Main.dart

```
import 'package:flutter/material.dart';
import 'package:first_app/pages/choose_location.dart';
import 'package:first_app/pages/home.dart';
import 'package:first_app/pages/loading.dart';

void main() {
    runApp(MaterialApp(
        initialRoute: '/',
        routes: {
        '/': (context) => Loading(),
        '/home': (context) => Home(),
        '/location': (context) => ChooseLocation(),
      },
    ));
}
```

World_time.dart

```
import 'package:http/http.dart'; import 'dart:convert';
import 'package:intl/intl.dart';
class WorldTime {
  String? location;
  String? time;
  String? flag;
  String? url;
  bool isDayTime = true;
  WorldTime({this.location, this.flag, this.url});
  Future<void> getTime() async {
    try {
      Response response = await get(
Uri.parse('http://worldtimeapi.org/api/timezone/$url'));
      Map timeData = jsonDecode(response.body); String dateTime =
timeData['datetime']; String offset = timeData['utc_offset'];
      String offsetHours = offset.substring(1, 3);
      String offsetMinutes = offset.substring(4, 6);
      DateTime currentTime = DateTime.parse(dateTime);
      currentTime = currentTime.add(
          Duration(
              minutes: int.parse(offsetMinutes),
              hours: int.parse(offsetHours)));
      isDayTime = currentTime.hour > 6 && currentTime.hour < 20 ? true :
false;
```

```
time = DateFormat.jm().format(currentTime);
}
catch(e) {
  print('caught error: $e');
  time = "could not get time data";
}
}
```

Home.dart

```
import 'package:flutter/material.dart';
class Home extends StatefulWidget {
  const Home({super.key});
  @override
  State<Home> createState() => HomeState();
class _HomeState extends State<Home> {
 Map data = {};
 @override
 Widget build(BuildContext context) {
    data = data.isNotEmpty
        ? data
        : ModalRoute.of(context)?.settings.arguments as Map;
    print(data);
    String bgImage = data['isDayTime'] ? 'day.png' : 'night.png';
    return Scaffold(
        body: SafeArea(
      child: Container(
        decoration: BoxDecoration(
          image: DecorationImage(
            image: AssetImage('assets/images/$bgImage'),
            fit: BoxFit.cover,
          ),
        ),
        child: Padding(
          padding: const EdgeInsets.fromLTRB(0, 120, 0, 0),
          child: Column(
            children: <Widget>[
              TextButton.icon(
                onPressed: () async {
                  dynamic res = await Navigator.pushNamed(context,
"/location");
                  print(res);
```

```
setState(() {
              data = {
                'location': res['location'],
                'time': res['time'],
                'flag': res['flag'],
                'isDayTime': res['isDayTime'] ?? true,
              };
            });
          },
          icon: Icon(
            Icons.edit_location,
            color: Color.fromARGB(255, 173, 32, 32),
          ),
          label: Text('Edit Location',
              style: TextStyle(
                color: Color.fromARGB(255, 19, 134, 48),
          style: TextButton.styleFrom(
            foregroundColor: Colors.black,
          ),
        ),
        SizedBox(height: 20.0),
        Row(
          mainAxisAlignment: MainAxisAlignment.center,
          children: <Widget>[
            Text(
              data['location'],
              style: TextStyle(
                fontSize: 40,
                letterSpacing: 2,
                color: Color.fromARGB(255, 11, 4, 101),
              ),
            ),
          ],
        ),
        SizedBox(height: 20.0),
        Text(
          data['time'],
          style: TextStyle(
            fontSize: 60,
            color: Color.fromARGB(255, 34, 97, 152),
          ),
        ),
     ],
 ),
),
```

```
}
}
```

Choose_location.dart

```
import 'package:flutter/material.dart';
import 'package:first app/services/world time.dart';
class ChooseLocation extends StatefulWidget {
  const ChooseLocation({super.key});
 @override
  State<ChooseLocation> createState() => _ChooseLocationState();
class ChooseLocationState extends State<ChooseLocation> {
  int counter = 0;
  List<WorldTime> locations = [
    WorldTime(location: 'kolkata', flag: 'india.png', url: 'Asia/Kolkata'),
    WorldTime(url: 'Europe/London', location: 'London', flag: 'usa.png'),
    WorldTime(url: 'Europe/Berlin', location: 'Athens', flag: 'spain.png'),
    WorldTime(url: 'Africa/Nairobi', location: 'Nairobi', flag: 'russia.png'),
    WorldTime(url: 'America/Chicago', location: 'Chicago', flag: 'usa.png'),
    WorldTime(url: 'America/New_York', location: 'New York', flag: 'usa.png'),
    WorldTime(url: 'Asia/Seoul', location: 'Seoul', flag: 'south-africa.png'),
    WorldTime(url: 'Asia/Jakarta', location: 'Jakarta', flag:
 australia.png'),
  ];
  void updateTime(index) async {
    WorldTime instance = locations[index];
    await instance.getTime();
    Navigator.pop(context, {
      'location': instance.location,
      'time': instance.time,
      'flag': instance.flag,
      'isDaytime': instance.isDayTime,
    });
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("Choose Location"),
      ),
      body: ListView.builder(
        itemBuilder: (context, index) {
         return Padding(
```

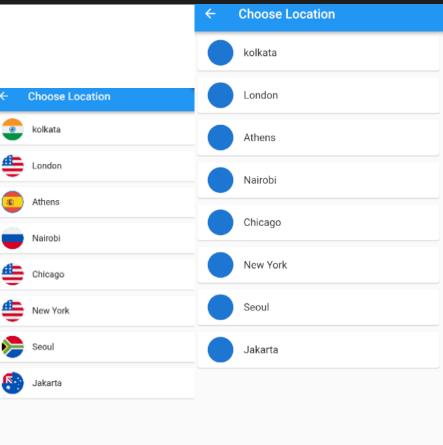
```
padding: const EdgeInsets.symmetric(vertical: 1.0, horizontal:
4.0),
            child: Card(
              child: ListTile(
                onTap: () {
                  updateTime(index);
                },
                title: Text(locations[index].location!),
                leading: CircleAvatar(
                  backgroundImage:
                      AssetImage('assets/images/${locations[index].flag}'),
                ),
              ),
            ),
          );
        },
        itemCount: locations.length,
      ),
   );
```

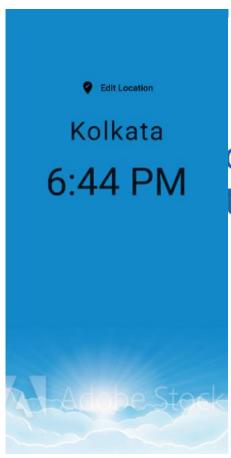
Loading.dart

```
import 'package:flutter/material.dart';
import 'package:first_app/services/world_time.dart';
class Loading extends StatefulWidget {
 const Loading({super.key});
 @override
  State<Loading> createState() => _LoadingState();
class _LoadingState extends State<Loading> {
  void setWorldTime() async {
   WorldTime timeInstance =
        WorldTime(location: 'Kolkata', flag: 'india.png', url:
'Asia/Kolkata');
    await timeInstance.getTime();
    Navigator.pushReplacementNamed(context, '/home', arguments: {
      'location': timeInstance.location,
      'flag': timeInstance.flag,
      'time': timeInstance.time,
      'isDayTime': timeInstance.isDayTime,
    });
  @override
  void initState() {
```

```
super.initState();
setWorldTime();
}

@override
Widget build(BuildContext context) {
   return Scaffold(
     body: Center(
        child: CircularProgressIndicator(),
     ),
    );
}
}
Output:-
```





Kolkata

could not get
time data