



Desenvolvimento
Mobile 1
Aula 12

Prof. Me Daniel Vieira

SENAI

Agenda

- 1- StatefulWidget
- 2- Criando app
- 3- Caixa de texto
- 4 - Criando APP
- 5- Gerando arquivo APK
- 6 - Exercícios

Stateful Widget

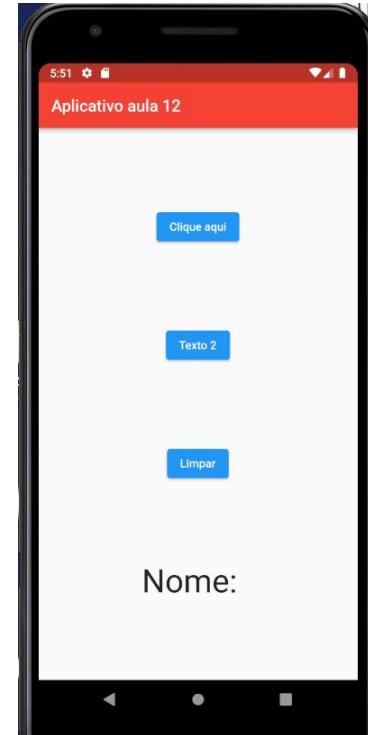
```
import 'package:flutter/material.dart'; // importa o pacote para utilizar os designs para Android

// Função principal do aplicativo
Run | Debug | Profile
void main() {
    // runAPP função que chama o material app para exibir a tela do aplicativo
    runApp(MaterialApp(
        debugShowCheckedModeBanner: false,
        home: HomeStatefull(),
    )); // MaterialApp
}

var _texto = "Daniel Vieira";
```

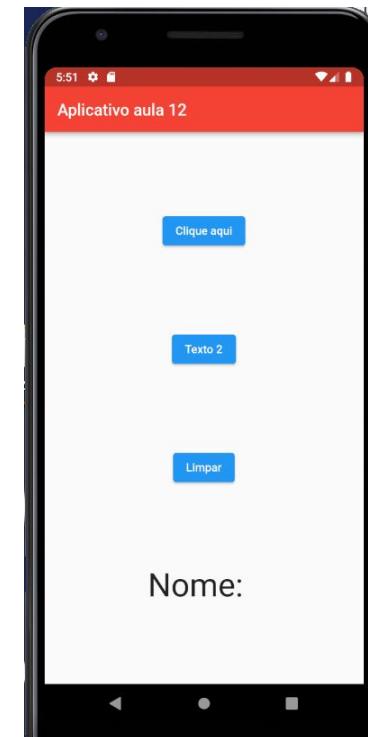
```
// Cria a classe do home statefull
class HomeStatefull extends StatefulWidget {
    const HomeStatefull({super.key});

    @override
    State<HomeStatefull> createState() => _HomeStatefull();
}
```



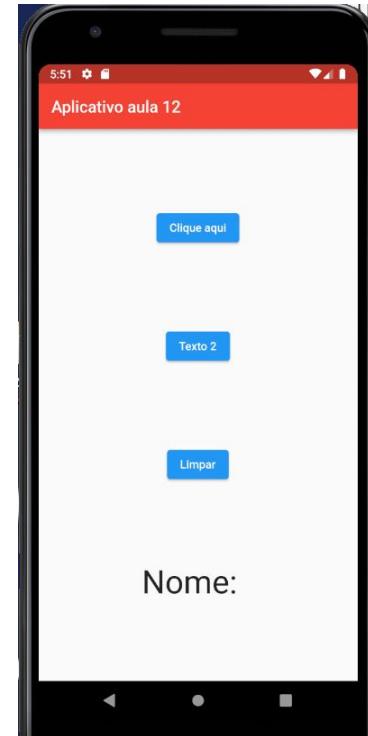
Stateful Widget

```
class _HomeStatefull extends State<HomeStatefull> {
    var _texto = "Daniel Vieira";
    @override
    Widget build(BuildContext context) {
        print("Build chamado");
        return Scaffold(
            appBar: AppBar(
                title: Text('Aplicativo aula 12'),
                backgroundColor: Colors.red,
            ), // AppBar
            body: Center(
                child: Container(
                    child: Column(
                        mainAxisAlignment: MainAxisAlignment.spaceEvenly,
```



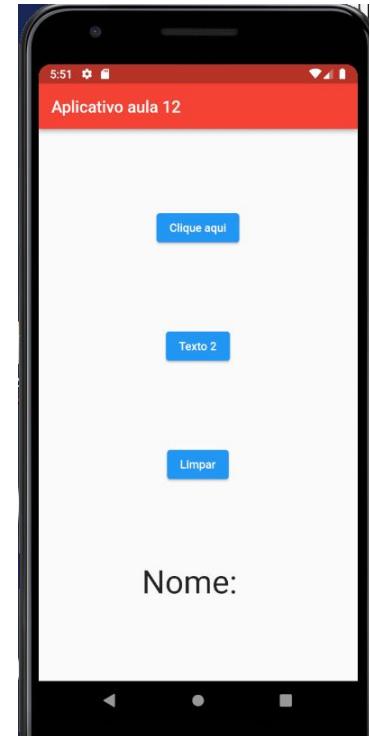
Stateful Widget

```
crossAxisAlignment: CrossAxisAlignmentAlignment.center,  
children: [  
    ElevatedButton(  
        onPressed: () {  
            setState(() {  
                _texto = "Daniel";  
            });  
        },  
        child: Text("Clique aqui"),  
    ), // ElevatedButton
```



Stateful Widget

```
ElevatedButton(
    onPressed: () {
        setState(() {
            _texto = "Flutter";
        });
    },
    child: Text("Texto 2"), // ElevatedButton
ElevatedButton(
    onPressed: () {
        setState(() {
            _texto = "";
        });
    },
    child: Text("Limpar"), // ElevatedButton
Text([
    "Nome: $_texto ",
    style: TextStyle(fontSize: 40),
], // Text
],
), // Column
), // Container
), // Center
); // Scaffold
}
```

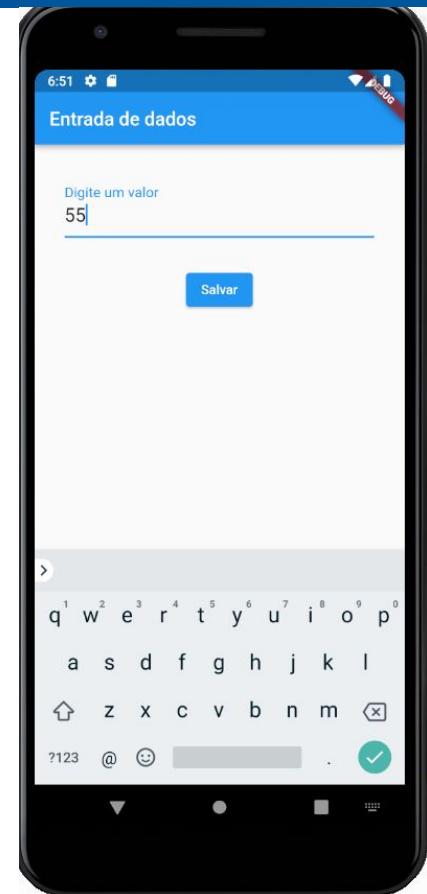


Campo Texto

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

import 'Campotexto.dart'; // Pacote responsável pelos widgets do Android

Run | Debug | Profile
void main() {
  runApp(MaterialApp(
    home: CampoTexto(),
  )); // MaterialApp
}
```



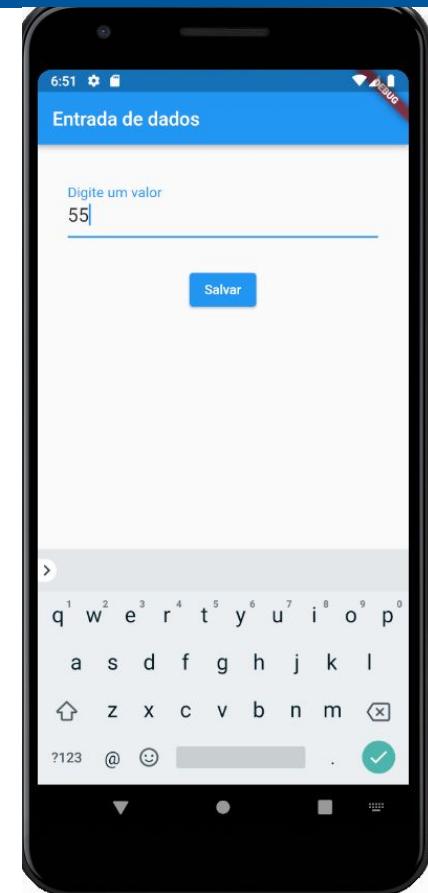
Campo Texto

```
import 'package:flutter/material.dart'; // Pacote responsável pelos widgets do Android

class CampoTexto extends StatefulWidget {
  const CampoTexto({super.key});

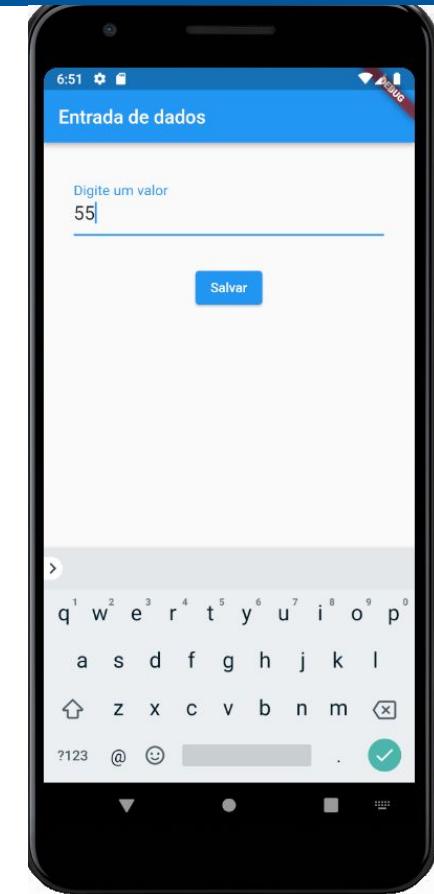
  @override
  State<CampoTexto> createState() => _CampoTextoState();
}

class _CampoTextoState extends State<CampoTexto> {
  // cria controle do campo de texto
  TextEditingController _textEditingController = TextEditingController();
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("Entrada de dados"),
      ), // AppBar
    );
  }
}
```



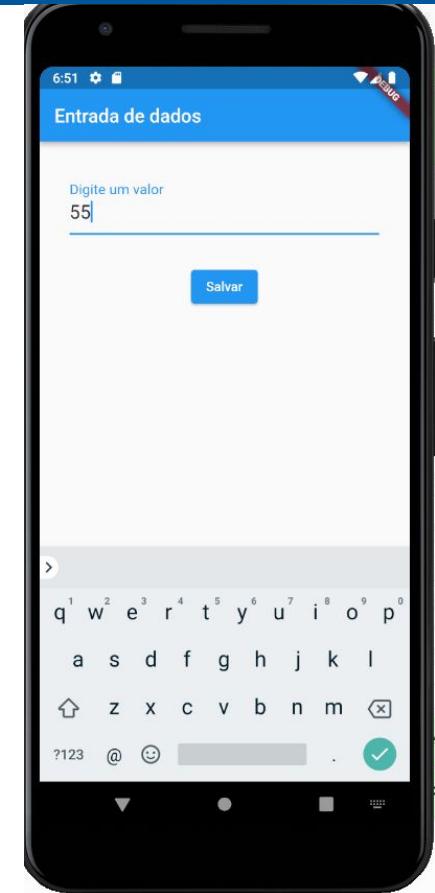
Campo Texto

```
class _CampoTextoState extends State<CampoTexto> {
    // cria controle do campo de texto
    TextEditingController _textEditingController = TextEditingController();
    @override
    Widget build(BuildContext context) {
        return Scaffold(
            appBar: AppBar(
                title: Text("Entrada de dados"),
            ), // AppBar
            body: Column(
                children: [
                    Padding(
                        padding: EdgeInsets.all(32),
                        child: TextField(
                            // Permite a entrada para o teclado
                            keyboardType: TextInputType.emailAddress,
                            decoration: InputDecoration(
                                labelText: "Digite um valor",
                            ), // InputDecoration
                            style: TextStyle(fontSize: 20),
                            /* onChanged: (String texto) {
                                print("Valor digitado " + texto);
                            },*/
                            /*onSubmitted: (String texto) {
                                print("Texto digitado " + texto);
                            },*/
                        ),
                    ),
                ],
            ),
        );
    }
}
```



Campo Texto

```
        labelText: "Digite um valor",
        ), // InputDecoration
        style: TextStyle(fontSize: 20),
        /* onChanged: (String texto) {
        |   print("Valor digitado " + texto);
        |},*/
        /*onSubmitted: (String texto) {
        |   print("Texto digitado " + texto);
        |},*/
        controller: _textEditingController,
        ), // TextField
      ), // Padding
      ElevatedButton(
        onPressed: () {
          String a = _textEditingController.text;
          print("Valor digitado $a");
        },
        child: Text("Salvar"), // ElevatedButton
      ],
    )), // Column // Scaffold
}
```



Como gerar o apk do APP desenvolvido ?

The screenshot shows a Visual Studio Code interface with the following details:

- File Explorer:** Shows the file structure with `main.dart` selected.
- Code Editor:** Displays the Dart code for `main.dart`. The code includes a `Padding` widget with a `LinearProgressIndicator` child and a `Text` child displaying the level value.
- Terminal:** Shows the command `PS C:\Users\Eng. Daniel Vieira\Desktop\Aplicativos_Flutter\app_ex_aula10> flutter build apk --release` being run.
- Output:** Shows the output of the terminal command.
- Status Bar:** Shows file statistics (0△0 0 21), a "Debug my code + SDK" button, and status indicators for Linting, Prettier, and Dart.
- Bottom Status Bar:** Shows the current line (Ln 201), column (Col 45), spaces (Spaces: 2), encoding (UTF-8), and file type (CRLF).

Como gerar o apk do APP desenvolvido ?

Isso gerará um APK de lançamento no diretório `build/app/outputs/flutter-apk`.

```
PS C:\Users\Eng. Daniel Vieira\Desktop\Aplicativos_Flutter\app_ex_aula10> flutter build apk --release
```

A new version of Flutter is available!

To update to the latest version, run "flutter upgrade".

```
Font asset "MaterialIcons-Regular.otf" was tree-shaken, reducing it from 1645184 to 1408 bytes (99.9% reduction). Tree-shaking can be disabled by providing the --no-tree-shake-icons flag when building your app.
```

```
Formato de parâmetros incorreto -
```

```
Running Gradle task 'assembleRelease'... 178,8s
```

```
✓ Built build\app\outputs\flutter-apk\app-release.apk (18.0MB).
```

```
PS C:\Users\Eng. Daniel Vieira\Desktop\Aplicativos_Flutter\app_ex_aula10> []
```

Exercício

- 1) Criar app com utilizando o Scaffold, ListView, Containers, Campo texto e quando o usuário digitar seu nome e pressionar o botão seu nome deve aparecer no container do centro do APP
- 2) Criar app com três campos de texto para permitir que o usuário digite 3 números para realizar a soma dos números
- 3) Criar app para que o usuário digite seu nome e senha e se o nome e a senha for igual a Senai e a senha for mobile23 o container central deve ficar verde, se não vermelho

Link do forms

<https://docs.google.com/forms/d/11IExn48IGoS-zuPDaATqo3flk7JJI Kv7viVwuteadC8/edit>

Obrigado!

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