EXPERIMENT NO: - 04

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AIM: - To create an interactive Form using form widget.

Forms in Flutter

Forms in Flutter are essential components used to collect and manage user input efficiently. They are widely used in login screens, registration pages, and feedback forms. Flutter provides a **Form** widget that works alongside **TextFormField** and other input elements, offering features such as validation, error handling, and state management to improve user experience.

Key Components of a Form in Flutter

1. Form Widget

The **Form** widget acts as a container that groups multiple input fields and manages their validation.

- Requires a **GlobalKey<FormState>** to uniquely identify the form and interact with it.
- Helps in structuring form fields and handling user input efficiently.

2. Form Fields (TextFormField)

The **TextFormField** widget is used for user input, such as entering names, emails, or phone numbers.

- It supports input validation using the validator property.
- Allows customization with InputDecoration (e.g., labels, icons, borders, hint text).
- Different **TextInputType** options can be set for appropriate keyboard input (e.g., **TextInputType.emailAddress** for emails).

3. Validation in Forms

Ensuring valid user input is crucial. The **validator** property in **TextFormField** helps check whether the entered data meets specified criteria before submission.

- Validation can be triggered manually using formKey.currentState!.validate().
- The autovalidateMode property can enable automatic validation during user input.

4. State Management in Forms

To ensure data persistence and processing, proper state management is required.

- The **FormState** class provides methods like validate(), save(), and reset() to manage form behavior.
- The save() method stores user input when validation is successful.
- The reset() method clears the form fields and restores the initial state.

5. Submit Button

A **submit button** is necessary to trigger form validation and submit user data.

- When pressed, it checks validation using formKey.currentState!.validate().
- If validation succeeds, the form data is saved and processed accordingly.

Important Properties & Methods of Form Widget Properties

- **key** → A GlobalKey<FormState> that uniquely identifies the form.
- **child** → Contains form fields, typically wrapped in a Column or ListView.
- autovalidateMode → Defines when the form should auto-validate.

Methods

Code:-

- validate() → Checks if all form fields are valid and returns true or false.
- save() → Stores the current values of form fields after successful validation.
- reset() → Clears user input and resets the form to its initial state.
- **currentState** → Provides access to the form's state for validation, saving, or resetting.

```
login.dart
import 'package:flutter/material.dart';
                                                          child: SingleChildScrollView(
                                                            padding: const
                                                     EdgeInsets.symmetric(horizontal: 32.0),
class LoginPage extends StatefulWidget {
 @override
                                                           child: Form(
 _LoginPageState createState() =>
                                                             key: _formKey,
_LoginPageState();
                                                             child: Column(
                                                              mainAxisAlignment:
                                                      MainAxisAlignment.center,
class _LoginPageState extends
                                                              children: [
State<LoginPage> {
                                                               // Logo
final _formKey = GlobalKey<FormState>();
                                                               Image.asset(
 TextEditingController emailController =
                                                                 'assets/logo.jpg', // Replace with your
TextEditingController();
                                                      logo asset
 TextEditingController passwordController =
                                                                height: 80,
TextEditingController();
 TextEditingController usernameController =
                                                               SizedBox(height: 40),
TextEditingController();
                                                               // Username Field
 @override
                                                               buildTextField(controller:
 Widget build(BuildContext context) {
                                                     usernameController, label: "Username"),
  return Scaffold(
                                                               SizedBox(height: 10),
   backgroundColor: Colors.white,
   body: Center(
                                                               // Email Field
```

```
_buildTextField(controller:
                                                                  text: "Sign in with phone",
emailController, label: "Email", keyboardType:
                                                                  icon: Icons.phone,
TextInputType.emailAddress),
         SizedBox(height: 10),
         // Password Field
          _buildTextField(controller:
passwordController, label: "Password",
obscureText: true),
         SizedBox(height: 20),
                                                         Widget _buildTextField({
         // Login Button
         SizedBox(
                                                          required TextEditingController controller,
           width: double.infinity,
                                                          required String label,
                                                          bool obscureText = false,
          child: ElevatedButton(
                                                          TextInputType keyboardType =
            onPressed: () {
             if
                                                       TextInputType.text,
(_formKey.currentState!.validate()) {
                                                         }) {
              // Handle login logic
                                                          return TextFormField(
                                                           controller: controller,
                                                           obscureText; obscureText,
                                                           keyboardType; keyboardType,
            style: ElevatedButton.styleFrom(
             backgroundColor: Colors.blue,
                                                           decoration: InputDecoration(
                                                            labelText: label,
             padding:
EdgeInsets.symmetric(vertical: 14),
                                                            border: OutlineInputBorder(),
                                                           ),
            child: Text("Login", style:
                                                           validator: (value) {
TextStyle(fontSize: 16, color: Colors.white)),
                                                            if (value == null || value.isEmpty) {
                                                             return "$label cannot be empty";
           ),
         SizedBox(height: 20),
                                                            return null;
                                                           },
         // Social Login Buttons
                                                          );
          _buildLoginButton(
           color: Color(0xFF1877F2),
           text: "Sign in with Facebook",
                                                         Widget _buildLoginButton({
           icon: Icons.facebook,
                                                          required Color color,
                                                          required String text,
          SizedBox(height: 10),
                                                          required IconData icon,
          _buildLoginButton(
                                                          Color textColor = Colors.white,
           color: Colors.white,
                                                          Color? borderColor.
           text: "Sign in with Google",
                                                         }) {
           icon: Icons.g mobiledata,
                                                          return Container(
           borderColor: Colors.grey,
                                                           width: double.infinity,
           textColor: Colors.black,
                                                           child: ElevatedButton.icon(
                                                            icon: Icon(icon, color: textColor),
          SizedBox(height: 10),
                                                            label: Text(
          _buildLoginButton(
                                                             text.
           color: Colors.blue,
                                                             style: TextStyle(color: textColor),
```

```
BorderSide(color: borderColor):
     ),
     onPressed: () {},
                                                      BorderSide.none,
     style: ElevatedButton.styleFrom(
                                                            ),
      backgroundColor: color,
                                                           ),
      padding: EdgeInsets.symmetric(vertical:
14).
                                                         );
      shape: RoundedRectangleBorder(
       borderRadius: BorderRadius.circular(8).
       side: borderColor != null ?
editprofile.dart
import 'package:flutter/material.dart';
                                                            crossAxisAlignment:
                                                      CrossAxisAlignment.start,
                                                            children: [
class EditProfileScreen extends StatefulWidget
                                                              // Profile Picture
 @override
                                                              Center(
 _EditProfileScreenState createState() =>
                                                               child: CircleAvatar(
_EditProfileScreenState();
                                                                radius: 40,
                                                                backgroundImage:
                                                      AssetImage('assets/profile.jpg'), // Replace with
class EditProfileScreenState extends
                                                      your image
State<EditProfileScreen> {
                                                               ),
 TextEditingController nameController =
TextEditingController(text: "Arnav");
                                                              SizedBox(height: 20),
 TextEditingController bioController =
TextEditingController();
                                                              // Name Field
                                                              _buildLabel("Name"),
 int nameMaxLength = 20;
                                                              TextField(
 int bioMaxLength = 120;
                                                               controller: nameController,
                                                               maxLength: nameMaxLength,
                                                               decoration: InputDecoration(
 @override
                                                                border: OutlineInputBorder(),
 Widget build(BuildContext context) {
  return Scaffold(
                                                               ),
   appBar: AppBar(
                                                              ),
    leading: IconButton(
                                                              buildCharacterLimit(nameController.te
      icon: Icon(Icons.arrow back, color:
                                                      xt.length, nameMaxLength),
Colors.black),
      onPressed: () => Navigator.pop(context),
                                                              SizedBox(height: 16),
     title: Text("Edit Profile", style:
                                                              // Bio Field
TextStyle(color: Colors.black)),
                                                              buildLabel("Your Bio"),
     backgroundColor: Colors.white,
                                                              TextField(
     elevation: 0,
                                                               controller: bioController,
                                                               maxLength: bioMaxLength,
   body: Padding(
                                                               maxLines: 3,
     padding: const EdgeInsets.all(16.0),
                                                               decoration: InputDecoration(
     child: Column(
                                                                border: OutlineInputBorder(),
```

```
hintText: "Enter your bio here",
                                                           ),
        ),
                                                          );
       ),
       _buildCharacterLimit(bioController.text.
length, bioMaxLength),
       SizedBox(height: 20),
       // Submit Button
       SizedBox(
        width: double.infinity,
                                                          );
        child: ElevatedButton(
          onPressed: () {},
         style: ElevatedButton.styleFrom(
           backgroundColor: Colors.blue,
           padding:
                                                       max) {
EdgeInsets.symmetric(vertical: 14),
         child: Text("Submit", style:
TextStyle(fontSize: 16, color: Colors.white)),
       ),
                                                         }
```

```
/,
);
}

// Helper to create labels
Widget _buildLabel(String text) {
    return Padding(
        padding: const EdgeInsets.only(bottom: 8),
        child: Text(text, style: TextStyle(fontSize:
16, fontWeight: FontWeight.bold)),
    );
}

// Character counter
Widget _buildCharacterLimit(int current, int max) {
    return Align(
        alignment: Alignment.centerRight,
        child: Text("$current/$max", style:
TextStyle(color: Colors.grey, fontSize: 12)),
    );
}
```

Screenshots:-





