

## **Develop a mobile application for implementing login credentials with appropriate toast messages**

### **Program:**

```
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      debugShowCheckedModeBanner: false,
      home: const LoginPage(),
    );
  }
}

class LoginPage extends StatefulWidget {
  const LoginPage({super.key});

  @override
  State<LoginPage> createState() => _LoginPageState();
}

class _LoginPageState extends State<LoginPage> {
```

```
final TextEditingController usernameController = TextEditingController();
final TextEditingController passwordController = TextEditingController();

void login() {
    String username = usernameController.text.trim();
    String password = passwordController.text.trim();

    bool isSuccess = username == "admin" && password == "1234";

    ScaffoldMessenger.of(context).showSnackBar(
        SnackBar(
            content: Text(
                isSuccess
                    ? "Login Successful"
                    : "Invalid Username or Password",
            ),
            backgroundColor: isSuccess ? Colors.green : Colors.red,
            duration: const Duration(seconds: 2),
        ),
    );
}

@Override
Widget build(BuildContext context) {
    return Scaffold(
        appBar: AppBar(
            title: const Text("Login Page"),
            centerTitle: true,
        ),
        body: Padding(
```

```
padding: const EdgeInsets.all(20),  
child: Column(  
    mainAxisAlignment: MainAxisAlignment.center,  
    children: [  
        TextField(  
            controller: usernameController,  
            decoration: const InputDecoration(  
                labelText: "Username",  
                border: OutlineInputBorder(),  
            ),  
        ),  
        const SizedBox(height: 15),  
        TextField(  
            controller: passwordController,  
            obscureText: true,  
            decoration: const InputDecoration(  
                labelText: "Password",  
                border: OutlineInputBorder(),  
            ),  
        ),  
        const SizedBox(height: 20),  
        SizedBox(  
            width: double.infinity,  
            height: 45,  
            child: ElevatedButton(  
                onPressed: login,  
                child: const Text("Login"),  
            ),  
        ),  
    ],
```

),  
),  
);  
}  
}

**Output:**

Login Page

Username —

Password —

**Login**

Invalid Username or Password

Login Page

Username —

Password —

**Login**

Login Successful