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Building the App Container

1. Create a stateless widget
2. Change the `class & const` "name" to "MyApp" widget
3. Change the return "Container" to "MaterialApp"
4. Inside the MaterialApp, create "home" argument. Then inside it create "Scaffold" widget
5. Inside the Scaffold widget
6. Add "`const`" to the material app (MyApp)

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

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    return const MaterialApp(
      debugShowCheckedModeBanner: false,
      home: RootPage(),
    );
  }
}
```

Commented [I1]: (Hold "Ctrl+D" to select both of them) (Widgets start with capital letter while arguments start with small letter, to see it hold "Ctrl + Space"). In Flutter you will see: Widget inside an argument, argument inside a widget, widget inside a widget.

Commented [I2]: (The MaterialApp controls the themes of your app)

Commented [I3]: The Scaffold is a widget that provides a layout framework for the app's UI, including the app bar, body, and other structural elements.

Commented [I4]: The "`const`" indicates that it won't change.

Commented [I5]: This will make the debug sign on the screen disappear

Building the App Bar

1. Create a “Stateful Widget”
2. Name it “RootPage”
3. Change the previous “Scaffold” into “RootPage”
4. Change the return "Container" to "Scaffold"
5. Inside the Scaffold, create “appBar” widget & a “title” argument
6. Inside the title argument, create a “Text” widget

Commented [I6]: appBar: AppBar(
title: ,

Commented [I7]: Inside the Text widget, type the string
data “Isxaaq Academy”

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

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    return const MaterialApp(
      debugShowCheckedModeBanner: false,
      home: RootPage(),
    );
  }
}

// Building the App Bar
class RootPage extends StatelessWidget {
  const RootPage({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text("Isxaaq Academy"),
      ),
    );
  }
}
```

Building a Bottom Navigation Bar

1. Create a `variable` over the `@override` line
2. Create a `"bottomNavigationBar"` widget
3. Inside it, create `"NavigationBar"` widget
4. Pass a `"destinations"` argument
5. Inside the argument, create `"Home, & Profile"` widgets:
6. Make the two widgets constant

```
//Bottom Navigation Bar
bottomNavigationBar: NavigationBar(
  destinations: const [
    NavigationDestination(icon: Icon(Icons.home), label: "Home"),
    NavigationDestination(icon: Icon(Icons.person), label: "Profile"),
  ],
),
);
}
```

Highlighting the selected tab:

Write this code before the Scaffold line

1. Create `"onDestinationSelected"` argument
2. It takes `"int index"` argument and `"setState"` function
3. The `"setState"` function takes `"currentpage = index;"` function
4. Pass to it `"selectedIndex: currentpage,"` argument

```
onDestinationSelected: (int index) {
  setState(() {
    currentpage = index;
  });
},
selectedIndex: currentpage,
),
```

Commented [I8]: Write the variable as follows:
`int currentpage= 0;`

Setting the `currentpage` variable to 0 means that the first tab (i.e., the "Home" tab) will be selected by default when the app is launched.

Commented [I9]: Create it before the last Scaffold line
(One line above the ending b

Commented [I10]: `NavigationDestination(icon: Icon(Icons.home), label: "Home"),`

`NavigationDestination(icon: Icon(Icons.person), label: "Profile"),`

Commented [I11]: In Flutter, the code you provided is configuring a widget called `'BottomNavigationBar'`, which is typically used to provide a navigation menu at the bottom of the screen in a mobile app. Here's a brief explanation of each part of the code:

1. `'onDestinationSelected'` is an argument that expects a function that takes an integer as its argument (in this case, `'index'`). This function is called when the user taps one of the navigation items in the `'BottomNavigationBar'`. The code inside the function sets the current page to the index of the selected item.

2. `'setState'` is a function that tells Flutter to rebuild the UI with the new state. In this case, it updates the `'currentpage'` variable with the index of the selected navigation item.

3. `'selectedIndex'` is an argument that sets the currently selected navigation item in the `'BottomNavigationBar'` based on the `'currentpage'` variable.

So, to summarize, the code you provided is configuring a `'BottomNavigationBar'` widget, and it is using the `'onDestinationSelected'` argument to update the selected item when the user taps on a navigation item. It is also using the `'selectedIndex'` argument to set the initial selected item based on the `'currentpage'` variable.

Creating a Home Page

This page will be the landing page of our Home tab, it will show its body content.

1. In the lib folder, create a new file: "home_page.dart"
2. Create a "stateless" widget and call it "HomePage"
3. Make the "return" function a "Center" widget
4. Inside it, create a "child" of an "ElevatedButton"
5. Make the "onPressed" argument an "empty function" for now
6. Inside the last child, create a "Text" widget

Commented [112]: To create an empty function:
Change "onPressed" to {}

```
class HomePage extends StatelessWidget {  
  const HomePage({super.key});  
  
  @override  
  Widget build(BuildContext context) {  
    return Center(  
      child: ElevatedButton(  
        onPressed: () {},  
        child: const Text("Chapter One"),  
      ),  
    );  
  }  
}
```

Linking the Home Page to the Home tab (main.dart)

1. Go back to your "main.dart" file
2. Inside the "Scaffold" after the "appBar" create a "body"
3. Link the body to the Home Page you've created: **body: HomePage();**

Linking the Chapter One button to Chapter one page:

This page will show the Chapter One content

1. In the lib folder, create a new file: "chapter_one.dart"
2. Create a "stateless" widget and call it "ChapterOnePage"

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

class ChapterOnePage extends StatefulWidget {
  const ChapterOnePage({super.key});

  @override
  State<ChapterOnePage> createState() => _ChapterOnePageState();
}

class _ChapterOnePageState extends State<ChapterOnePage> {
  @override
  Widget build(BuildContext context) {
    return Scaffold()
```

Commented [113]: Inside the Scaffold, you can create:
-An App Bar
-Body with Column, and Container widgets as shown in the source code.

3. Go back to the Home Page, inside the previous "ElevatedButton"
4. In the function of "onPressed" type "Navigator.of(context).push(route)"
5. Change the route into "MaterialPageRoute"
6. Make the "build" an empty function
7. Pass "BuildContext context" argument
8. In the function "return ChapterOnePage"

```
onPressed: () {
  Navigator.of(context)
    .push(MaterialPageRoute(builder: (BuildContext context) {
      return const ChapterOnePage();
    }));
},
```