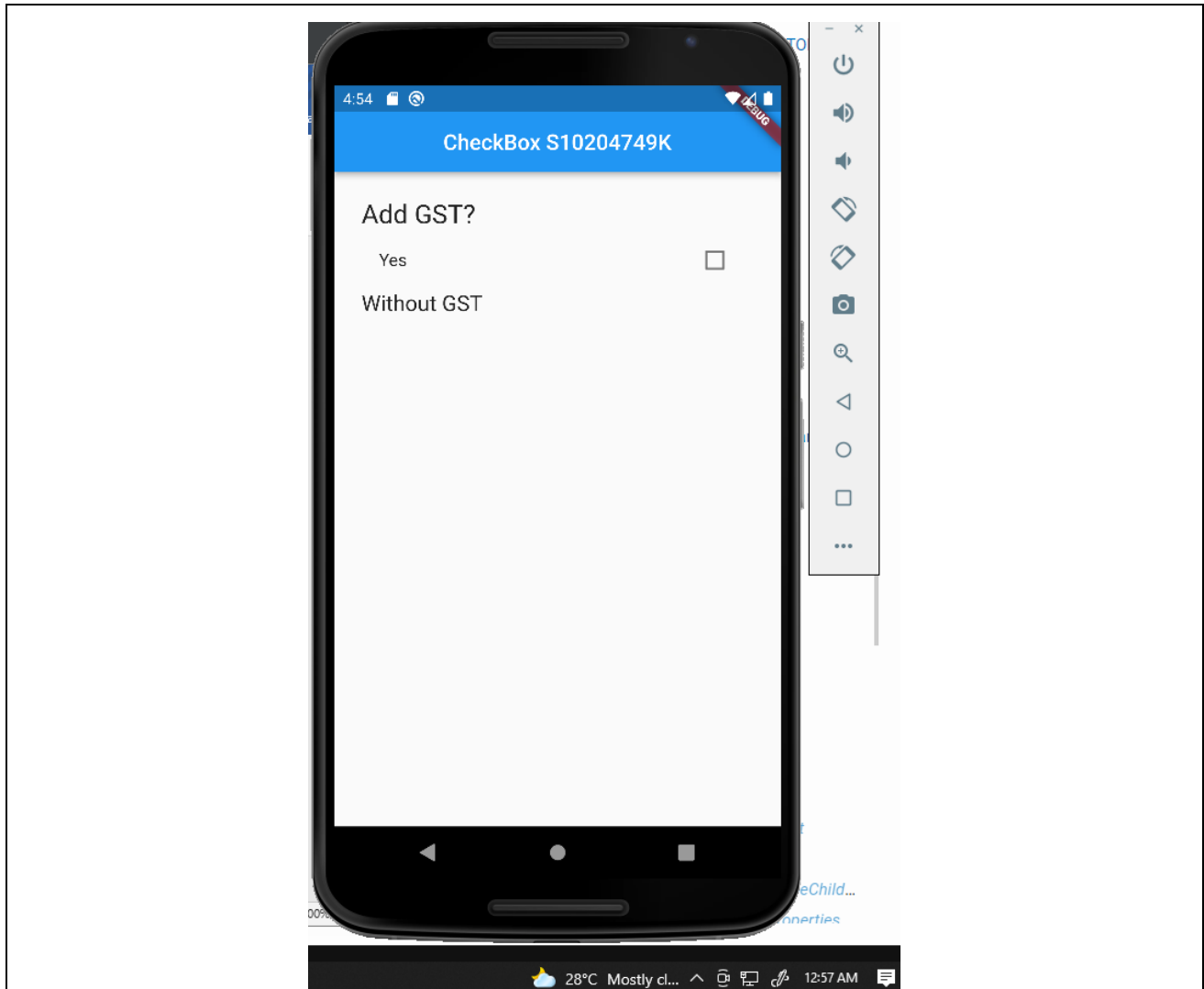
Lab 10 CheckBox

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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(MaterialApp(home: Application()));
}

class Application extends StatefulWidget {
```

```

Application({Key? key}) : super(key: key);

@override
_ApplicationState createState() => _ApplicationState();
}

class _ApplicationState extends State<Application> {
  var gstStatus = true;
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        centerTitle: true,
        title: const Text(
          'CheckBox S10204749K',
        ),
      ),
      body: Padding(
        padding: EdgeInsets.all(25),
        child: Column(
          crossAxisAlignment: CrossAxisAlignment.start,
          children: [
            Text('Add GST?', style: TextStyle(fontSize: 24)),
            CheckboxListTile(
              title: const Text('Yes'),

              value: gstStatus,
              onChanged: (bool? newValue){
                setState(() {
                  gstStatus = newValue! ? true:false;
                });
              },
            Text (gstStatus == false ? 'Without GST' : 'With GST',
              style: const TextStyle(fontSize: 20)),
          ],
        ),
      ),
    );
  }
}

```

End of Exercise