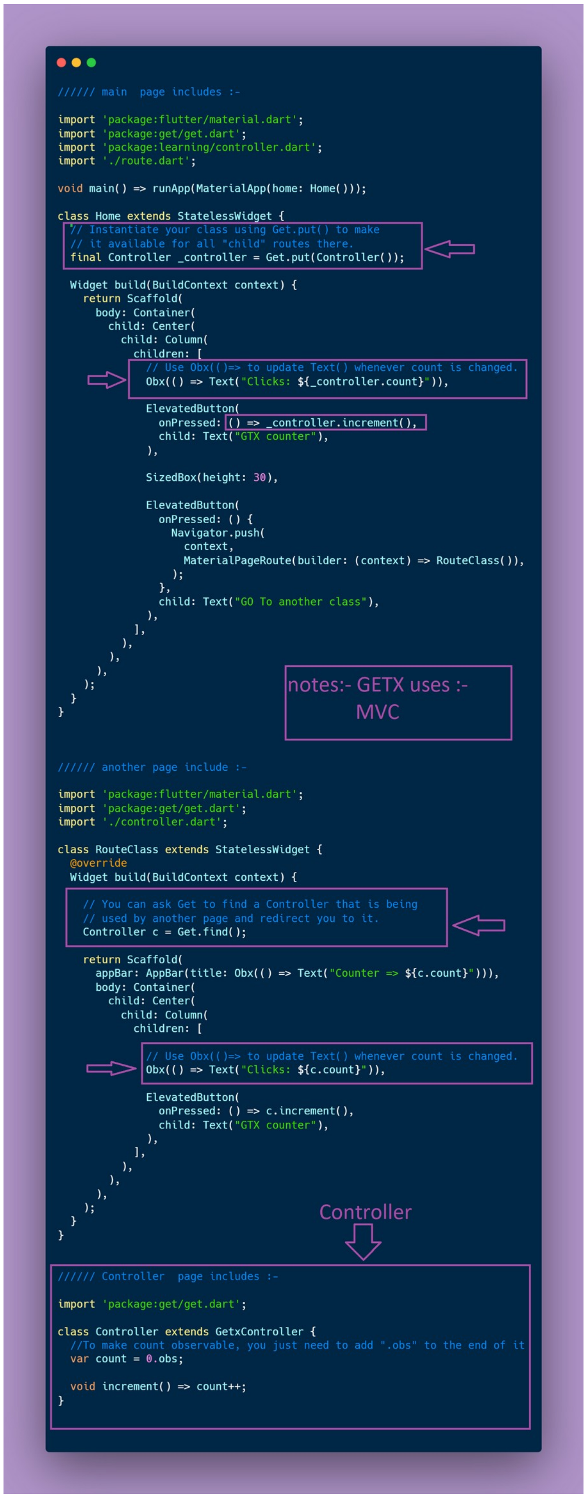
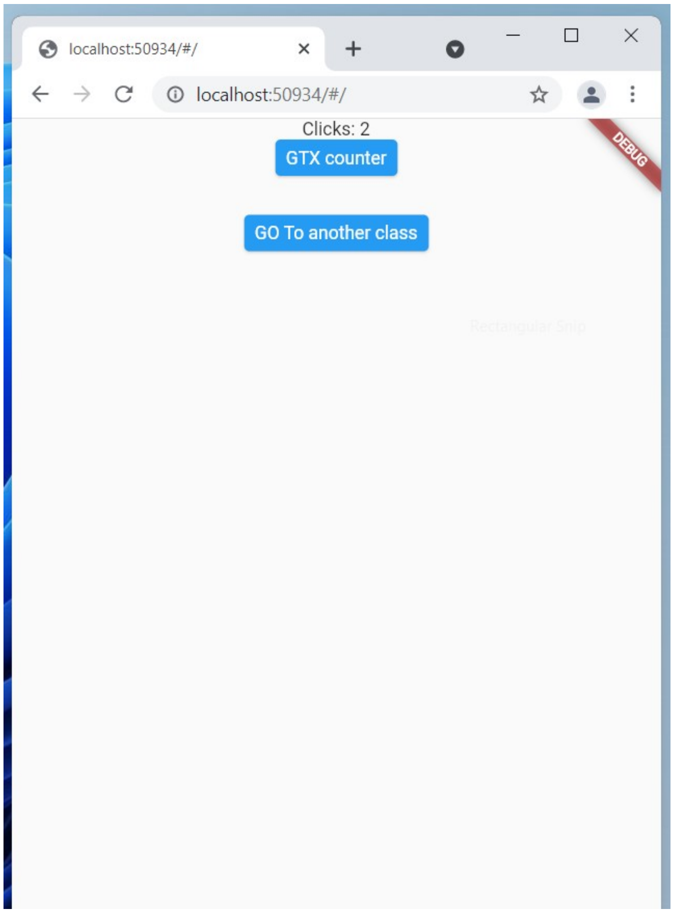
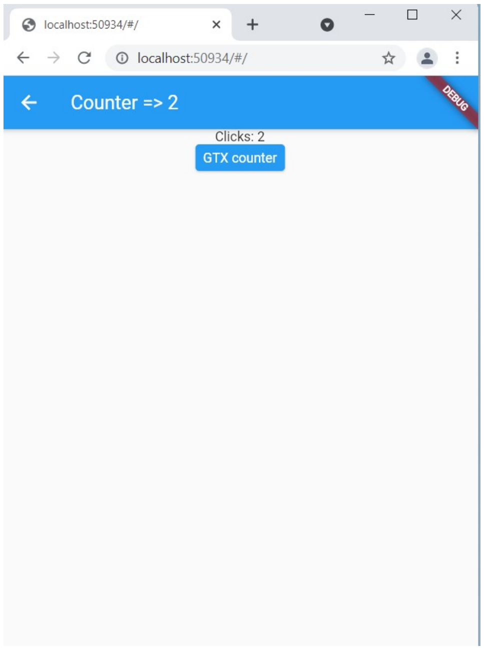
Example(1) Shows how to use GETX

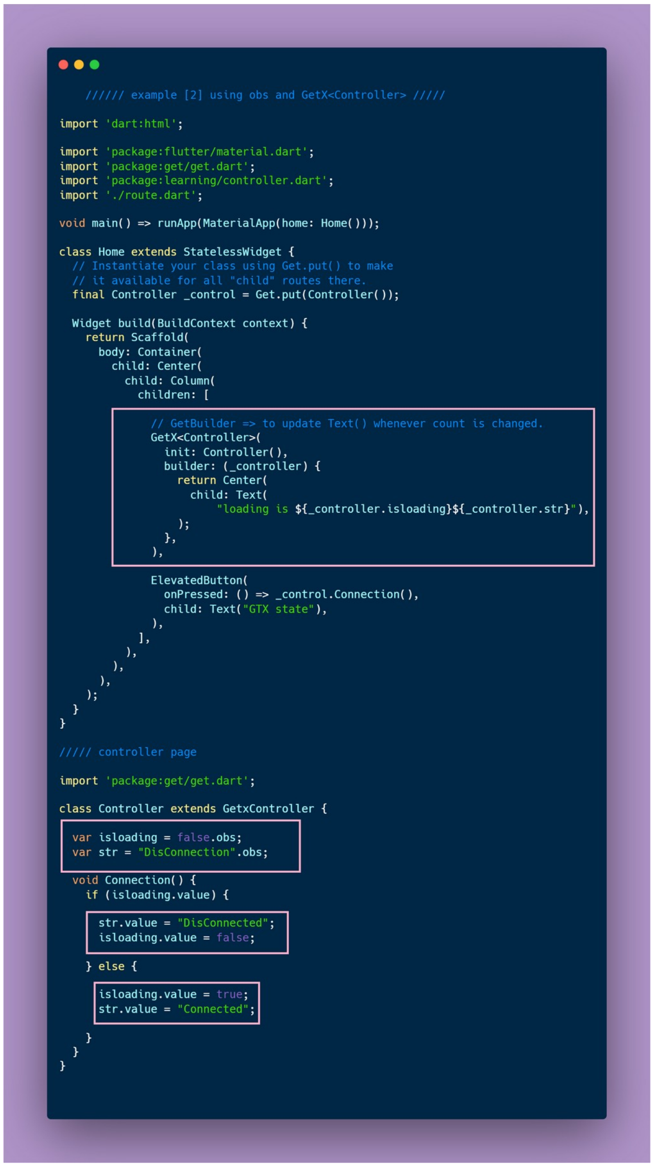


```
////// main  page includes :-

import 'package:flutter/material.dart';
import 'package:get/get.dart';
import 'package:learning/controller.dart';
import './route.dart';

void main() => runApp(MaterialApp(home: Home()));

class Home extends StatelessWidget {
  // Instantiate your class using Get.put() to make
  // it available for all "child" routes there.
  final Controller _controller = Get.put(Controller());

  Widget build(BuildContext context) {
    return Scaffold(
      body: Container(
        child: Center(
          child: Column(
            children: [
              // Use Obx(()=> to update Text() whenever count is changed.
              Obx(() => Text("Clicks: ${_controller.count}")),

              ElevatedButton(
                onPressed: () => _controller.increment(),
                child: Text("GTX counter"),
              ),

              SizedBox(height: 30),

              ElevatedButton(
                onPressed: () {
                  Navigator.push(
                    context,
                    MaterialPageRoute(builder: (context) => RouteClass()),
                  );
                },
                child: Text("GO To another class"),
              ),
            ],
          ),
        ),
      ),
    );
  }
}


////// another page include :-

import 'package:flutter/material.dart';
import 'package:get/get.dart';
import './controller.dart';

class RouteClass extends StatelessWidget {
  @override
  Widget build(BuildContext context) {

    // You can ask Get to find a Controller that is being
    // used by another page and redirect you to it.
    Controller c = Get.find();

    return Scaffold(
      appBar: AppBar(title: Obx(() => Text("Counter => ${c.count}"))),
      body: Container(
        child: Center(
          child: Column(
            children: [

              // Use Obx(()=> to update Text() whenever count is changed.
              Obx(() => Text("Clicks: ${c.count}")),

              ElevatedButton(
                onPressed: () => c.increment(),
                child: Text("GTX counter"),
              ),
            ],
          ),
        ),
      ),
    );
  }
}

////// Controller  page includes :-

import 'package:get/get.dart';

class Controller extends GetxController {
  //To make count observable, you just need to add ".obs" to the end of it
  var count = 0.obs;

  void increment() => count++;
}
```

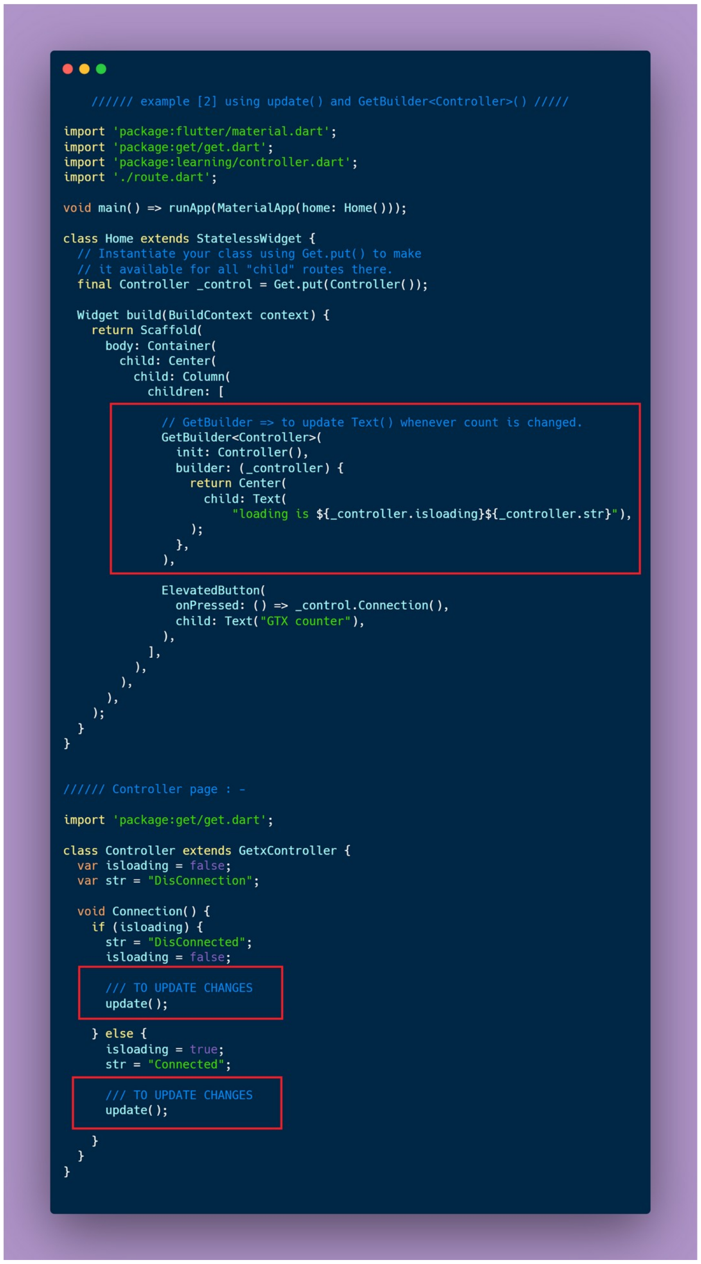




Examples show code in different methods :- each class in one page . always use [obs] with obs(()=>) or GetX<>() .



```
    ////// example [2] using obs and GetX<Controller> /////

import 'dart:html';

import 'package:flutter/material.dart';
import 'package:get/get.dart';
import 'package:learning/controller.dart';
import './route.dart';

void main() => runApp(MaterialApp(home: Home()));

class Home extends StatelessWidget {
  // Instantiate your class using Get.put() to make
  // it available for all "child" routes there.
  final Controller _control = Get.put(Controller());

  Widget build(BuildContext context) {
    return Scaffold(
      body: Container(
        child: Center(
          child: Column(
            children: [

              // GetBuilder => to update Text() whenever count is changed.
              GetX<Controller>(
                init: Controller(),
                builder: (_controller) {
                  return Center(
                    child: Text(
                        "loading is ${_controller.isloading}${_controller.str}"),
                  );
                },
              ),

              ElevatedButton(
                onPressed: () => _control.Connection(),
                child: Text("GTX state"),
              ),
            ],
          ),
        ),
      ),
    );
  }
}

///// controller page

import 'package:get/get.dart';

class Controller extends GetxController {

  var isloading = false.obs;
  var str = "DisConnection".obs;

  void Connection() {
    if (isloading.value) {

      str.value = "DisConnected";
      isloading.value = false;

    } else {

      isloading.value = true;
      str.value = "Connected";

    }
  }
}
```



```
    ////// example [2] using update() and GetBuilder<Controller>() /////

import 'package:flutter/material.dart';
import 'package:get/get.dart';
import 'package:learning/controller.dart';
import './route.dart';

void main() => runApp(MaterialApp(home: Home()));

class Home extends StatelessWidget {
  // Instantiate your class using Get.put() to make
  // it available for all "child" routes there.
  final Controller _control = Get.put(Controller());

  Widget build(BuildContext context) {
    return Scaffold(
      body: Container(
        child: Center(
          child: Column(
            children: [

              // GetBuilder => to update Text() whenever count is changed.
              GetBuilder<Controller>(
                init: Controller(),
                builder: (_controller) {
                  return Center(
                    child: Text(
                        "loading is ${_controller.isloading}${_controller.str}"),
                  );
                },
              ),

              ElevatedButton(
                onPressed: () => _control.Connection(),
                child: Text("GTX counter"),
              ),
            ],
          ),
        ),
      ),
    );
  }
}


////// Controller page : -

import 'package:get/get.dart';

class Controller extends GetxController {
  var isloading = false;
  var str = "DisConnection";

  void Connection() {
    if (isloading) {
      str = "DisConnected";
      isloading = false;

      /// TO UPDATE CHANGES
      update();

    } else {
      isloading = true;
      str = "Connected";

      /// TO UPDATE CHANGES
      update();

    }
  }
}
```