Booking . com

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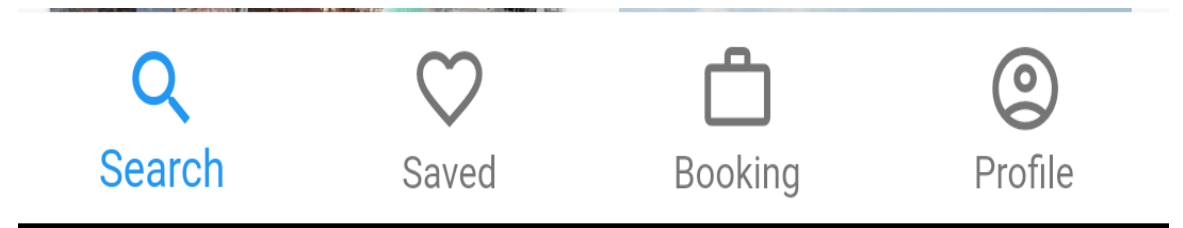
Outline:

❑ Bottom Navigation bar
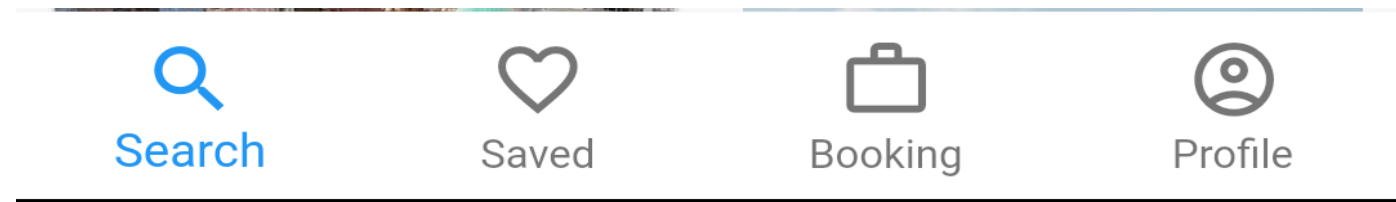
❑ Search screen.

❑ Notification screen.

Bottom Navigation bar

```dart
  int Index = 0;
  final Screens = [SearchScreen(), SavedScreen(), BookingScreen(), ProfileScreen(),];
  @override
  void _onItemTap(int index) {
    setState(() { Index = index;});}
body: Screens[Index],
      bottomNavigationBar: BottomNavigationBar(
        type: BottomNavigationBarType.fixed,
        backgroundColor: Colors.white,
        items: const <BottomNavigationBarItem>[
          BottomNavigationBarItem(
            icon: Icon(Icons.search_outlined, size: 27), label: 'Search' ),
          BottomNavigationBarItem(
            icon: Icon(Icons.favorite_outline, size: 27), label: 'Saved' ),
          BottomNavigationBarItem(
            icon: Icon(Icons.work_outline, size: 27), label: 'Booking' ),
          BottomNavigationBarItem(
            icon: Icon(Icons.account_circle_outlined, size: 27), label: 'Profile' ) ],
        currentIndex: Index,
        onTap: _onItemTap,
      ),
```
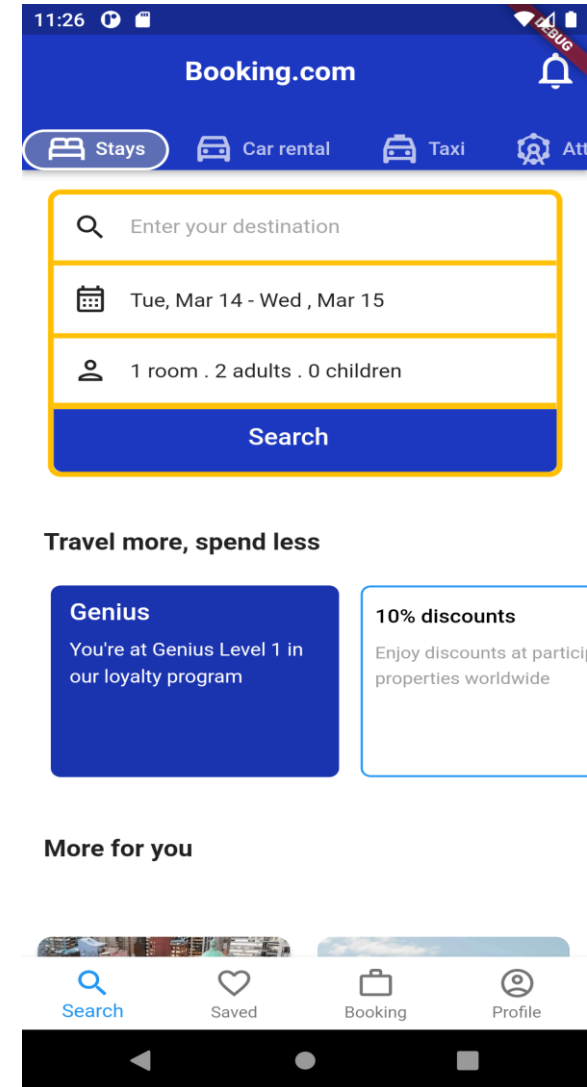
Cont...

First in global I gave index = 0 because for starting in first icon we gave it in our Bottom Navigation bar, then for each icon I added screens when we tap icons it will show other screens , then we added OnItemtap for updating when we click other icons in Bottom Navigation bar, in main we made it start in first screen by this statement body:screens[index]; then we added items in our Bottom Navigation bar each items have icons and labels ,in the end I added currentindex: index and onTap:OnItemTap , because of these two statement we will be able to tap our items,

Search   Saved   Booking   Profile

Search screen.
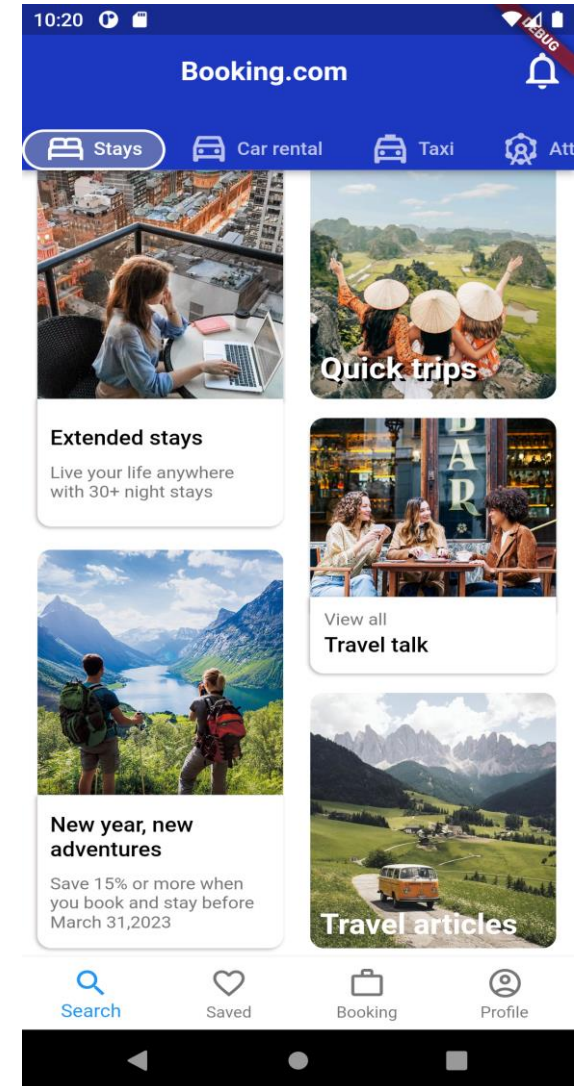
```dart
child: TabBar( isScrollable: true,

              indicator: BoxDecoration(

                  borderRadius:BorderRadius.circular(30),

                  color: const Color.fromARGB(119, 168, 172,170),

                  border: Border.all(

                    color: Colors.white,

                    width: 2,

                )),

            tabs: [

              Row(children: [

                const Icon(Icons.bed_outlined, size: 30,)),

                const SizedBox(

                    width: 5,

                ),

                const Text("Stays"),

              ]),
```

Cont…

In search screen I made tap bar under appbar for each tab I added icons and text and also decoration ,

And also I can scroll it , then for body I used container and positioned for whole body, in body I can scroll it vertical and for some widgets in the middle of our screen I can scroll it horizontal.

Notification screen

```
actions: [

        IconButton(

            onPressed: () {

                Navigator.push(

                    context,

                    MaterialPageRoute(

builder: (context) => const NotificationScreen()));

            },

            icon: const Icon(

                Icons.notifications_none_outlined,

                size: 35,

            ))

    ],
```

Cont…

Here I added actions in our seach screens appbar in that action I gave it icon button in that icon button we have onpressed , because of onpressed we will be able to go notifications screen , in notifications screens I used listview.builder and I can scroll it and also I used data models.