To do before next session

1 - Watch the following videos

<u>Modals</u>

Text Field

Dropdown Button

List View / Builders

List Tile

Checkbox List Tile

MOBILE DEVELOPMENT

W8-S1 - Modals, inputs, forms



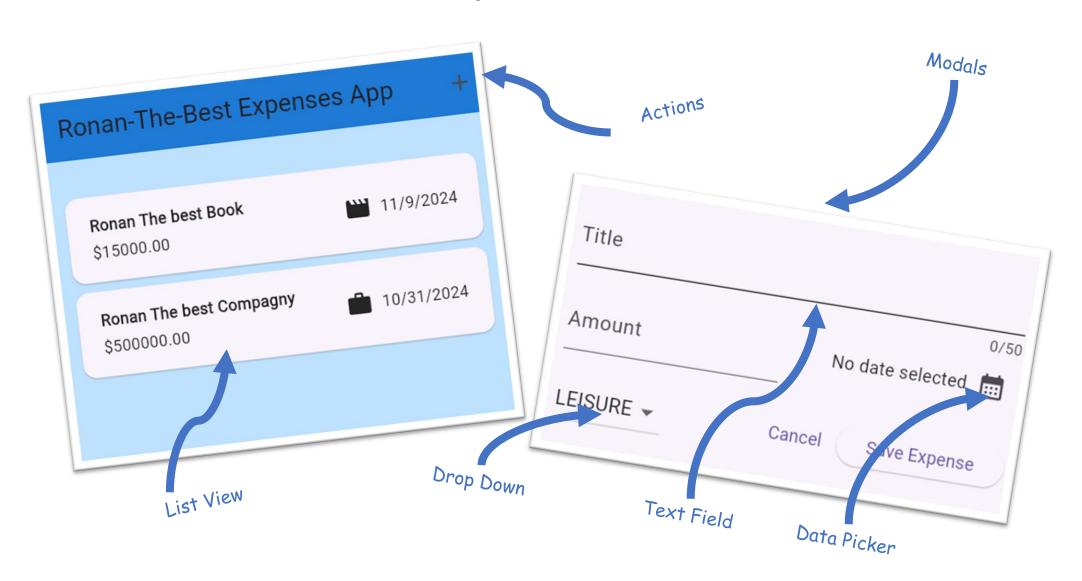






- ✓ Use **modals**
 - ✓ Understand what is a builder context
 - ✓ Open and close a modal
- ✓ Handle basic user inputs
 - Text field, date picker, drop down, checkbox...
- ✓ Validate user inputs
- ✓ Implement Crud UI actions
 - Create / Read / Update / Delete

What will you be able to do?



An expense app to manage what you have spent in the month

Part 1: Create the Expense Model

We create Expense and ExpenseType enum



id : String

title: String

amount : double

date: DateTime

<enum>
ExpenseType

FOOD

TRAVEL

LEISURE

WORK



It s the model layer! No print, no Flutter, just the logic



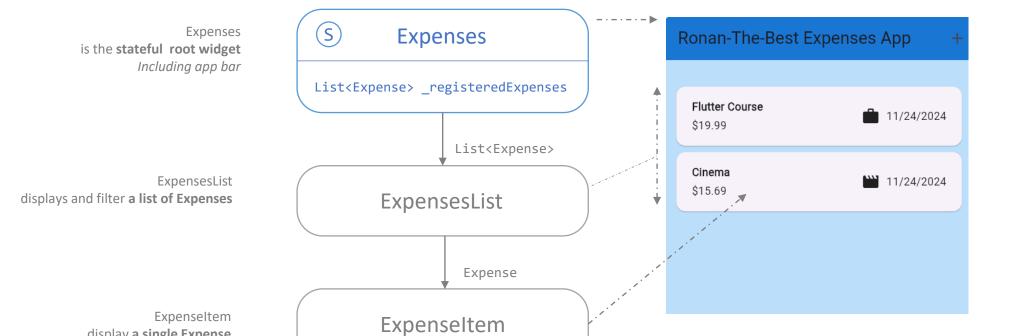
Use the **UUID package** to manage the expense id - Update pubspec.yaml

category

display a single Expense

Part 2 : Create the **Expense View**

We divide the view into 3 widgets



ListView & ItemBuilder



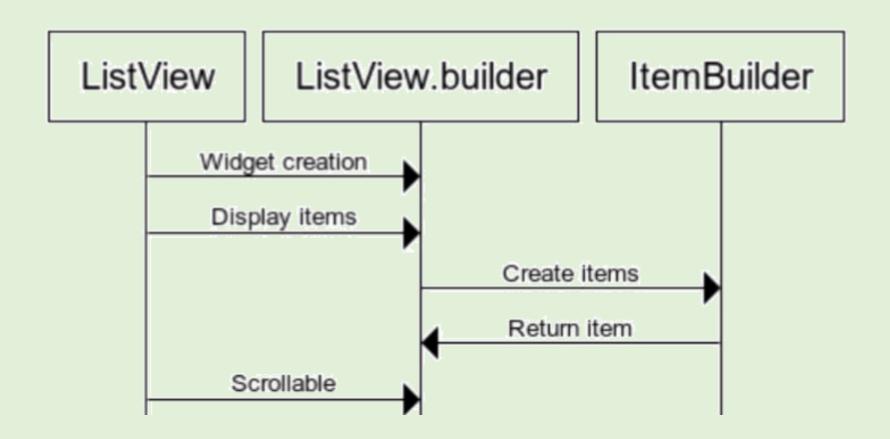
A FEW WIDGETS

- ✓ Handle scrollbar
- ✓ Create all list items immediately

A LOT OF WIDGETS

- ✓ Handle scrollbar
- ✓ Create list items when needed

ListView & ItemBuilder

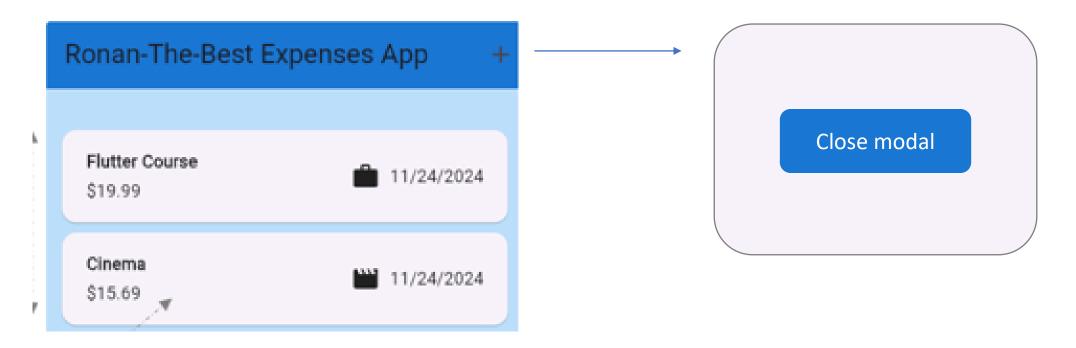


The **Item builder** is called when needed by the **list view builder**

Part 3 : Display a **Bottom Modal**

✓ Add an Action on App Bar

✓ Open a Bottom Modal



Check Flutter Doc

Check Flutter Doc

Part 4: Create the Expense Item

- ✓ Use the **intl package** to format the Date
- ✓ Use a **spacer** to handle space in the middle
- ✓ Display an icon depending on the expense category

