Save Training Data



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int

double

boolean

String

List<String>

SharedPreferences Data



Using SharedPreferenc es

sp.dart

```
//get a SharedPreferences instance
SharedPreferences sp = await
 SharedPreferences.getInstance();
//setter
await sp.setString('suggestionKey', 'Take the red
pill');
//getter
String myStringValue = sp.getString('suggestionKey');
//delete
bool isDeleted = await sp.remove('key');
```

SharedPreferenc es methods

Data Type	Read (get)	Write (set)
int	getInt(key)	setInt(key, value)
double	getDouble(key)	setDouble(key, value)
bool	getBool(key)	setBool(key, value)
String	getString(key)	setString(key, value)
List <string></string>	getStringList(key)	setStringList(key, listOfvalues)





Yoga session

2021-7-17 - duration: 60 min

Swimming session

2021-7-17 - duration: 60 min

Climbing session

2021-7-17 - duration: 120 min

Running Session

2021-7-17 - duration: 40 min

Use a FloatingActionButton for the primary action in your screen

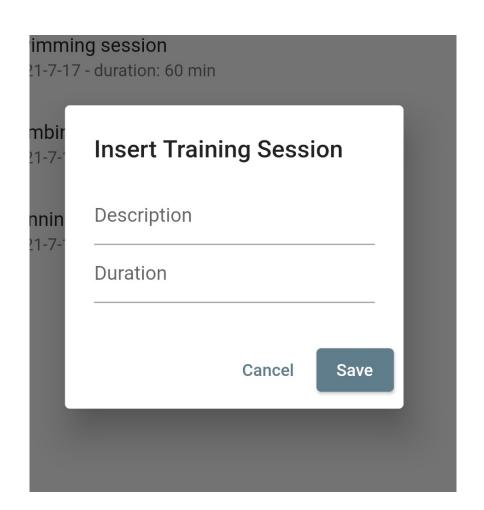


AlertDialog

Give information

Require action

Ask for feedback or data





```
AlertDialog(
title: Text('Insert Training Session'),
  content: Container(...)
  actions:
    ElevatedButton(
      onPressed: saveSession,
      child: Text('Save')),
```

- **◄ title: main text in the AlertDialog**
- **◄** content: any Widget
- **◄** actions: require some feedback from users

Dismissible

Widget implementing the "swipe to dismiss" pattern



Summary



Persisting data

SharedPreferences

Maps, Serialization and Deserialization

Widgets

- FloatingActionButton
- Dismissible

Course Summary



Create and Run a Flutter App

Stateless and Stateful Widgets

Navigation

Packages

Retrieving Data from Web Services

SharedPreferences





More information

Creating Layouts with Flutter

Simone Alessandria



More information

Managing State in Flutter

Mike Van Sickle



More information

Persisting Data Locally with Flutter

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