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Batch: A4

Lab: 10

GitHub link: https://github.com/MurtazaMister/CE071_SDP/blob/master/Lab10

Code:

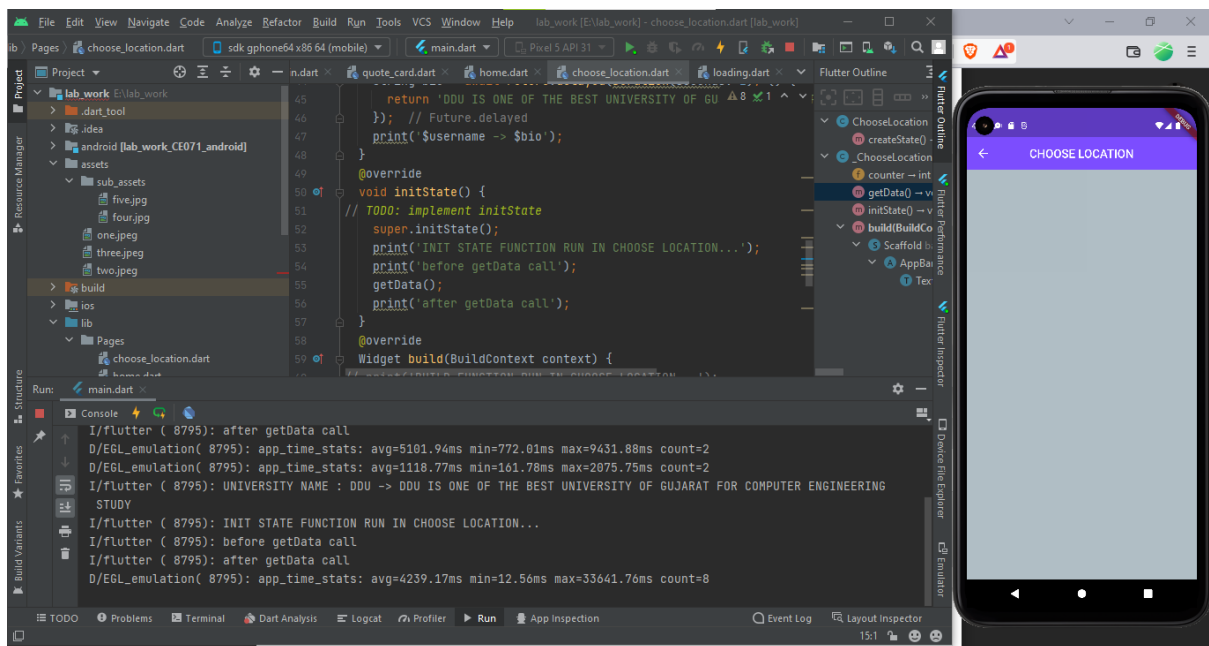
Choose_location.dart

```
import 'package:flutter/material.dart';
class ChooseLocation extends StatefulWidget {
  // const ChooseLocation({Key? key}) : super(key: key);
  @override
  State<ChooseLocation> createState() => _ChooseLocationState();
}
class _ChooseLocationState extends State<ChooseLocation> {
  int counter = 0;
  void getData() async {
    // below code is similar like to
    // simulate network request for a username
    // its just learning how flutter/dart response to Async
    String username = await Future.delayed(Duration(seconds: 4), () {
      return 'UNIVERSITY NAME : DDU';
    });
    // print('in getData ...after future call....');
    // the following code is depends on 1st one ..but what happened at here?
    // suppose it is network simulation request to fetch out the bio-data of..
    // user name that is received by 1st request.....

    String bio = await Future.delayed(Duration(seconds: 2), () {
      return 'DDU IS ONE OF THE BEST UNIVERSITY OF GUJARAT FOR COMPUTER
ENGINEERING STUDY';
    });
    print('$username -> $bio');
  }
  @override
  void initState() {
    // TODO: implement initState
    super.initState();
    print('INIT STATE FUNCTION RUN IN CHOOSE LOCATION...');
    print('before getData call');
    getData();
    print('after getData call');
  }
  @override
  Widget build(BuildContext context) {
    // print('BUILD FUNCTION RUN IN CHOOSE LOCATION...');
    return Scaffold(
      backgroundColor: Colors.blueGrey[200],
    // when we come/route from different screen IN APPBAR FLUTTER WILL
    DEFAULTLY
```

```
// PLACED "BACK ARROW <-" .....
appBar: AppBar(
  backgroundColor: Colors.deepPurpleAccent,
  title: Text('CHOOSE LOCATION'),
  centerTitle: true,
  elevation: 0,
),
);
}
}
```

Output:



Code:

Adding dependencies in flutter

Loading.dart

```
import 'package:flutter/material.dart';
import 'package:http/http.dart';
import 'dart:convert';
class Loading extends StatefulWidget {
  @override
  State<Loading> createState() => _LoadingState();
}
class _LoadingState extends State<Loading> {
  void getData() async {
    final response = await
    get(Uri.parse('https://jsonplaceholder.typicode.com/albums/1'));
    print(response.body); // it response in JSON form out put ...we need
    MAP
    // print(response.body.userId); // this will not work. because its not MAP
    // TO CONVERT JSON TO MAP..WE NEED TO IMPORT convert package....
    Map data = jsonDecode(response.body);
    print(data);
  }
}
```

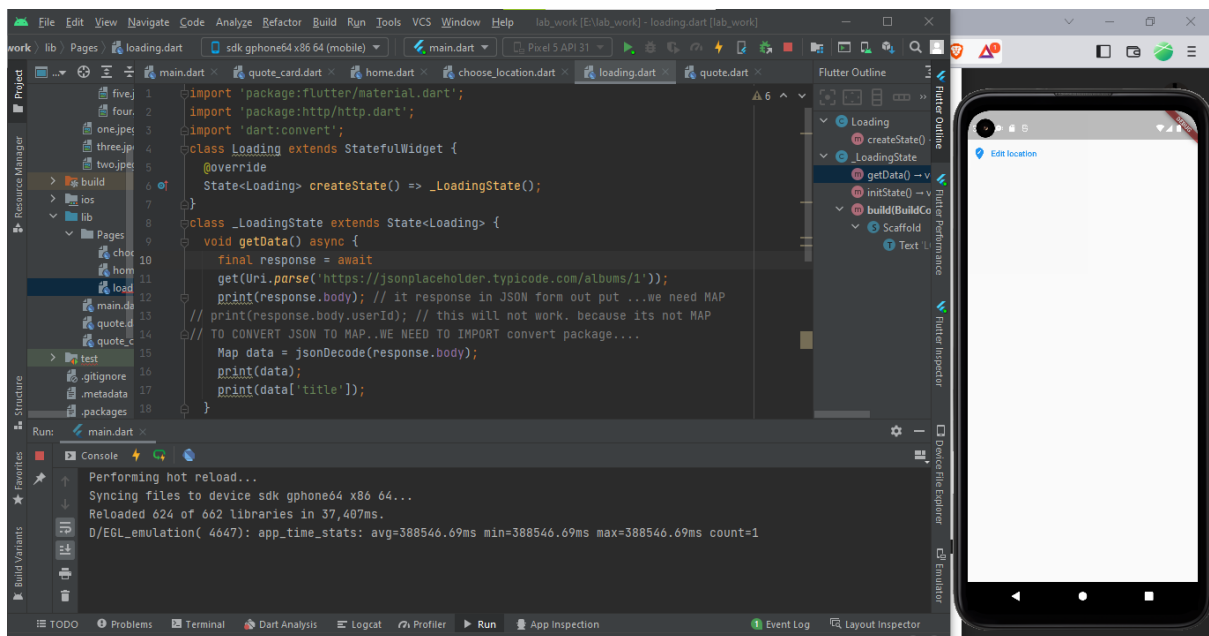
```

        print(data['title']);
    }
    @override
    void initState() {
        super.initState();
        getData();
    }

    @override
    Widget build(BuildContext context) {
        return Scaffold(
            body: Text('LOADING SCREEN'),
        );
    }
}

```

Output:



Code:

```

import 'package:flutter/material.dart';
import 'package:http/http.dart';
import 'dart:convert';
class Loading extends StatefulWidget {
    @override
    State<Loading> createState() => _LoadingState();
}
class _LoadingState extends State<Loading> {
    void getTime() async {
        // Make Request for time and receive response
        Response response = await
        get(Uri.parse('http://worldtimeapi.org/api/timezone/Asia/Kolkata'));
        Map timeData = jsonDecode(response.body);
        print(timeData);
        // Get particular property form timeData...
        String dateTime = timeData['datetime'];
    }
}

```

```

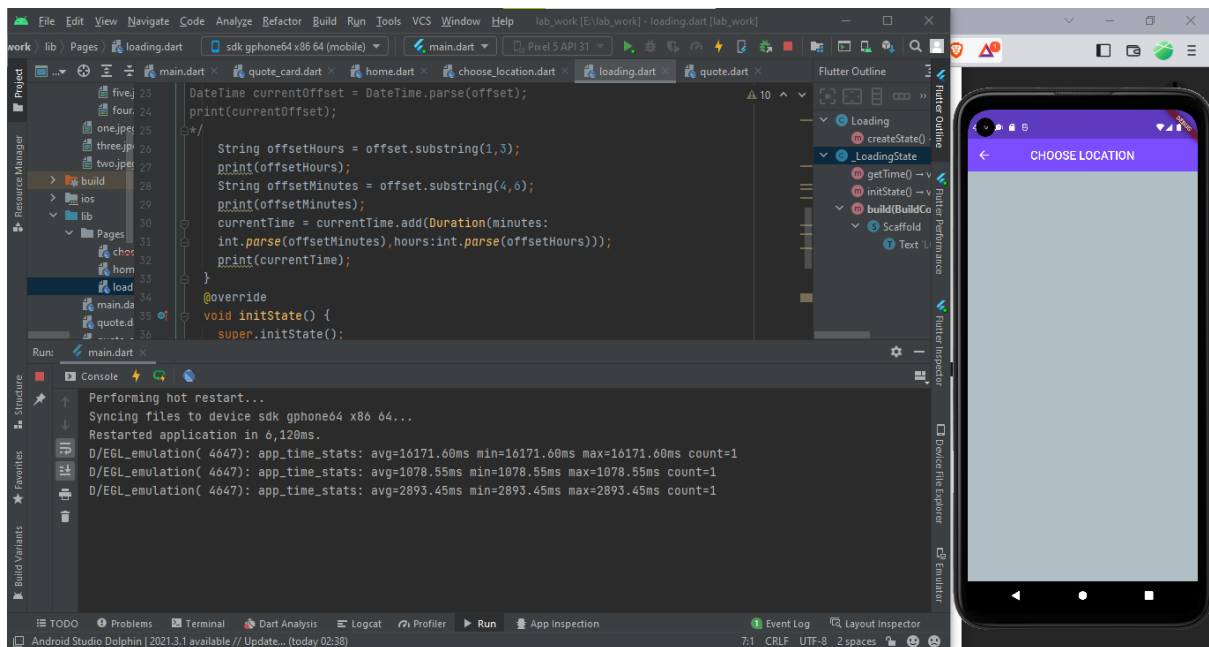
    String offset = timeData['utc_offset']; //not dst_offset
    print(dateTime);
    print(offset);
    DateTime currentTime = DateTime.parse(dateTime);
    print(currentTime);
  /*
  DateTime currentOffset = DateTime.parse(offset);
  print(currentOffset);
  */

  String offsetHours = offset.substring(1,3);
  print(offsetHours);
  String offsetMinutes = offset.substring(4,6);
  print(offsetMinutes);
  currentTime = currentTime.add(Duration(minutes:
  int.parse(offsetMinutes),hours:int.parse(offsetHours)));
  print(currentTime);
}
@override
void initState() {
  super.initState();
  getTime();
}

@override
Widget build(BuildContext context) {
  return Scaffold(
    body: Text('LOADING SCREEN'),
  );
}
}

```

Output:



Code:

World_time.dart

```

import 'package:http/http.dart';
import 'dart:convert';

class WordTime {
  String? location; // REAL LOCATION NAME FOR UI
  String? time; // the time in that location..
  String? flag; // flag images related to location country...do it your
  // self
  String? url; // end point of static url...which will change every time
  // when location will change
  WordTime({ this.location,this.flag,this.url });
  Future<void> getTime() async {
// Make Request for time and receive response
    Response response = await
get(Uri.parse('http://worldtimeapi.org/api/timezone/$url')); //
Asia/Kolkata
    Map timeData = jsonDecode(response.body);
// Get particular property form timeData...
    String dateTime = timeData['datetime'];
    String offset = timeData['utc_offset']; //not dst_offset
    String offsetHours = offset.substring(1,3);
    String offsetMinutes = offset.substring(4,6);
// create DateTime object
    DateTime currenttime = DateTime.parse(dateTime);
    currenttime = currenttime.add(
      Duration(minutes:
        int.parse(offsetMinutes),hours:int.parse(offsetHours)));
//set the time property of class...
    time = currenttime.toString();
  }
}

```

Output:

