EXPERIMENT NO: - 05

Name:- Kunal Punjabi Class:- D15A Roll:No: - 43

AIM: - To apply navigation, routing and gestures in Flutter App.

Theory: -

In Flutter, navigation, routing, and gestures play a key role in making an app interactive and user-friendly. The Navigator class is used to manage app navigation by pushing and popping screens (routes). The CartPage in this application demonstrates how navigation and state management work together to create a smooth user experience.

Navigation and Routing in Flutter

Navigation allows switching between different screens in an app. Flutter provides a Navigator widget to handle this using a stack-based approach.

1. Using Navigator for Routing

- The CartPage is navigated to when the user taps the cart icon on the home screen.
- This is done using Navigator.push(), which adds a new screen to the navigation stack.
- To go back, Navigator.pop(context) can be used.

2. State Management in Navigation

The Provider package is used in this app for managing cart data. The CartProvider class:

- Stores cart items using ValueNotifier.
- Updates UI automatically when items are added or removed.
- Provides the total price calculation for the cart.

Handling Gestures in Flutter

Flutter provides the GestureDetector widget and built-in button widgets to handle gestures. In CartPage, gestures are used for user interactions:

- 1. Tap Gesture (Adding & Removing Items)
- The IconButton with a delete icon allows users to remove an item from the cart when tapped.

2. ListView Scrolling Gesture

- ListView.builder() is used to display cart items in a scrollable list.
- The user can scroll vertically to see all items.

Conclusion:

The CartPage effectively demonstrates navigation, routing, and gesture handling in Flutter.

- Navigation: Uses Navigator.push() to open the cart screen.
- State Management: Uses Provider to dynamically update the cart.
- Gestures: Uses tap gestures for adding/removing items and scrolling for viewing the cart list.

Code: -

Cart page.dart:

```
import 'package:flutter/material.dart';
import 'package:provider/provider.dart';
import 'cart provider.dart';
class CartPage extends StatelessWidget {
 const CartPage({Key? key}) : super(key:
key);
 @override
 Widget build(BuildContext context) {
  final cartProvider =
Provider.of<CartProvider>(context);
  return Scaffold(
   appBar: AppBar(title: const Text('Your
Cart')),
   body:
ValueListenableBuilder<List<Map<String,
dynamic>>>(
     valueListenable:
cartProvider.cartItems,
     builder: (context, cartItems, child) {
      return cartItems.isEmpty
        ? const Center(child: Text("Your
cart is empty!"))
        : ListView.builder(
       itemCount: cartItems.length,
       itemBuilder: (context, index) {
        var item = cartItems[index];
        return Card(
         margin: const
```

```
EdgeInsets.symmetric(vertical: 10,
horizontal: 10),
        child: ListTile(
         leading:
Image.asset(item['imagePath'] ??
'assets/placeholder.jpg', width: 50),
         title: Text(item['productName']
?? 'No Name'),
         subtitle: Text("₹${item['price']}
x ${item['quantity'] ?? 1}"),
          trailing: IconButton(
          icon: const Icon(Icons.delete,
color: Colors.red),
          onPressed: () {
cartProvider.removeFromCart(index);
cart_provider.dart
import
'package:flutter/material.dart';
class CartProvider with
ChangeNotifier {
 final
ValueNotifier<List<Map<String
, dynamic>>> _cartItems =
ValueNotifier([]);
ValueNotifier<List<Map<String
, dynamic>>> get cartItems =>
cartItems;
```

```
void addToCart(Map<String,
dynamic> item) {
  _cartItems.value =
[..._cartItems.value, item];
  _cartItems.notifyListeners();
 void removeFromCart(int
index) {
  cartItems.value =
List.from( cartItems.value)..re
moveAt(index);
 _cartItems.notifyListeners();
 void updateQuantity(int index,
int quantity) {
  if (quantity > 0) {
 _cartItems.value[index]['quantit
y'] = quantity;
  } else {
   removeFromCart(index);
  _cartItems.notifyListeners();
 double getTotalPrice() {
  return
 cartItems.value.fold(0, (total,
item) => total + (item['price'] *
(item['quantity']??1)));
```

