Experiment No.:- 5

Aim:-   To apply navigation, routing, and gestures in a Flutter App.

Theory:-

This experiment demonstrates the use of navigation, routing, and gestures within a Flutter-based BMI Calculator App. Using `Navigator.push()` and `Navigator.pop()`, we move between screens like the Welcome Screen, BMI Input Screen, and Result Screen, illustrating manual and named routing.
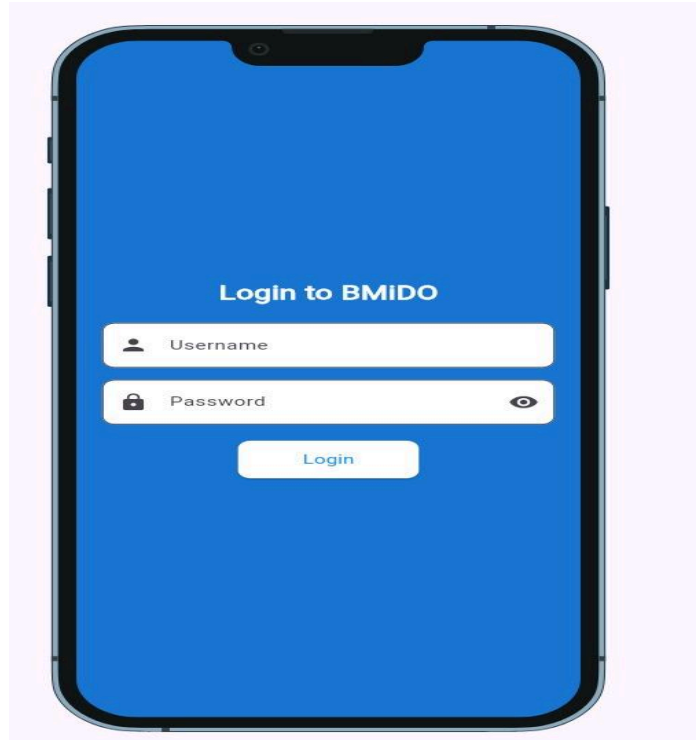
The code also implements gesture handling via buttons, sliders, icon taps, and switch toggles—showing how the app responds dynamically to user input. All these techniques come together to build an interactive and multi-screen Flutter application that enhances both user experience and app structure.

The file also shows modular organization (`login_screen.dart`, `bmi_app.dart`) which reflects proper routing practice using different screens.
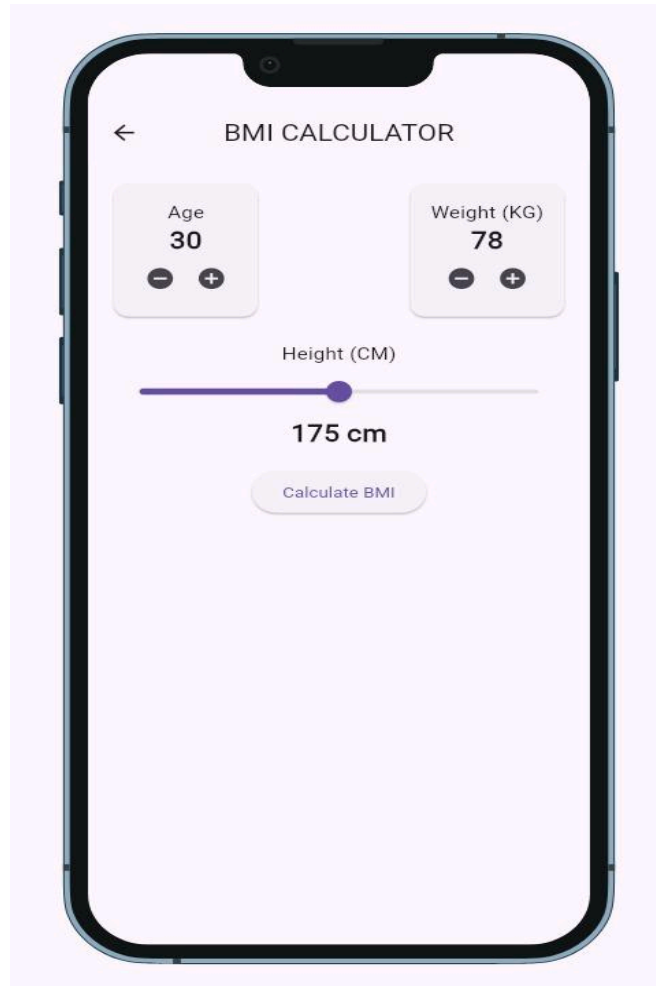
Screenshots Related to the Experiment

1. Welcome/Login Screen

- Initial screen that navigates to BMI calculator.
- Uses `Navigator.push` for routing.

2. BMI Input Screen

- Users interact with gesture-based widgets like sliders, icon buttons, and switches.

Conclusion:-

This experiment helped us implement navigation between multiple screens and capture user gestures using interactive widgets in Flutter. It improved our understanding of routing and dynamic UI handling.