

Department of Computer Engineering App Development Using Flutter (01CE0610)

Practical 10: Create and application Crud Operation with SQLite in Flutter.

main.dart:

```
import 'package:flutter/material.dart';
import 'sql helper.dart';
void main() => runApp(const MyApp());
class MyApp extends StatelessWidget {
 const MyApp({super.key});
 @override
 Widget build(BuildContext context) => MaterialApp(
  debugShowCheckedModeBanner: false,
  title: 'SQLite', theme: ThemeData(primarySwatch: Colors.orange),
  home: const HomePage(), );}
class HomePage extends StatefulWidget {
 const HomePage({super.key});
 @override
 State<HomePage> createState() => HomePageState();}
class HomePageState extends State<HomePage> {
 List<Map<String, dynamic>> journals = [];
 bool isLoading = true;
 final titleController = TextEditingController();
 final descController = TextEditingController();
 void refresh() async {
  journals = await SQLHelper.getItems();
  setState(() => isLoading = false);
 @override
 void initState() {
  super.initState();
  refresh();
 void showForm(int? id) async {
  if (id != null) {
   final existing = journals.firstWhere((e) \Rightarrow e['id'] == id);
   titleController.text = existing['title'];
    descController.text = existing['description'];
  showModalBottomSheet(
   context: context,
   isScrollControlled: true.
   builder: ( ) => Padding(
    padding: EdgeInsets.only(
      top: 15, left: 15, right: 15,
      bottom: MediaQuery.of(context).viewInsets.bottom + 120,
     child: Column(mainAxisSize: MainAxisSize.min, children: [
      TextField(controller: titleController, decoration: const InputDecoration(hintText: 'Title')),
      const SizedBox(height: 10),
      TextField(controller: descController, decoration: const InputDecoration(hintText: 'Description')),
      const SizedBox(height: 20),
      ElevatedButton(
       onPressed: () async {
        if (id == null) await SQLHelper.createItem( titleController.text, descController.text);
        else await SQLHelper.updateItem(id, titleController.text, descController.text);
        titleController.clear();
         descController.clear();
```



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```
Navigator.of(context).pop();
               refresh();
            child: Text(id == null? 'Create New': 'Update'),
           ), ]),), ); }
      void delete(int id) async {
       await SQLHelper.deleteItem(id);
       ScaffoldMessenger.of(context).showSnackBar(const SnackBar(content: Text('Deleted successfully')));
        refresh();
      @override
      Widget build(BuildContext context) {
       return Scaffold(
         appBar: AppBar(title: const Text('SQLite')),
         body: isLoading
           ? const Center(child: CircularProgressIndicator())
           : ListView.builder(
              itemCount: journals.length,
              itemBuilder: (, i) \Rightarrow Card(
               color: Colors.orange[200],
               margin: const EdgeInsets.all(10),
               child: ListTile(
                title: Text( journals[i]['title']),
                subtitle: Text( journals[i]['description']),
                trailing: Row(mainAxisSize: MainAxisSize.min, children: [
                 IconButton(icon: const Icon(Icons.edit), onPressed: () => showForm( journals[i]['id'])),
                 IconButton(icon: const Icon(Icons.delete), onPressed: () => delete( journals[i]['id'])),
                ]),
         floatingActionButton: FloatingActionButton(
          onPressed: () => showForm(null),
          child: const Icon(Icons.add),
       );
}
     sqlHelper.dart:
     import 'package:sqflite/sqflite.dart' as sql;
     import 'package:flutter/foundation.dart';
     class SQLHelper {
      static Future<void> createTables(sql.Database db) async {
        await db.execute(""
         CREATE TABLE items(
          id INTEGER PRIMARY KEY AUTOINCREMENT NOT NULL,
          title TEXT,
          description TEXT,
          createdAt TIMESTAMP NOT NULL DEFAULT CURRENT_TIMESTAMP
      static Future<sql.Database> db() async {
       return sql.openDatabase('dbtech.db', version: 1, onCreate: (db, version) => createTables(db));
```



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```
static Future<int> createItem(String title, String? desc) async {
  final db = await SQLHelper.db();
  return db.insert('items', {'title': title, 'description': desc}, conflictAlgorithm: sql.ConflictAlgorithm.replace);
 static Future<List<Map<String, dynamic>>> getItems() async {
  final db = await SQLHelper.db();
  return db.query('items', orderBy: "id");
 static Future<int> updateItem(int id, String title, String? desc) async {
  final db = await SQLHelper.db();
  return db.update('items', {
   'title': title,
   'description': desc,
   'createdAt': DateTime.now().toString(),
  }, where: "id = ?", whereArgs: [id]);
 static Future<void> deleteItem(int id) async {
  final db = await SQLHelper.db();
   await db.delete("items", where: "id = ?", whereArgs: [id]);
  } catch (e) {
   debugPrint("Delete error: $e");
}dependencies: flutter:
sdk: flutter sqflite: ^2.0.0 path: ^1.9.0
path provider: any
```

Output:









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Practical 11: Create and application Connecting to REST API in Flutter.

main.dart:

```
import 'package:flutter/material.dart';
import 'data screen.dart';
void main() => runApp(MaterialApp(
 debugShowCheckedModeBanner: false,
 home: DataScreen(),
));
api service.dart:
import 'dart:convert';
import 'package:http/http.dart' as http;
class Post {
 final int userId, id;
 final String title, body;
 Post({required this.userId, required this.id, required this.title, required this.body});
 factory Post.fromJson(Map<String, dynamic> json) => Post(
  userId: json['userId'],
  id: json['id'],
  title: json['title'],
  body: json['body'],
 );}
class ApiService {
 static const url = 'https://jsonplaceholder.typicode.com/posts';
 static Future<List<Post>> fetchPosts() async {
  final res = await http.get(Uri.parse( url));
  if (res.statusCode == 200) {
   final data = json.decode(res.body) as List;
   return data.map((e) => Post.fromJson(e)).toList();
  } else {
   throw Exception('Failed to load posts');
  } }}
data screen.dart:
import 'package:flutter/material.dart';
import 'package:resetapi/api service.dart';
class DataScreen extends StatefulWidget {
@override
DataScreenState createState() => DataScreenState();
class DataScreenState extends State<DataScreen> {
late Future<List<Post>> posts;
@override
void initState() { super.initState();
```



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```
posts = ApiService.fetchPosts();
@override
Widget build(BuildContext context) { return Scaffold(
appBar: AppBar(title: Text('Posts'),
body: Center(child: FutureBuilder<List<Post>>( future: posts,builder: (context, snapshot) { if (snapshot.hasData)
{ return ListView.builder(itemCount: snapshot.data!.length, itemBuilder: (context, index) { return Card(
elevation: 3,margin: EdgeInsets.all(10), child: Padding(padding: EdgeInsets.all(10), child: Column(
crossAxisAlignment: CrossAxisAlignment.start, children:
[Text('Post ${index + 1}:', // Add label here style: TextStyle(
fontWeight: FontWeight.bold, fontSize: 16,),),
SizedBox(height: 5), Text(snapshot.data![index].title, style: TextStyle(
fontWeight: FontWeight.bold, fontSize: 18,
),),SizedBox(height: 5), Text(snapshot.data![index].body),
],),);},);
} else if (snapshot.hasError) { return Text("${snapshot.error}");
// By default, show a loading spinner. return CircularProgressIndicator();
},),),);}}
```

Output:

Posts

Post 10:

optio molestias id quia eum

quo et expedita modi cum officia vel magni doloribus qui repudiandae vero nisi sit quos veniam quod sed accusamus veritatis error

Post 11:

et ea vero quia laudantium autem

delectus reiciendis molestiae occaecati non minima eveniet qui voluptatibus

accusamus in eum beatae sit
vel qui neque voluptates ut commodi qui incidunt
ut animi commodi

Post 12:

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itaque id aut magnam praesentium quia et ea odit et ea voluptas et sapiente quia nihil amet occaecati quia id voluptatem incidunt ea est distinctio odio

Post 13:

dolorum ut in voluptas mollitia et saepe quo animi

aut dicta possimus sint mollitia voluptas commodi quo doloremque

Posts

Post 36:

fuga nam accusamus voluptas reiciendis itaque

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Post 37:

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Post 38:

explicabo et eos deleniti nostrum ab id repellendus

animi esse sit aut sit nesciunt assumenda eum voluptas quia voluptatibus provident quia necessitatibus ea rerum repudiandae quia voluptatem delectus fugit aut id quia ratione optio eos iusto veniam iure

Post 39:

eos dolorem iste accusantium est eaque quam

corporis rerum ducimus vel eum accusantium



Department of Computer Engineering App Development Using Flutter (01CE0610)

Practical 12: Create and application Parsing JSON data from REST API in Flutter.

main.dart:

```
import 'package:flutter/material.dart';
import 'data screen.dart';
void main() => runApp(const MaterialApp(
 debugShowCheckedModeBanner: false,
 home: DataScreen(),
));
api service.dart:
import 'dart:convert';
import 'package:http/http.dart' as http;
import 'post model.dart';
class ApiService {
 static Future<List<Post>> fetchPosts() async {
  final res = await http.get(Uri.parse('https://jsonplaceholder.typicode.com/posts'));
  if (res.statusCode == 200) {
   return (jsonDecode(res.body) as List).map((e) => Post.fromJson(e)).toList();
   throw Exception('Failed to load posts');
  } }}
data screen.dart:
import 'package:flutter/material.dart';
import 'api service.dart';
import 'post model.dart';
class DataScreen extends StatelessWidget {
 const DataScreen({super.key});
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   appBar: AppBar(title: const Text('Posts')),
   body: FutureBuilder<List<Post>>(
     future: ApiService.fetchPosts(),
     builder: (context, snapshot) {
      if (snapshot.hasData) {
       return ListView.builder(
        itemCount: snapshot.data!.length,
        padding: const EdgeInsets.all(10),
        itemBuilder: (context, i) {
          final post = snapshot.data![i];
          return Card(margin: const EdgeInsets.symmetric(vertical: 8),
           child: Padding( padding: const EdgeInsets.all(10),
            child: Column(crossAxisAlignment: CrossAxisAlignment.start,
             children: [\text{Text('Post } \{i+1\}', \text{style: const TextStyle(fontWeight: FontWeight.bold))},
               const SizedBox(height: 5), Text(post.title, style: const TextStyle(fontSize: 16, fontWeight:
FontWeight.bold)),
               const SizedBox(height: 5),
               Text(post.body), ], ),), ); },);
      } else if (snapshot.hasError) {return Center(child: Text('${snapshot.error}'));
      }return const Center(child: CircularProgressIndicator());
     },),);}
```



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post model.dart:

```
class Post {
  final int userId, id;
  final String title, body;

Post({required this.userId, required this.id, required this.title, required this.body});
  factory Post.fromJson(Map<String, dynamic> json) => Post(
    userId: json['userId'],
    id: json['id'],
    title: json['title'],
    body: json['body'],
   );
}
```

Output:

Posts

Post 10:

optio molestias id quia eum

quo et expedita modi cum officia vel magni doloribus qui repudiandae vero nisi sit quos veniam quod sed accusamus veritatis error

Post 11:

et ea vero quia laudantium autem

delectus reiciendis molestiae occaecati non minima eveniet qui voluptatibus accusamus in eum beatae sit vel qui neque voluptates ut commodi qui incidunt

Post 12:

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Post 13:

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aut dicta possimus sint mollitia voluptas commodi quo doloremque

Posts

Post 36:

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Post 37:

provident vel ut sit ratione est

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Post 38:

explicabo et eos deleniti nostrum ab id repellendus

animi esse sit aut sit nesciunt assumenda eum voluptas quia voluptatibus provident quia necessitatibus ea rerum repudiandae quia voluptatem delectus fugit aut id quia ratione optio eos iusto veniam iure

Post 39:

eos dolorem iste accusantium est eaque quam

corporis rerum ducimus vel eum accusantium



import 'package:flutter/material.dart';

FACULTY OF ENGINEERING AND TECHNOLOGY

Department of Computer Engineering App Development Using Flutter (01CE0610)

Practical 13: Create and application using Hardware Interaction in Flutter.

main.dart:

```
import 'home screen.dart';
void main(){
 runApp(MyApp());
class MyApp extends StatelessWidget {
 const MyApp({super.key});
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
  debugShowCheckedModeBanner: false,
  title: "Text To Speech",
   theme: ThemeData(
    primarySwatch: Colors.indigo,
   home: HomeScreen(),
  );
homescreen.dart:
import 'dart:async';
import 'package:flutter/material.dart';
import 'package:flutter tts/flutter tts.dart';
class HomeScreen extends StatefulWidget {
 const HomeScreen({super.key});
 @override
 State<HomeScreen> createState() => HomeScreenState();
class HomeScreenState extends State<HomeScreen> {
 final FlutterTts flutterTts = FlutterTts();
 final TextEditingController textController = TextEditingController();
 @override
 void dispose() {
  textController.dispose();
  super.dispose();
```

92201703096 Batch – 6EC1-A



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| Future <void> speak(String tex</void> | | | | |
|---------------------------------------|---|-----------------------------------|----------------|----------------------------|
| await flutterTts.setLanguage | * | | | |
| await flutterTts.setPitch(1.0); | | | | |
| await flutterTts.setSpeechRat | te(0.5); | | | |
| await flutterTts.speak(text); | | | | |
| } Widget build(DuildCentext eer | atout) (| | | |
| Widget build(BuildContext con | ntext) { | | | |
| return Scaffold(appBar: AppBar(| | | | |
| title: Text("Text To Speech | ,") | | | |
| · | ı <i>)</i> , | | | |
|), body: Padding(| | | | |
| padding: EdgeInsets.all(20 |) | | | |
| child: Column(|), | | | |
| crossAxisAlignment: Cro | ssAxisAlignmen | t stretch | | |
| children: [| sor tator trigilities | t.Streten, | | |
| TextField(| | | | |
| controller: textControll | er. | | | |
| decoration: InputDecor | | | | |
| hintText: 'Enter Text', | | | | |
| border: OutlineInputB | order(), | | | |
|), | V 7 | | | |
| maxLines: 4, | | | | |
|), | | | | |
| SizedBox(height: 30,), | | | | |
| ElevatedButton(onPress | ed: () { | | | |
| speak(textController.text | (t); | | | |
| }, child: Text('Speak'), | 11:00:12 | 10 0 Von 1 256 1 7 49 | 11:00:22 | 10: 0.02 Yes at 1 591 74% |
| | 11:00:12 | 101 10.0 YEB 1111 *5611 (111) 74% | Text To Speech | |
|), | Text To Speech | | Text To opeech | |
| 1, | | | | |
|), | Enter Text | | Hello | |
|);); | | | | |
| }, | | | | |
| , | | | | |
| Output: | | | | Speak |
| o utput. | | Speak | | |
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