



Flutter Cheat Sheet



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Text

The Text widget displays a string of text with single style.

```
Text(
  'Hello, $_name! How are you?',
  textAlign: TextAlign.center,
  overflow: TextOverflow.ellipsis,
  style: TextStyle(fontWeight: FontWeight.bold),
)
```

Raised Button

```
RaisedButton(
  onPressed: () {},
  child: const Text(
    'Enabled Button',
    style: TextStyle(fontSize: 20)
  ),
)
```

TextField

```
TextField(
  obscureText: true,
  decoration: InputDecoration(
    border: OutlineInputBorder(),
    labelText: 'Password',
  ),
)
```

Switch

```
Bool isSwitched=true;
Switch(
  value:isSwitched,
  onChanged:(value){
    setState(){
      isSwitched=value;
    }}
  activeTrackColor:Colors.lightGreenAccent,
  activeColor:Colors.green
)
```

Checkbox

```
Bool isChecked=false;
Checkbox(
  value:isChecked,
  onChanged:(value){
    setState(){
      isChecked=value;
    }}
  )
```

Screen Size

```
Size(MediaQuery.of(context).size.width
  / height
```

Colors & Themes

You can access colors using Colors.white.

Each color has an extra parameter

withOpacity() you can use to set the opacity.

You can use theme colors using

Theme.of(context).accentColor

Styling

You can add extra style (background color,

rounded corners, etc) to a widget using

DecoratedBox.

DecorationBox(decoration:BoxDecoration());

Navigation

Route to another page without back-

```
Navigator.pushReplacement(context,
  MaterialPageRoute(builder:(BuildContext context) =>
    Class(param: value, )),);
```

Route to another page with back-

```
Navigator.push(context,
  MaterialPageRoute(builder:(BuildContext context)=>
    Class(param: value,)),);
```

Back (Basic)-

```
Navigator.pop(context);
```

Back (Passing data)-

```
Navigator.pop(context, back_value);
```

Sidebar

Add left drawer-

In the drawer we can list several entries,

each of those can have (or not) an Icon.

```
Scaffold(drawer:Drawer(child:Column(children: <Widget>
  [AppBar(title: Text('Choose'),
    AutomaticallyImplyLeading: false ),
    ListTile(leading: Icon(Icons.list),title:
    Text('Some Text'), onTap: () {} ) ] )
```

Add right drawer

```
New Scaffold(endDrawer:Drawer(child:Column(children: <Widget>
  [AppBar(title: Text('Choose'), AutomaticallyImplyLeading: false ),
    ListTile(leading: Icon(Icons.list),
    title: Text('Some Text'),onTap:() {} ) ] )
```



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Tabs

```
DefaultTabController(length: 2,  
  child: Scaffold(  
    body: TabBarView(),  
    appBar: AppBar(bottom: TabBar(  
      tabs: <Widget>[  
        Tab(icon:, text:)  
      ])
```

Routing

Add in main MaterialApp a new key routes that support a map.

```
routes: {  
  "/": (BuildContext context) => HomeClass()  
  "/admin": (BuildContext context) => AdminClass()  
}
```

Alert

showDialog using an AlertDialog as Widget.

```
showDialog(context: context, builder: (BuildContext  
context) {  
  return AlertDialog(  
    title: Text(),  
    content: Text(),  
    actions: <Widget> [  
      FlatButton(child: Text(),  
onPressed: () {  
      Navigator.pop(con-  
text); // close the dialog  
      })  
    ]  
  )  
}
```

