



Piscine Mobile - 1

Structure and logic

Summary: This document contain the subject for the Module01 of the Piscine Mobile.

Version: 2

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Chapter I

Instructions

- Only this page will serve as reference. Do not trust rumors.
- Read attentively the whole document before beginning.
- Your exercises will be corrected by your piscine colleagues.
- The document can be relied upon, do not blindly trust the demos or pictures example which can contain not required additions.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- By Odin, by Thor ! Use your brain !!!



Intra indicates the date and the hour of closing for your repositories. This date and hour also corresponds to the beginning of the peer-evaluation period for the corresponding piscine day. This peer-evaluation period lasts exactly 24h. After 24h passed, your missing peer grades will be completed with a 0.

Chapter II

Specific instructions


The project of this module will continue in the next module, so it is important to do it well and to the end.

Chapter III

Introduction

Chapter IV

Exercise 00: BottomBar

	Exercise :
	BottomBar
	Turn-in directory : <code>mobileWeatherApp</code>
	Files to turn in : <i>weatherApp_proj</i> and all necessary files
	Forbidden functions : None

In this Module01 you will prepare your weather application. This application, as well as all the applications you will have to do until the end of the piscine, must be responsive.

To start, create new *weatherApp_proj* project.

You will now create the structure of your application with:

- An AppBar with a search Textfield and geolocation button.
- An BottomBar with 3 tabs, “Currently”, “Today” and “Weekly”.
- 3 different content, one for each tab.

An important point:

- Your application must be responsive.

The BottomBar:

- Create a BottomBar with 3 tabs.
- Each tab must have a name and an icon (Currently, Today, Weekly).
- You must be switched between tabs by clicking on them or by swiping, the two methods must work.
- When you switch tabs, the content of the page must change. For now you should display simple text with the name of the tab, not more!

- At the start of the application, the first tab(Currently) must be selected.



With flutter :


We have use the "TabBar" widget to create a TopBar with tabs.

We have use the "TabBarView" widget to create the different views.

We have use the "BottomAppBar" widget to create the BottomBar.

Chapter V

Exercise 01: TopBar

	Exercise :
TopBar	
Turn-in directory : <code>mobileWeatherApp</code>	
Files to turn in : <i>weatherApp_proj</i> and all necessary files	
Forbidden functions : None	

The TopBar:

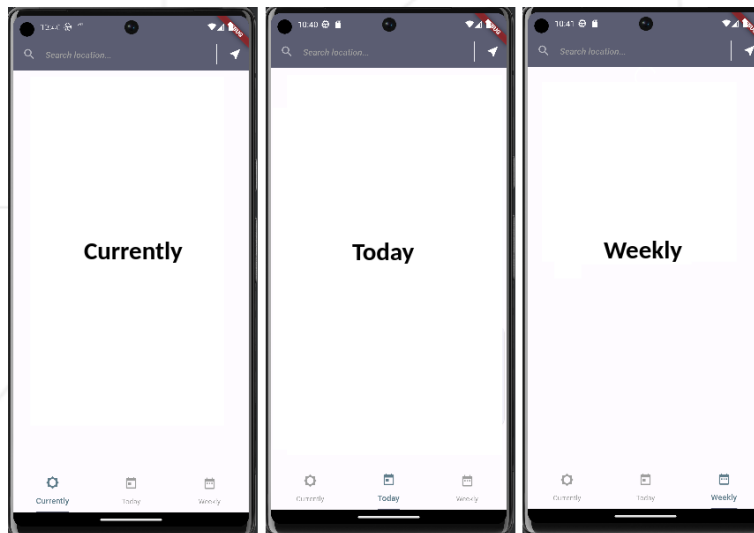
- Contains a search textfield.
- Contains a geolocation button.

The TextField and the geolocation button must be work !
You must display the text entered in the textfield or the geolocation if is used.

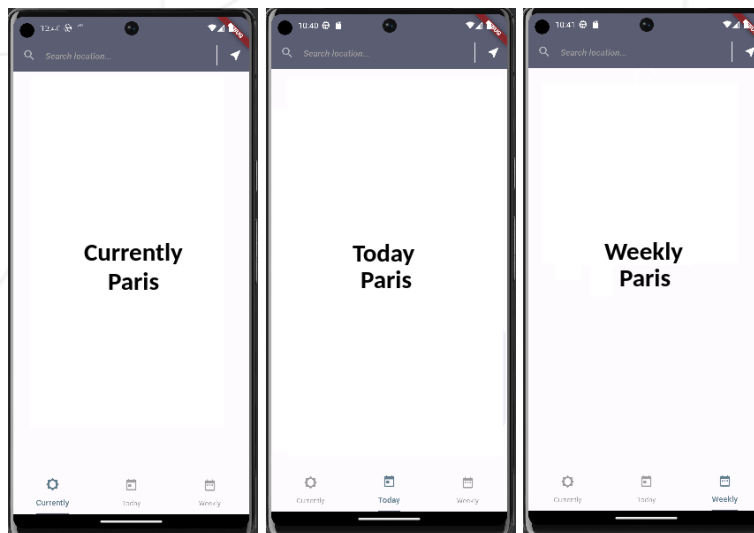
- If you enter a text in the search textfield, the application should display the tab name and the text entered in the textfield in all the tabs.
- If you click on the geolocation button, the application should display the tab name and “Geolocation” in all the tabs.
- You should not see the search text and the geolocation text in same time.
The application must always show the last search.

So, for now, you must have something like this:

Basic display of the application:



And if you search location in the search bar :



Chapter VI

Submission and peer-evaluation

Turn in your assignment in your `Git` repository as usual. Only the work inside your repository will be evaluated during the defense. Don't hesitate to double check the names of your folders and files to ensure they are correct.



The evaluation process will happen on the computer of the evaluated group.