Practical No: - 01

Flutter program to work with SQLite Database

DatabaseHelper.dart:

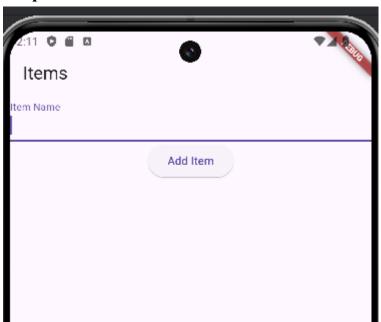
```
import 'package:flutter/material.dart';
import 'package:path/path.dart';
import 'package:sqflite/sqflite.dart';
class DatabaseHelper {
 static final DatabaseHelper instance = DatabaseHelper. internal();
 factory DatabaseHelper() => instance;
 static Database? database;
 DatabaseHelper. internal();
 Future < Database > get database async {
  database ??= await initDatabase();
  return database!;
 Future < Database init Database() async {
  String path = join(await getDatabasesPath(), 'simple database.db');
  return await openDatabase(
   path,
   onCreate: (db, version) {
    return db.execute(
      'CREATE TABLE items(id INTEGER PRIMARY KEY
AUTOINCREMENT, name TEXT)',
    );
   },
   version: 1,
  );
 Future<void> insertItem(String name) async {
  final db = await database;
  await db.insert(
   'items',
   {'name': name},
   conflictAlgorithm: ConflictAlgorithm.replace,
  );
 Future<List<Map<String, dynamic>>> fetchItems() async {
```

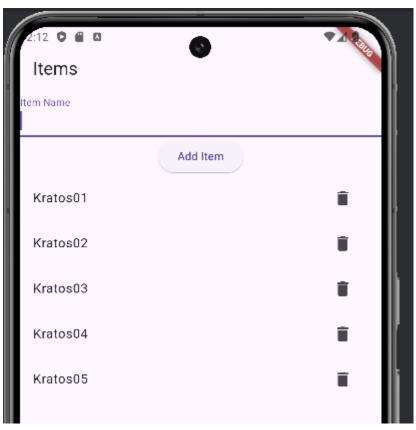
```
final db = await database;
  return await db.query('items');
 Future < void > deleteItem(int id) async {
  final db = await database;
  await db.delete(
   'items',
   where: 'id = ?',
   whereArgs: [id],
  );
Main.dart:
import 'package:flutter/material.dart';
import 'package:flutter/material.dart';
import 'DatabaseHelper.dart';
void main() {
 runApp(MyApp());
class MyApp extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
   title: 'Simple Database App',
   home: ItemListScreen(),
  );
class ItemListScreen extends StatefulWidget {
 @override
 ItemListScreenState createState() => ItemListScreenState();
class ItemListScreenState extends State<ItemListScreen> {
 final DatabaseHelper databaseHelper = DatabaseHelper();
 final TextEditingController controller = TextEditingController();
 List<Map<String, dynamic>> items = [];
```

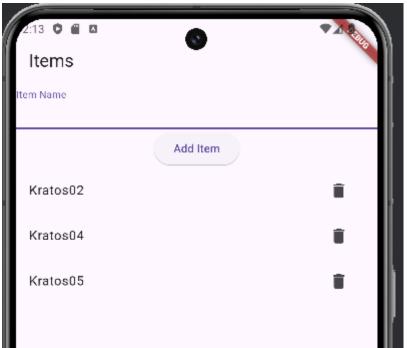
```
@override
void initState() {
 super.initState();
 loadItems();
Future<void>_loadItems() async {
 final items = await databaseHelper.fetchItems();
 setState(() {
  items = items;
 });
Future<void> addItem() async {
 if ( controller.text.isNotEmpty) {
  await databaseHelper.insertItem( controller.text);
  controller.clear();
  loadItems();
Future<void> deleteItem(int id) async {
 await databaseHelper.deleteItem(id);
 loadItems();
@override
Widget build(BuildContext context) {
 return Scaffold(
  appBar: AppBar(title: Text('Items')),
  body: Column(
   children: [
     TextField(
      controller: controller,
      decoration: InputDecoration(labelText: 'Item Name'),
    ),
     ElevatedButton(
      onPressed: addItem,
      child: Text('Add Item'),
    Expanded(
```

```
child: ListView.builder(
   itemCount: _items.length,
   itemBuilder: (context, index) {
    return ListTile(
        title: Text(_items[index]['name']),
        trailing: IconButton(
        icon: Icon(Icons.delete),
        onPressed: () => _deleteItem(_items[index]['id']),
        ),
      ),
     ),
    ),
   ),
   ),
   ),
},
),
),
);
}
```

Output:







Practical No: - 02

Flutter program based on RestAPI (Json format)

```
Main.dart: -
import 'dart:convert';
import 'package:flutter/material.dart';
import 'package:http/http.dart' as http; // Import the http package
import 'package:json3/post.dart';
Future < List < Post >> fetch Post() async {
 final response = await
http.get(Uri.parse('https://jsonplaceholder.typicode.com/posts'));
 if (response.statusCode == 200) {
  final parsed = json.decode(response.body).cast<Map<String, dynamic>>();
  // Limit to the first 3 posts
  return parsed.take(3).map<Post>((json) => Post.fromMap(json)).toList();
 } else {
  throw Exception('Failed to load posts');
 }
void main() => runApp(MyApp());
class MyApp extends StatefulWidget {
 @override
 MyAppState createState() => MyAppState();
class MyAppState extends State<MyApp> {
 late Future<List<Post>> futurePost;
 @override
 void initState() {
  super.initState();
  futurePost = fetchPost();
 }
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
   title: 'Fetch Data Example',
   theme: ThemeData(
    primaryColor: Colors.lightBlueAccent,
```

```
),
home: Scaffold(
 appBar: AppBar(
  title: Text('Fetch Data Example'),
 ),
 body: FutureBuilder<List<Post>>(
  future: futurePost,
  builder: (context, snapshot) {
   if (snapshot.hasData) {
     return ListView.builder(
      itemCount: snapshot.data!.length,
      itemBuilder: ( , index) => Container(
       margin: EdgeInsets.symmetric(horizontal: 10, vertical: 5),
       padding: EdgeInsets.all(20.0),
       decoration: BoxDecoration(
        color: Color(0xff97FFFF),
        borderRadius: BorderRadius.circular(15.0),
       ),
       child: Column(
        mainAxisAlignment: MainAxisAlignment.start,
        crossAxisAlignment: CrossAxisAlignment.start,
        children: [
          Text(
           "ID: $\{\snapshot.data!\[\index\].id\}",
           style: TextStyle(
            fontSize: 14.0,
            fontWeight: FontWeight.bold,
           ),
          SizedBox(height: 5),
          Text(
           "${snapshot.data![index].title}",
           style: TextStyle(
            fontSize: 18.0,
            fontWeight: FontWeight.bold,
           ),
          ),
```

```
SizedBox(height: 10),
              Text("${snapshot.data![index].body}"),
          ),
         );
        } else {
        return Center(child: CircularProgressIndicator());
Post.dart: -
import 'dart:convert';
List<Post> postFromJson(String str) =>
  List<Post>.from(json.decode(str).map((x) \Rightarrow Post.fromMap(x)));
class Post {
 Post({
  required this.userId,
  required this.id,
  required this.title,
  required this.body,
 });
 int userId;
 int id;
 String title;
 String body;
 factory Post.fromMap(Map<String, dynamic> json) => Post(
  userId: json["userId"],
  id: json["id"],
  title: json["title"],
  body: json["body"],
 );
```

Output: -

