

<u>Relatório</u>

UNIVERSADE ESTÁCIO DE SÁ POLO Paraíba CURSO: DESENVOLVIMENTO FULL STACK DISCIPLINA: Posso criar um App de outra forma Aluno: Yvo Murilo

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TURMA:2024.1

Objetivos da prática

- Instalar e configurar o Flutter SDK e o ambiente de desenvolvimento integrado (IDE)
- de acordo com as melhores práticas;
 Empredar Widdets fundamentais. como MaterialApp. Scaffold. AppBar. Text e
- RaisedButton;
- Aplicar diferentes Widgets para criar uma interface visual atraente e funcional;
- Aplicar o widget ListView para exibir e gerenciar listas de dados;
- Criar e implementar funcionalidades personalizadas para um Widget específico.

```
notel_model.dart 4 X
flutter_travel_ui-master > lib > models > 🦠 hotel_model.dart > ધ Hotel
        String imageUrl;
        String name;
        String address;
        int price;
        Hotel({
         this.imageUrl,
          this.name,
        this.address,
this.price,
      final List<Hotel> hotels = [
          imageUrl: 'assets/images/hotel0.jpg',
          name: 'Hotel 0',
          address: '404 Great St',
          price: 175,
        Hotel(
          imageUrl: 'assets/images/hotel1.jpg',
          name: 'Hotel 1',
          address: '404 Great St',
         price: 300,
        Hotel(
         imageUrl: 'assets/images/hotel2.jpg',
          name: 'Hotel 2',
          address: '404 Great St',
         price: 240,
```

```
flutter_travel_ui-master > lib > models > 🦠 destination_model.dart > ...
      List<Activity> activities = [
       List<Destination> destinations = [
           imageUrl: 'assets/images/venice.jpg',
           city: 'Venice',
           country: 'Italy',
           description: 'Visit Venice for an amazing and unforgettable adventure.',
          imageUrl: 'assets/images/paris.jpg',
           city: 'Paris',
          country: 'France',
description: 'Visit Paris for an amazing and unforgettable adventure.',
          activities: activities,
          imageUrl: 'assets/images/newdelhi.jpg',
          city: 'New Delhi',
country: 'India',
description: 'Visit New Delhi for an amazing and unforgettable adventure.',
          imageUrl: 'assets/images/saopaulo.jpg',
          city: 'Sao Paulo',
country: 'Brazil',
description: 'Visit Sao Paulo for an amazing and unforgettable adventure.',
          activities: activities,
          imageUrl: 'assets/images/newyork.jpg',
          city: 'New York City',
country: 'United States',
description: 'Visit New York for an amazing and unforgettable adventure.',
           activities: activities,
```

```
flutter_travel_ui-master > lib > widgets > 🐧 destination_carousel.dart > ...
       import 'package:flutter/material.dart';
import 'package:flutter travel ui/models/destination model.dart';
       import 'package:flutter travel ui/screens/destination screen.dart';
import 'package:font awesome flutter/font awesome flutter.dart';
       class DestinationCarousel extends StatelessWidget {
         @override
         Widget build(BuildContext context) {
           return Column(
             children: <Widget>[
                Padding(
                  padding: EdgeInsets.symmetric(horizontal: 20.0),
                   child: Row(
                     mainAxisAlignment: MainAxisAlignment.spaceBetween,
                     children: <Widget>[
                       Text(
                         style: TextStyle(
                           fontSize: 22.0,
                           fontWeight: FontWeight.bold,
                           letterSpacing: 1.5,
                       GestureDetector(
                         onTap: () => print('See All'),
                         child: Text(
                           style: TextStyle(
                             color: Theme.of(context).primaryColor,
fontSize: 16.0,
                              fontWeight: FontWeight.w600,
                              letterSpacing: 1.0,
                     ], // <Widget>[]
                Container(
                  height: 300.0,
child: ListView.builder(
                    scrollDirection: Axis.horizontal,
                     itemCount: destinations.length,
                     itemBuilder: (BuildContext context, int index) {
                       Destination destination = destinations[index];
                       return GestureDetector(
                         onTap: () => Navigator.push(
                            context,
```

```
import 'package:flutter/material.dart';
import 'package:flutter travel ui/models/hotel model.dart';
     class HotelCarousel extends StatelessWidget {
       @override
       Widget build(BuildContext context) {
         return Column(
children: <Widget>[
              Padding(
                padding: EdgeInsets.symmetric(horizontal: 20.0),
                 child: Row(
                   mainAxisAlignment: MainAxisAlignment.spaceBetween,
                   children: <Widget>[
                     Text(
'Exclusive Hotels',
                        style: TextStyle(
                         fontSize: 22.0,
                          fontWeight: FontWeight.bold,
                          letterSpacing: 1.5,
                     GestureDetector(
                       onTap: () => print('See All'),
                        child: Text(
                          'See All',
                         style: TextStyle(
  color: Theme.of(context).primaryColor,
                            fontSize: 16.0,
fontWeight: FontWeight.w600,
                            letterSpacing: 1.0,
              ),
Container(
                 height: 300.0,
child: ListView.builder(
                   scrollDirection: Axis.horizontal, itemCount: hotels.length,
                   itemBuilder: (BuildContext context, int index) {
  Hotel hotel = hotels[index];
                      return Container(
                        margin: EdgeInsets.all(10.0),
                        width: 240.0,
                        child: Stack(
                          alignment: Alignment.topCenter,
```

```
nain.dart 9+ 🗙
flutter_travel_ui-master > lib > 🐧 main.dart > ...
      import 'package:flutter/material.dart';
      import 'package:flutter travel ui/screens/home screen.dart';
      void main() => runApp(MyApp());
      class MyApp extends StatelessWidget {
        @override
        Widget build(BuildContext context) {
        return MaterialApp(
            title: 'Flutter Travel UI',
            debugShowCheckedModeBanner: false,
           theme: ThemeData(
             primaryColor: Color(0xFF3EBACE),
             accentColor: Color(0xFFD8ECF1),
             scaffoldBackgroundColor: Color(0xFFF3F5F7),
           home: HomeScreen(),
```

```
test > • widget testdart > ...

import 'package:flutter/material.dart';
import 'package:flutter test/flutter test.dart';

import 'package:flutter travel ui/main.dart';

Run | Debug
void main() {

testWidgets('Counter increments smoke test', (WidgetTester tester) async {

// Build our app and trigger a frame.
await tester.pumpWidget(MyApp());

// Verify that our counter starts at 0.
expect(find.text('0'), findsOneWidget);
expect(find.text('1'), findsNothing);

// Tap the '+' icon and trigger a frame.
await tester.tap(find.byIcon(Icons.add));
await tester.pump();

// Verify that our counter has incremented.
expect(find.text('0'), findsNothing);
expect(find.text('0'), findsNothing);
expect(find.text('1'), findsNothing);
expect(find.text('1'), findsNothing);
expect(find.text('1'), findsNotWidget);
});

}
```

Resultado Final

