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RollNo: 07 Class: D15A

Experiment-4

Aim: To create an interactive Form using form widget

Theory:

Flutter Form Widget

The Form widget in Flutter provides a way to create and manage a group of related form elements. It helps with form validation, submission, and data storage. When using the Form widget, you typically also use TextFormField for text input and other form-related widgets.

TextFormFields

Use TextFormField widgets for text input fields within the form. These widgets handle user input, validation, and saving data.

Form Submission

Typically, a button triggers form submission. The onPressed callback of the button calls a function, which in turn validates and saves the form data.

Code:

```
import 'dart:developer';
import 'dart:io';
import 'package:flutter/material.dart';
import 'package:google_sign_in/google_sign_in.dart';
class LoginScreen extends StatefulWidget {
  const LoginScreen({super.key});
  @override
  State<LoginScreen> createState() => _LoginScreenState();
}
class _LoginScreenState extends State<LoginScreen> {
  bool isAnimate = false;
```

```
@override
void initState() {
 super.initState();
 Future.delayed(const Duration(milliseconds: 500), () {
  setState(() => _isAnimate = true);
 });
}
_handleGoogleBtnClick() {
 //for showing progress bar
 Dialogs.showProgressBar(context);
 _signInWithGoogle().then((user) async {
  //for hiding progress bar
  Navigator.pop(context);
  if (user != null) {
   log('\nUser: ${user.user}');
   log('\nUserAdditionalInfo: ${user.additionalUserInfo}');
   if ((await APIs.userExists())) {
    Navigator.pushReplacement(
       context, MaterialPageRoute(builder: ( ) => const HomeScreen()));
   } else {
    await APIs.createUser().then((value) {
      Navigator.pushReplacement(
        context, MaterialPageRoute(builder: (_) => const HomeScreen()));
     });
   }
  }
 });
}
Future<UserCredential?> _signInWithGoogle() async {
  await InternetAddress.lookup('google.com');
  final GoogleSignInAccount? googleUser = await GoogleSignIn().signIn();
  // Obtain the auth details from the request
  final GoogleSignInAuthentication? googleAuth =
    await googleUser?.authentication;
  // Create a new credential
```

```
final credential = GoogleAuthProvider.credential(
   accessToken: googleAuth?.accessToken,
   idToken: googleAuth?.idToken,
  );
  // Once signed in, return the UserCredential
  return await APIs.auth.signInWithCredential(credential);
 } catch (e) {
  log('\n_signInWithGoogle: $e');
  Dialogs.showSnackbar(context, 'Something Went Wrong (Check Internet!)');
 }
}
@override
Widget build(BuildContext context) {
 //initializing media query (for getting device screen size)
 mq = MediaQuery.of(context).size;
 return Scaffold(
  //app bar
  appBar: AppBar(
   automaticallyImplyLeading: false,
   title: const Text('Welcome to Quick Chats'),
  ),
  //body
  body: Stack(children: [
   //app logo
   AnimatedPositioned(
      top: mq.height * .15,
      right: _isAnimate ? mq.width * .25 : -mq.width * .5,
      width: mq.width * .5,
     duration: const Duration(seconds: 1),
      child: Image.asset('images/icon.png')),
   //google login button
   Positioned(
      bottom: mq.height * .15,
      left: mq.width * .05,
      width: mq.width * .9,
      height: mq.height * .06,
      child: ElevatedButton.icon(
```

```
style: ElevatedButton.styleFrom(
           backgroundColor: const Color.fromARGB(255, 223, 255, 187),
           shape: const StadiumBorder(),
           elevation: 1),
        onPressed: () {
         _handleGoogleBtnClick();
        },
        //google icon
        icon: Image.asset('images/google.png', height: mq.height * .03),
        //login with google label
        label: RichText(
         text: const TextSpan(
            style: TextStyle(color: Colors.black, fontSize: 16),
            children: [
             TextSpan(text: 'Login with '),
             TextSpan(
                text: 'Google',
               style: TextStyle(fontWeight: FontWeight.w500)),
            ]),
        ))),
  ]),
 );
}
```

Output:





