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Experiment No 5

Aim: To apply routing in Flutter Application

Theory: In Flutter, routing refers to the navigation system that allows users to move between different screens or pages within an app. Flutter uses a widget-based approach for navigation, where each screen is represented by a widget. The `Navigator` class manages the stack of routes and facilitates transitions between them.

Routes are typically defined using the `MaterialPageRoute` class, providing a seamless and platform-aware transition between screens. Developers can use the `Navigator` to push new routes onto the stack or pop existing routes off it. Named routes help in easily identifying and navigating to specific screens.

Flutter also supports route arguments, allowing developers to pass data between screens. Additionally, the 'Navigator' provides a flexible set of transitions, such as slide, fade, or custom animations, enhancing the user experience during navigation.

Overall, Flutter's routing system provides a structured and intuitive way to handle navigation within mobile and web applications.

Code:

login Screen.dart

```
import
'package:facebook_clone/features/auth/presentation/screens/create_account_
screee.dart';
import
'package:facebook_clone/features/auth/providers/auth_provider.dart';
import 'package:flutter/material.dart';
import 'package:flutter_riverpod/flutter_riverpod.dart';
import '/core/constants/constants.dart';
import '/core/widgets/round_button.dart';
import '/core/widgets/round_text_field.dart';
import '/features/auth/utils/utils.dart';
final _formKey = GlobalKey<FormState>();
```

```
const LoginScreen({super.key});
 ConsumerState<LoginScreen> createState() => LoginScreenState();
class LoginScreenState extends ConsumerState<LoginScreen> {
 late final TextEditingController passwordController;
 bool isLoading = false;
 void initState() {
   emailController = TextEditingController();
   passwordController = TextEditingController();
   super.initState();
 void dispose() {
   emailController.dispose();
   _passwordController.dispose();
   super.dispose();
 Future<void> login() async {
   if ( formKey.currentState!.validate()) {
     formKey.currentState!.save();
     setState(() => isLoading = true);
     await ref.read(authProvider).signIn(
           email: emailController.text,
           password: passwordController.text,
     setState(() => isLoading = false);
```

```
Widget build(BuildContext context) {
    appBar: AppBar(),
    body: Padding(
      padding: Constants.defaultPadding,
      child: Column (
        mainAxisSize: MainAxisSize.max,
        mainAxisAlignment: MainAxisAlignment.spaceAround,
        children: [
          Image.asset(
            width: 60,
          ),
            key: formKey,
            child: Column (
              children: [
                RoundTextField(
                  hintText: 'Email',
                  keyboardType: TextInputType.emailAddress,
                  textInputAction: TextInputAction.next,
                  validator: validateEmail,
                ),
                const SizedBox(height: 15),
                RoundTextField(
                  controller: passwordController,
                  hintText: 'Password',
                  keyboardType: TextInputType.visiblePassword,
                  textInputAction: TextInputAction.done,
                  isPassword: true,
                  validator: validatePassword,
                const SizedBox(height: 15),
                RoundButton(onPressed: login, label: 'Login'),
                const SizedBox(height: 15),
                  style: TextStyle(fontSize: 18),
```

```
children: [
          onPressed: () {
            Navigator.of(context).pushNamed(
            );
          label: 'Create new account',
          color: Colors.transparent,
        Image.asset(
          height: 50,
    ),
),
```

Create account screen.dart

```
import 'dart:io';
import 'package:facebook_clone/core/constants/app_colors.dart';
import 'package:facebook_clone/core/constants/constants.dart';
import 'package:facebook_clone/core/utils/utils.dart';
import 'package:facebook_clone/core/widgets/pick_image_widget.dart';
import 'package:facebook_clone/core/widgets/round_button.dart';
import 'package:facebook_clone/core/widgets/round_text_field.dart';
import
'package:facebook_clone/core/widgets/round_text_field.dart';
import
'package:facebook_clone/features/auth/presentation/widgets/birthday_picker.dart';
```

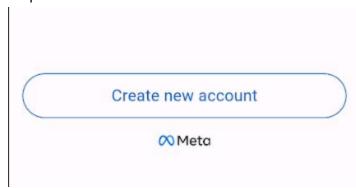
```
art';
import
import 'package:flutter/material.dart';
import 'package:flutter riverpod/flutter riverpod.dart';
final formKey = GlobalKey<FormState>();
class CreateAccountScreen extends ConsumerStatefulWidget {
 const CreateAccountScreen({super.key});
 ConsumerState<CreateAccountScreen> createState() =>
     CreateAccountScreenState();
 File? image;
 DateTime? birthday;
 String gender = 'male';
 bool isLoading = false;
 late final TextEditingController fNameController;
 late final TextEditingController emailController;
 late final TextEditingController passwordController;
 void initState() {
   fNameController = TextEditingController();
   lNameController = TextEditingController();
   emailController = TextEditingController();
   passwordController = TextEditingController();
```

```
super.initState();
void dispose() {
  fNameController.dispose();
  lNameController.dispose();
  emailController.dispose();
  passwordController.dispose();
 super.dispose();
Future<void> createAccount() async {
  if ( formKey.currentState!.validate()) {
   formKey.currentState!.save();
   setState(() => isLoading = true);
        .read(authProvider)
        .createAccount(
          birthday: birthday ?? DateTime.now(),
          gender: gender,
          password: _passwordController.text,
          image: image,
        .then((credential) {
        Navigator.pop(context);
      setState(() => isLoading = false);
    });
    setState(() => isLoading = false);
Widget build(BuildContext context) {
```

```
appBar: AppBar(),
body: SingleChildScrollView(
  child: Padding(
    padding: Constants.defaultPadding,
    child: Form(
      key: formKey,
     child: Column (
        children: [
          GestureDetector(
            onTap: () async {
              image = await pickImage();
              setState(() {});
            child: PickImageWidget(image: image),
          ),
          const SizedBox(height: 20),
          Row (
           children: [
                child: RoundTextField(
                  hintText: 'First name',
                  textInputAction: TextInputAction.next,
                  validator: validateName,
              const SizedBox(width: 10),
                child: RoundTextField(
                  hintText: 'Last name',
                  textInputAction: TextInputAction.next,
                  validator: validateName,
```

```
const SizedBox(height: 20),
  dateTime: birthday ?? DateTime.now(),
    birthday = await pickSimpleDate(
      context: context,
      date: birthday,
    setState(() {});
),
const SizedBox(height: 20),
GenderPicker(
  gender: gender,
 onChanged: (value) {
    gender = value ?? 'male';
   setState(() {});
const SizedBox(height: 20),
RoundTextField(
  hintText: 'Email',
  textInputAction: TextInputAction.next,
  keyboardType: TextInputType.emailAddress,
  validator: validateEmail,
),
const SizedBox(height: 20),
RoundTextField(
  controller: passwordController,
  hintText: 'Password',
  textInputAction: TextInputAction.done,
  keyboardType: TextInputType.visiblePassword,
  validator: validatePassword,
  isPassword: true,
const SizedBox(height: 20),
isLoading
```

Output:





Create Account