Reading and Writing in JSON file

main.dart

```
import 'dart:async';
import 'dart:io';
import 'dart:convert';
import 'package:flutter/cupertino.dart';
import 'package:flutter/material.dart';
import './Player.dart';

List<Player> players = [];
List<Player> readplayers = [];
final File file = File('/home/faculty/Desktop/file1.json');

Future<void> readPlayerData (File file) async {
   //players = [];

  String contents = await file.readAsString();
  var jsonResponse = jsonDecode(contents);
  //print(jsonResponse);
  for(var p in jsonResponse){
    Player player = Player(p['name'],p['age'],p['hobby']);
    players.add(player);
  }
   }
class TextFieldWidget extends StatefulWidget {
  @override
  State<TextFieldWidget> createState() => TextFieldWidgetState();
}

class TextFieldWidgetState extends State<TextFieldWidget> {
  TextEditingController namectrl = new TextEditingController();
  TextEditingController agectrl = new TextEditingController();
  TextEditingController hobbyctrl = new TextEditingController();
  String Pname = "";
  String Page = "";
  String Phobby=  "";
  String displaydata = "";
  @override
  Widget build(BuildContext context) {
    // TODO: implement build
    return Scaffold(
        appBar: AppBar(
          title: Text("JSON File example"),
          centerTitle: true,
          backgroundColor: Colors.red,
        ),
        body: Column(
          children: <Widget>[
```

```
      TextField(
        controller: namectrl,
        decoration: InputDecoration(
            labelText: "Name", hintText: "Enter your name"),
      ),

      TextField(
        controller: agectrl,
        decoration: InputDecoration(
          labelText: "Age",
          hintText: "Enter your age",
        ),
      ),TextField(
        controller: hobbyctrl,
        decoration: InputDecoration(
          labelText: "Hobby",
          hintText: "Enter your Hobby",
        ),
      ),
      TextButton(
        onPressed: () {

          setState(() {
            Pname = namectrl.text;
            Page = agectrl.text;
            Phobby = hobbyctrl.text;
            readPlayerData(file);

  //add a new item to data list
            Player newPlayer = Player(
                Pname,
                Page,
                Phobby
            );

            players.add(newPlayer);
            players.map((player) => player.toJson(),).toList();
            file.writeAsStringSync(json.encode(players));
          });
        },
        child: Text("Save Data",
            style: TextStyle(
                fontSize: 20, backgroundColor: Colors.cyan)),
      ),TextButton(
        onPressed: () {
          displaydata="";

          setState(()  {

            readPlayerData(file);
```

```
            players.forEach((element) {
              displaydata= displaydata+"Name:"+element.name+"\t";
              displaydata= displaydata+"Age:"+element.age+"\t";
              displaydata= displaydata+"Hobby:"+element.hobby+"\t";
              displaydata = displaydata+"\n";
            });
           // print(readplayers);
            print(displaydata);

                    });
          //readplayers.clear();

              },
        child: Text("Display Data",
            style: TextStyle(
                fontSize: 20, backgroundColor: Colors.cyan)),
      ),
      Padding(
        padding: EdgeInsets.all(15),
        child: Text(displaydata),
      ),

    ],
   ));

  }
}

void main() {
 runApp(MaterialApp(home: TextFieldWidget()));
}
```

Player.dart

```
class Player {
  late String name;
  late String age;
  late String hobby;
  Player(
      this.name,
      this.age,
      this.hobby,
      );
  Map<String, dynamic> toJson() {
    final Map<String, dynamic> data = new Map<String, dynamic>();
    data['name'] = this.name;
    data['age'] = this.age;
    data['hobby'] = this.hobby;
```

```
    return data;
  }

}
```