MAD Ex 4

Aim: To create an interactive form using the form widget in Flutter.

Theory:

The Form widget in Flutter provides a structured way to handle user input with validation and state management. It contains form fields like:

- Text form fields (TextFormField)
- Dropdown buttons (DropdownButtonFormField)
- Checkbox lists

While working alongside GlobalKey FormState, form validation and submission validation are implemented using the validator property. Form actions like validate(), save(), and reset() ensure efficient input handling. By utilizing these widgets, developers can create user-friendly and responsive forms that enhance data accuracy and user experience.

Importance of using the Form widget:

- 1) **Ensures data validation** Prevents incorrect user input.
- 2) Manages form state Tracks changes and updates fields.
- 3) **Enhances user experience** Provides interactive input handling.
- 4) Simplifies form submission Enables easy data processing and handling.

Conclusion:

Creating an interactive form using the Form widget in Flutter improves user input handling by providing structured validation and state management. By utilizing various form elements like TextFormField, DropdownButtonFormField, and buttons, developers can design efficient and user-friendly forms for mobile applications.

```
Code to create an interactive Form using form widget
import 'package:flutter/material.dart';
void main() {
 runApp(MyApp());
class MyApp extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
   home: Scaffold(
    appBar: AppBar(
      title: Text('Interactive Form'),
    body: MyForm(),
   ),
  );
}
class MyForm extends StatefulWidget {
 @override
 _MyFormState createState() => _MyFormState();
class MyFormState extends State<MyForm> {
 final formKey = GlobalKey<FormState>();
 String _name = ";
 String email = ";
 String selectedGender = 'Male';
 bool subscribeToNewsletter = false;
@override
 Widget build(BuildContext context) {
  return Padding(
   padding: const EdgeInsets.all(16.0),
   child: Form(
    key: _formKey,
    child: Column(
      crossAxisAlignment: CrossAxisAlignment.start,
      children: [
       TextFormField(
        decoration: InputDecoration(labelText: 'Name'),
        validator: (value) {
         if (value == null || value.isEmpty) {
           return 'Please enter your name';
```

return null;

```
},
 onSaved: (value) {
  _name = value!;
 },
),
TextFormField(
 decoration: InputDecoration(labelText: 'Email'),
 validator: (value) {
  if (value == null || value.isEmpty || !value.contains('@')) {
   return 'Please enter a valid email address';
  }
  return null;
 },
 onSaved: (value) {
  _email = value!;
},
),
DropdownButtonFormField<String>(
 value: _selectedGender,
 items: ['Male', 'Female', 'Other']
   .map((gender) => DropdownMenuItem(
       value: gender,
       child: Text(gender),
      ))
   .toList(),
 onChanged: (value) {
  setState(() {
   _selectedGender = value!;
  });
 decoration: InputDecoration(labelText: 'Gender'),
),
Row(
 children: [
  Checkbox(
   value: _subscribeToNewsletter,
   onChanged: (value) {
     setState(() {
      _subscribeToNewsletter = value ?? false;
    });
   },
  Text('Subscribe to Newsletter'),
 ],
```

```
),
       SizedBox(height: 16),
       ElevatedButton(
        onPressed: () {
         if (_formKey.currentState!.validate()) {
          _formKey.currentState!.save();
          // Process the form data, e.g., send it to a server
           print('Name: $_name');
           print('Email: $_email');
           print('Gender: $_selectedGender');
          print('Subscribe to Newsletter: $_subscribeToNewsletter');
         }
        },
        child: Text('Submit'),
     ],
  ),
 );
}
```

Interactive Form

Name

Vaibhav Boudh

Email

2022.vaibhav.boudh@ves.ac.in

Gender

Male



Subscribe to Newsletter

Submit

Name: Vaibhav Boudh

Email: 2022.vaibhav.boudh@ves.ac.in

Gender: Male

Subscribe to Newsletter: true

Application finished.

Code to create an interactive Login and sign in page

```
import 'package:flutter/material.dart';
void main() => runApp(const MyApp());
class MyApp extends StatelessWidget {
 const MyApp({Key? key}) : super(key: key);
 static const String _title = 'Sample App';
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
   title: title,
   home: Scaffold(
     appBar: AppBar(
      elevation: 0,
      backgroundColor: Colors.blue[300],
      centerTitle: true,
      title: Text(
       'Login',
       style: TextStyle(
        color: Colors.blue[500],
        fontFamily: 'Roboto',
        fontSize: 24,
       ),
      ),
    body: const MyStatefulWidget(),
   ),
  );
}
class MyStatefulWidget extends StatefulWidget {
 const MyStatefulWidget({Key? key}) : super(key: key);
 @override
 State<MyStatefulWidget> createState() => _MyStatefulWidgetState();
class MyStatefulWidgetState extends State<MyStatefulWidget> {
 TextEditingController emailController = TextEditingController();
 TextEditingController passwordController = TextEditingController();
 @override
 Widget build(BuildContext context) {
  return Padding(
   padding: const EdgeInsets.all(10),
   child: ListView(
     children: <Widget>[
      Container(
```

```
width: double.infinity,
alignment: Alignment.centerLeft,
    padding: const EdgeInsets.all(10),
    color: Colors.blue[300],
    child: Column(
     children: [
       TextButton(
        onPressed: () {},
        child: Row(
         children: [
           Icon(
            Icons.search, // Replace with the appropriate Google icon
            size: 40,
           ),
           SizedBox(width: 20),
           Text(
            'Continue with Google',
            style: TextStyle(
             color: Colors.black,
             fontFamily: 'Roboto',
             fontSize: 20,
            ),
          ),
   Container(
    alignment: Alignment.center,
    padding: const EdgeInsets.all(10),
    child: const Text(
     'Sign in',
     style: TextStyle(fontSize: 20),
    ),
   ),
   Container(
    padding: const EdgeInsets.all(10),
    child: TextField(
     controller: emailController,
     decoration: const InputDecoration(
       border: OutlineInputBorder(),
       labelText: 'Email',
```

```
),
 ),
),
Container(
 padding: const EdgeInsets.all(10),
 child: TextField(
  obscureText: true,
  controller: passwordController,
  decoration: const InputDecoration(
   border: OutlineInputBorder(),
   labelText: 'Password',
  ),
 ),
),
TextButton(
 onPressed: () {
  // Forgot password action
 },
 child: const Text('Forgot Password'),
),
Container(
 height: 50,
 padding: const EdgeInsets.fromLTRB(10, 0, 10, 0),
 child: ElevatedButton(
  style: ElevatedButton.styleFrom(
   backgroundColor: Colors.blue, // Set the background color to blue
  child: const Text('Login'),
  onPressed: () {
   print(emailController.text);
   print(passwordController.text);
  },
 ),
),
Row(
 mainAxisAlignment: MainAxisAlignment.center,
 children: <Widget>[
  const Text('Does not have an account?'),
 ],
),
Container(
 height: 50,
 padding: const EdgeInsets.fromLTRB(10, 0, 10, 0),
 child: ElevatedButton(
```

style: ElevatedButton.styleFrom(Set the background color to bl	ue
	Login	day.
Q Continue with Google		
	Sign in	
Email 2022.vaibhav.boudh@ves.ac.in		
Password —		
	Forgot Password	
	Does not have an account? Sign Up	

A Dart VM Service on Chrome is available at: http://127.0.0.1:60153/lN_NLVXpAAo=
The Flutter DevTools debugger and profiler on Chrome is available at: http://127.0.
2022.vaibhav.boudh@ves.ac.in
147852369

```
Create an interactive Validation page
import 'package:flutter/material.dart';
void main() => runApp(const MyApp());
class MyApp extends StatelessWidget {
 const MyApp({Key? key}) : super(key: key);
 @override
 Widget build(BuildContext context) {
  const appTitle = 'Form Validation Demo';
  return MaterialApp(
   title: appTitle,
   home: Scaffold(
    appBar: AppBar(
     title: const Text(appTitle),
    body: const MyCustomForm(),
   ),
  );
}
// Create a Form widget.
class MyCustomForm extends StatefulWidget {
 const MyCustomForm({Key? key}) : super(key: key);
 @override
 MyCustomFormState createState() {
  return MyCustomFormState();
}
}
// Create a corresponding State class.
class MyCustomFormState extends State<MyCustomForm> {
 // Create a global key that uniquely identifies the Form widget
 // and allows validation of the form.
 final formKey = GlobalKey<FormState>();
 @override
 Widget build(BuildContext context) {
  // Build a Form widget using the _formKey created above.
  return Padding(
   padding: const EdgeInsets.all(16.0),
   child: Form(
    key: _formKey,
```

crossAxisAlignment: CrossAxisAlignment.start,

decoration: const InputDecoration(

child: Column(

children: [

TextFormField(

```
labelText: 'Enter some text',
  border: OutlineInputBorder(),
 ),
 // The validator receives the text that the user has entered.
 validator: (value) {
  if (value == null || value.isEmpty) {
    return 'Please enter some text';
  }
  return null;
},
),
const SizedBox(height: 20),
Center(
 child: ElevatedButton(
  onPressed: () {
   // Validate returns true if the form is valid, or false otherwise.
    if (_formKey.currentState!.validate()) {
     // If the form is valid, display a snackbar.
     ScaffoldMessenger.of(context).showSnackBar(
      const SnackBar(content: Text('Processing Data')),
     );
   }
  },
  child: const Text('Submit'),
```

