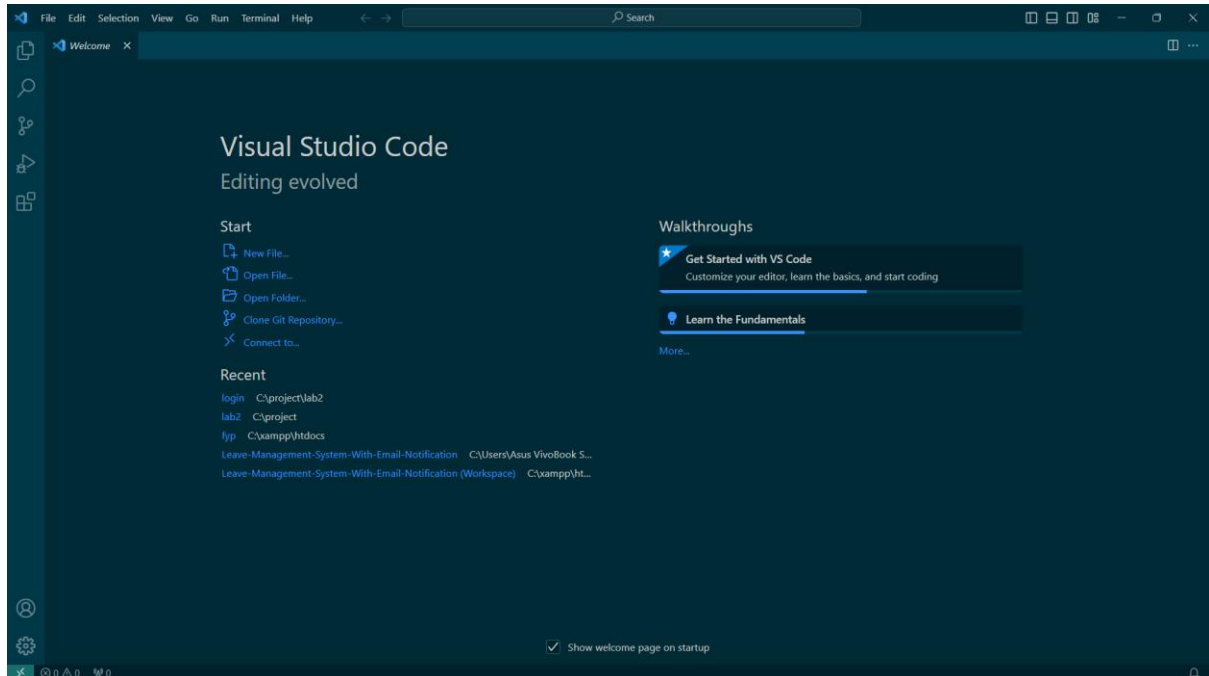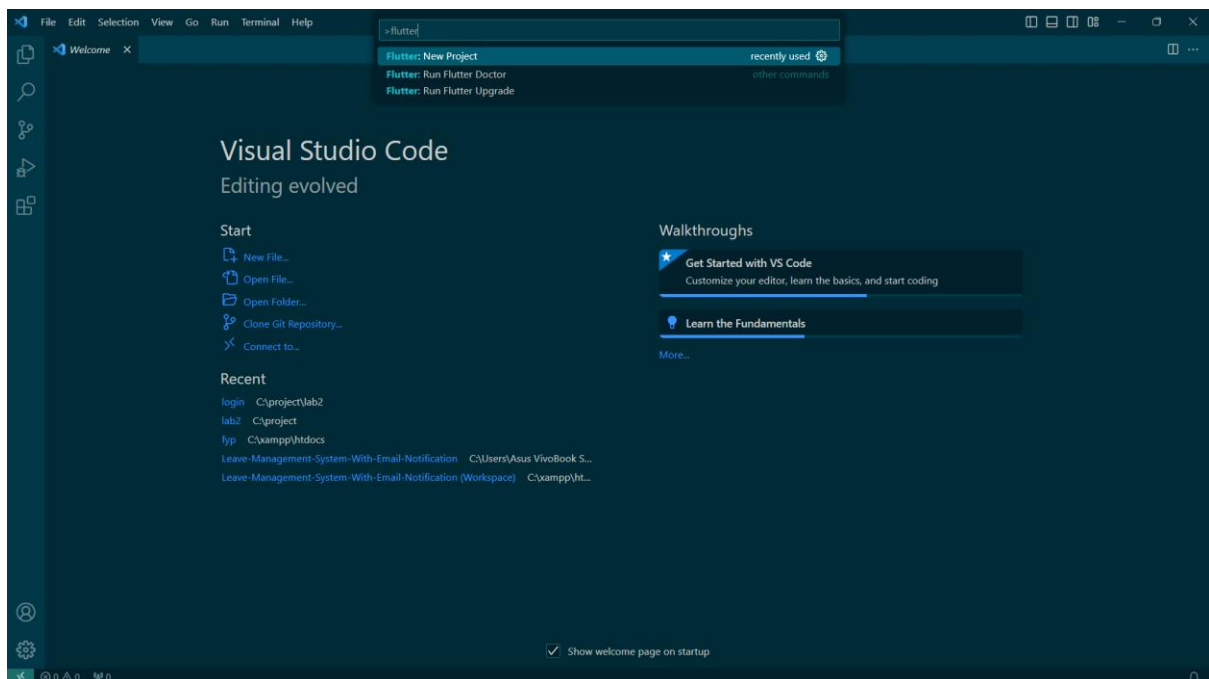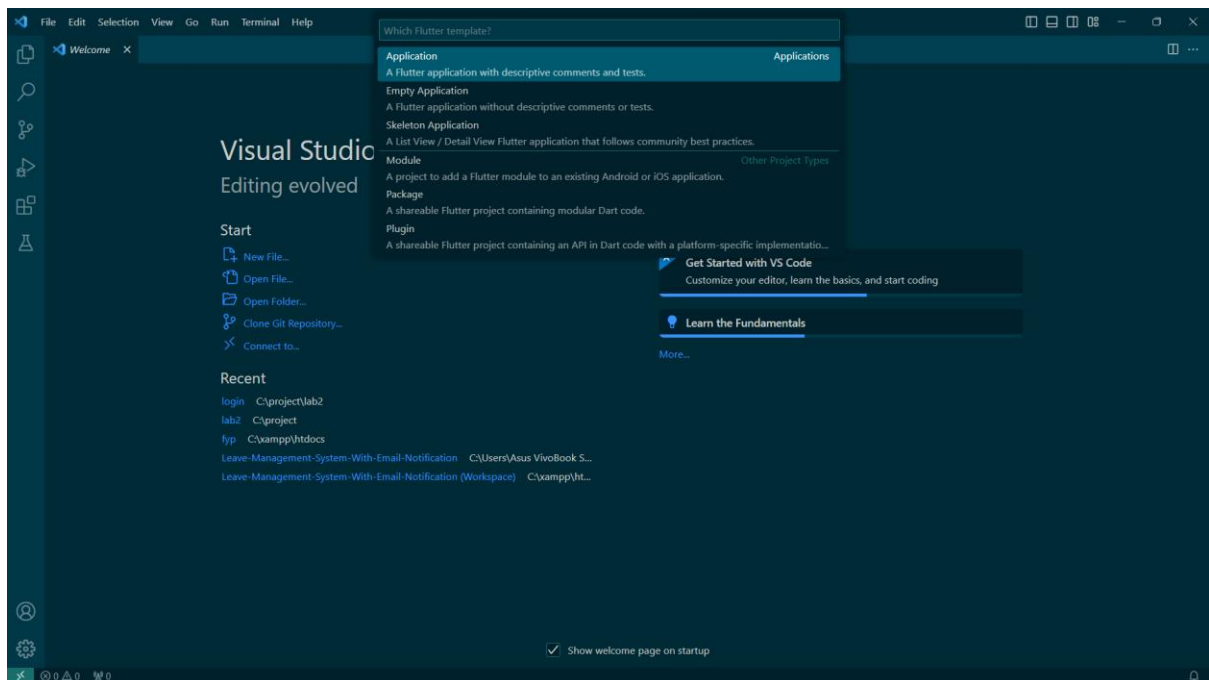# Lab 2 – Login Page (Group Aikani)
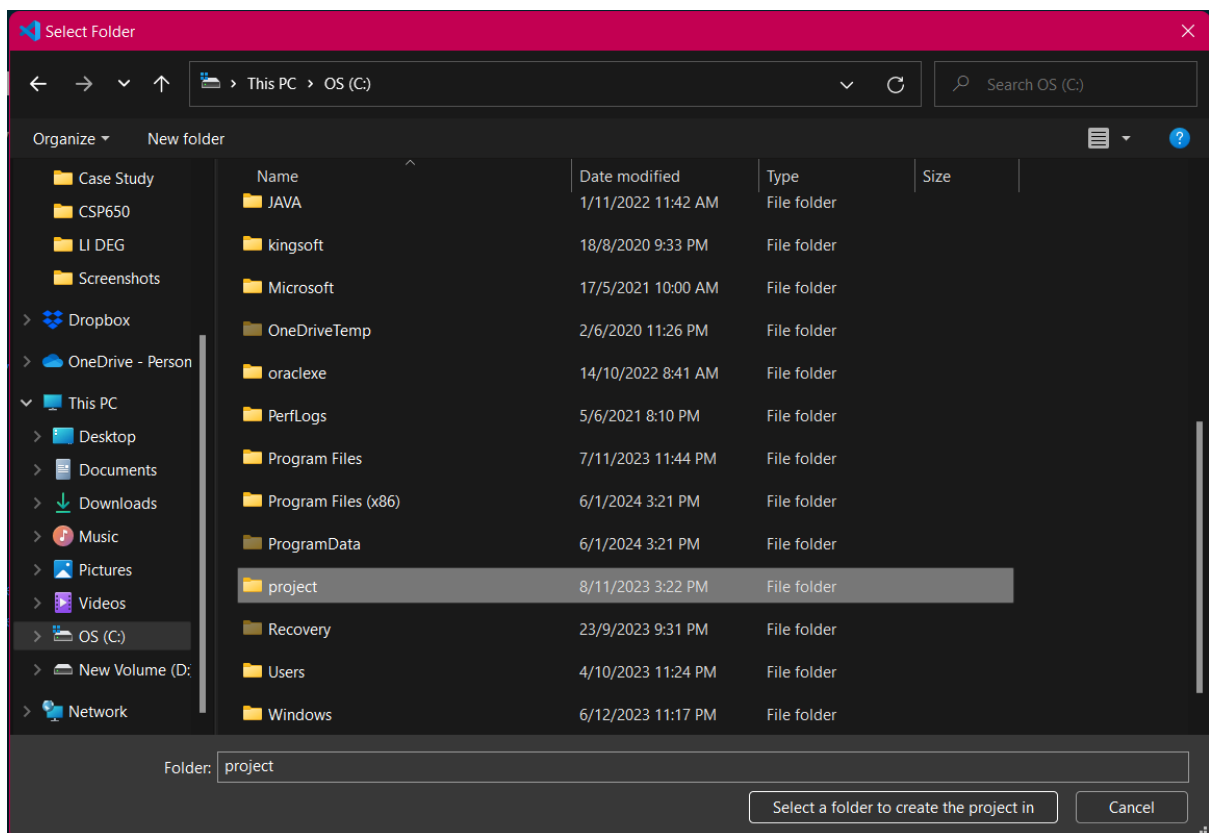
Steps:

1. Open Visual Studio Code.

2. Click ctrl + shift + P, then type flutter and click Flutter: New Project.
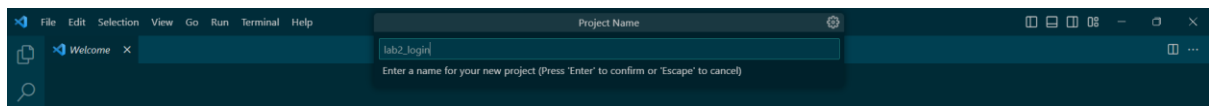
3. Choose Application.

4. Select a folder.

5. Create a name for the project.

6. Copy and paste the following coding:

Login.dart

```dart
lib > login.dart > ...
1    import 'package:flutter/material.dart';
2    import 'package:login/homepage.dart';
3
4    class LoginPage extends StatelessWidget {
5      const LoginPage({super.key});
6
7      @override
8      Widget build(BuildContext context) {
9        return SafeArea(
10         child: Scaffold(
11           body: Container(
12             margin: const EdgeInsets.all(24),
13             child: Column(
14               mainAxisAlignment: MainAxisAlignment.spaceEvenly,
15               children: [
16                 _header(context),
17                 _inputField(context),
18                 _forgotPassword(context),
19                 _signup(context),
20               ],
21             ), // Column
22           ), // Container
23         ), // Scaffold
24       ); // SafeArea
25     }
26
27     _header(context) {
28       return const Column(
29         children: [
30           Text(
31             "Welcome Back",
32             style: TextStyle(fontSize: 40, fontWeight: FontWeight.bold),
33           ), // Text
34           Text("Enter your credential to login"),
35         ],
36       ); // Column
37     }
```

```dart
38
39    _inputField(context) {
40      return Column(
41        crossAxisAlignment: CrossAxisAlignment.stretch,
42        children: [
43          TextField(
44            decoration: InputDecoration(
45                hintText: "Username",
46                border: OutlineInputBorder(
47                    borderRadius: BorderRadius.circular(18),
48                    borderSide: BorderSide.none), // OutlineInputBorder
49                fillColor: Theme.of(context).primaryColor.withOpacity(0.1),
50                filled: true,
51                prefixIcon: const Icon(Icons.person)), // InputDecoration
52          ), // TextField
53          const SizedBox(height: 10),
54          TextField(
55            decoration: InputDecoration(
56              hintText: "Password",
57              border: OutlineInputBorder(
58                  borderRadius: BorderRadius.circular(18),
59                  borderSide: BorderSide.none), // OutlineInputBorder
60              fillColor: Theme.of(context).primaryColor.withOpacity(0.1),
61              filled: true,
62              prefixIcon: const Icon(Icons.person),
63            ), // InputDecoration
64            obscureText: true,
65          ), // TextField
66          const SizedBox(height: 10),
67          ElevatedButton(
68            onPressed: () {
69              Navigator.push(context,
70                  MaterialPageRoute(builder: (context) => const HomeScreen()));
71            },
72            style: ElevatedButton.styleFrom(
73              shape: const StadiumBorder(),
74              padding: const EdgeInsets.symmetric(vertical: 16),
75            ),
76            child: const Text(
```

```dart
77                  "Login",
78                  style: TextStyle(fontSize: 20),
79                ), // Text
80              ) // ElevatedButton
81            ],
82          ); // Column
83        }
84
85        _forgotPassword(context) {
86          return TextButton(onPressed: () {}, child: const Text("Forgot password?"));
87        }
88
89        _signup(context) {
90          return Row(
91            mainAxisAlignment: MainAxisAlignment.center,
92            children: [
93              const Text("Dont have an account? "),
94              TextButton(onPressed: () {}, child: const Text("Sign Up"))
95            ],
96          ); // Row
97        }
98      }
```
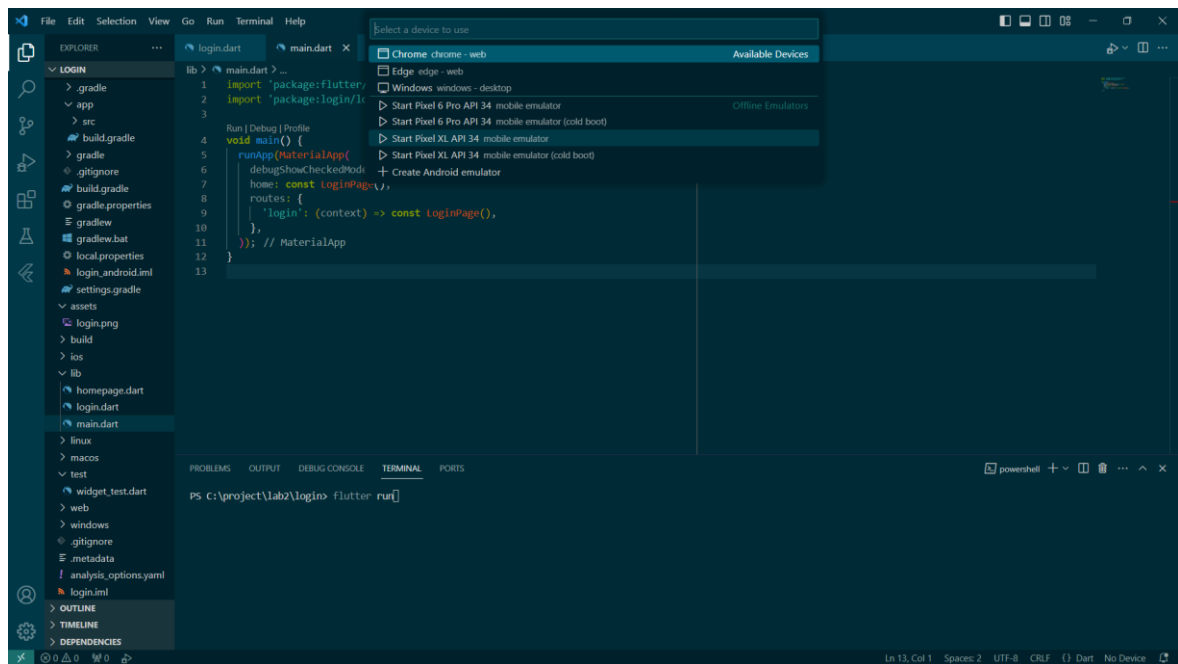
Main.dart

```dart
lib > 🔷 main.dart > ...
   1    import 'package:flutter/material.dart';
   2    import 'package:login/login.dart';
   3
        Run | Debug | Profile
   4    void main() {
   5      runApp(MaterialApp(
   6        debugShowCheckedModeBanner: false,
   7        home: const LoginPage(),
   8        routes: {
   9          'login': (context) => const LoginPage(),
  10        },
  11      )); // MaterialApp
  12    }
```

7. Choose the emulator and run the coding.

8. Output: