EXPERIMENT NO: 04

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Aim: To create an interactive Form using form widget

Theory:

Flutter provides a Form widget that enables developers to create interactive forms for collecting user input. Forms are an essential part of many applications, such as registration screens, login pages, feedback forms, and data entry modules. They allow structured input gathering, validation, and submission, enhancing user interaction and data integrity.

Flutter's Form widget works in combination with various input fields, validation techniques, and state management to ensure a seamless user experience.

Importance of Forms in App Development

- Efficient User Input Handling Forms streamline the process of collecting user data.
- 2. Validation Mechanism Ensures only correct and meaningful data is submitted.
- 3. State Management Helps in tracking and modifying input fields dynamically.
- 4. Improved User Experience Provides structured input fields for better accessibility and usability.

Key Components of Forms in Flutter

1. Form Widget (Form)

The Form widget acts as a container that manages multiple input fields. It provides an easy way to validate and track changes in form fields.

Key Properties:

- key A GlobalKey<FormState> to track form state and validation.
- child Contains form fields like TextFormField, DropdownButtonFormField, etc.

 autovalidateMode – Determines when validation messages should appear (disabled, always, onUserInteraction).

2. Input Fields (Form Fields)

a) TextFormField

- A fundamental widget for text input in Flutter.
- Supports validation, formatting, and user interaction.
- Properties:
 - o controller Controls and retrieves the text entered by the user.
 - keyboardType Defines the type of input (text, number, email, etc.).
 - o decoration Customizes the appearance (label, hint text, icon).
 - validator Implements validation logic.

b) DropdownButtonFormField

- Provides a dropdown list for selecting predefined options.
- Properties:
 - items Defines the list of selectable options.
 - value Holds the currently selected item.
 - on Changed Executes when the user selects a different item.

c) CheckboxListTile

- Displays a checkbox with a title and subtitle.
- Properties:
 - value Represents whether the checkbox is selected.
 - on Changed Detects changes in the selection state.
 - title Describes the purpose of the checkbox.

d) RadioListTile

- Provides a list of radio buttons where only one can be selected.
- Properties:
 - value The value assigned to each radio button.
 - groupValue The currently selected value within the group.
 - on Changed Updates the selection when a new option is chosen.

e) SwitchListTile

- Allows users to toggle between on/off states.
- Properties:

- value Represents the current state (true/false).
- onChanged Detects when the switch is toggled.
- title − Displays the label for the switch.
- 3. Managing Form State
- a) GlobalKey<FormState>
 - A unique key used to track the form's state.
 - Helps in validation and resetting form fields.
- b) FormState Methods

@override

Widget build(BuildContext context) {

- validate() Checks if all fields meet the validation rules.
- save() Saves the form data when validation is successful.
- reset() Clears all fields in the form.

Form Validation and Submission Process

- 1. The user enters data into form fields.
- 2. On submission, FormState.validate() ensures all inputs are correct.
- 3. If valid, the save() function processes and stores the data.
- 4. If invalid, appropriate error messages are displayed.

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

//Constants

const Color scaffoldColor = Color(0xFFFFC00);
const Color loginButtonColor = Colors.white;
const Color signupButtonColor = Color(0xFF0EAEFE);

class InitialScreen extends StatefulWidget {
    @override
    _InitialScreenState createState() => _InitialScreenState();
}

class _InitialScreenState extends State<InitialScreen> {
```

```
return Scaffold(
 backgroundColor: scaffoldColor,
 body: Stack(
  children: [
   Column(
    mainAxisAlignment: MainAxisAlignment.center,
    children: [
     Container(
      height: 180,
      decoration: BoxDecoration(
        image: DecorationImage(
         image: AssetImage("assets/images/icon.png"),
       ),
      ),
     ),
    ],
   Center(
    child: Padding(
     padding: const EdgeInsets.symmetric(vertical: 30),
     child: Column(
      mainAxisAlignment: MainAxisAlignment.end,
      children: [
        Row(
         mainAxisAlignment: MainAxisAlignment.center,
         children: [
          GestureDetector(
           onTap: () {
            Navigator.pushNamed(context, '/login_screen');
           child: ReusableButton(
            btnHeight: 60.0,
            btnWidth: 130.0,
            btnColour: loginButtonColor,
            btnCircularRadius: 80.0,
            btnChild: Text(
             "Log in",
             style: TextStyle(
               fontSize: 25,
               fontWeight: FontWeight.bold,
               color: Colors.black,
             ),
            ),
           ),
          SizedBox(width: 15),
          GestureDetector(
           onTap: () {
            Navigator.pushNamed(context, '/signup_screen');
           },
           child: ReusableButton(
```

```
btnHeight: 60.0,
btnWidth: 130.0,
btnColour: signupButtonColor,
btnCircularRadius: 80.0,
btnChild: Text(
    "Sign Up",
    style: TextStyle(
    fontSize: 25,
    fontWeight: FontWeight.bold,
    color: Colors.white,
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```

• Code for login_screen.dart

```
import 'package:flutter/material.dart';
import 'package:font_awesome_flutter/font_awesome_flutter.dart';
import 'package:snapchat_clone_ui/custom_widgets/custom_widgets.dart';

const Falcon hiddenEye = Falcon(FontAwesomelcons.eyeSlash);
const Falcon eye = Falcon(FontAwesomelcons.eye);

class LoginScreen extends StatefulWidget {
    @override
    _LoginScreenState createState() => _LoginScreenState();
}

class _LoginScreenState extends State<LoginScreen> {
    bool _obscureText = true;
    Widget eyeStatus = hiddenEye;

void _toggle() {
    setState(() {
        _obscureText = !_obscureText;
        if (_obscureText == false) {
```

```
eyeStatus = eye;
  } else {
   eyeStatus = hiddenEye;
 });
}
@override
Widget build(BuildContext context) {
 return Scaffold(
  appBar: AppBar(
   leading: GestureDetector(
    onTap: () {
      Navigator.pop(context);
    child: lcon(lcons.arrow_back_ios, color: Colors.grey),
   elevation: 0,
   backgroundColor: Colors.white,
  body: Center(
   child: SingleChildScrollView(
    child: Center(
      child: Column(
       mainAxisAlignment: MainAxisAlignment.spaceEvenly,
       children: [
        Text(
         "Log in",
         style: TextStyle(fontSize: 40, color: Colors.black),
        SizedBox(height: 20),
        CustomSnapTextField(
         label: "USERNAME OR EMAIL",
         isPasswordField: false,
         autoFocus: true,
        SizedBox(height: 20),
        Column(
         children: [
          Container(
           alignment: Alignment.centerLeft,
           margin: EdgeInsets.symmetric(horizontal: 50),
           child: Text(
             "PASSWORD",
            style: TextStyle(
             fontSize: 18.
             fontWeight: FontWeight.bold,
             color: Color(0xFF51B5E5),
            ),
```

```
Padding(
   padding: const EdgeInsets.symmetric(horizontal: 50),
   child: TextField(
    obscureText: _obscureText,
    autofocus: false.
    cursorHeight: 33,
    cursorWidth: 2,
    decoration: InputDecoration(
     suffixIcon: GestureDetector(
       onTap: () {
        _toggle();
       child: eyeStatus,
     ),
     floatingLabelBehavior: FloatingLabelBehavior.never,
     contentPadding: EdgeInsets.all(6),
    ),
    cursorColor: Color(0xFF69B77D),
   ),
 ],
SizedBox(height: 60),
//Forgot your password
GestureDetector(
 onTap: () {
  //forgot your password
 },
 child: Text(
  "Forgot your password?",
  style: TextStyle(
   fontSize: 17,
   fontWeight: FontWeight.bold,
   color: Color(0xFF51B5E5),
  ),
 ),
SizedBox(height: 90),
//Login button
Padding(
 padding: const EdgeInsets.symmetric(horizontal: 80),
 child: GestureDetector(
  onTap: () {
   Navigator.pushNamed(context, '/home_screen');
  },
  child: Container(
   margin: EdgeInsets.only(top: 20),
   child: Text(
    "Log in",
    style: TextStyle(
```

```
fontSize: 25,
               color: Colors.white,
              fontWeight: FontWeight.bold,
             ),
            ),
            alignment: Alignment.center,
            height: 55,
            width: double.infinity,
            decoration: BoxDecoration(
             color: Color(0xFFADB6BD),
             borderRadius: BorderRadius.circular(80),
            ),

    Code for signup_screen.dart

import 'package:flutter/material.dart';
import 'package:snapchat_clone_ui/custom_widgets/custom_widgets.dart';
class SignupScreen extends StatefulWidget {
 @override
 _SignupScreenState createState() => _SignupScreenState();
class _SignupScreenState extends State<SignupScreen> {
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   appBar: AppBar(
    leading: GestureDetector(
     onTap: () {
      Navigator.pop(context);
     child: lcon(lcons.arrow_back_ios, color: Colors.grey),
    ),
    elevation: 0,
    backgroundColor: Colors.white,
   ),
```

```
body: Center(
    child: SingleChildScrollView(
     child: Center(
       child: Column(
        mainAxisAlignment: MainAxisAlignment.spaceEvenly,
        children: [
         Text(
          "What's your name?",
          style: TextStyle(fontSize: 32, color: Colors.black),
         SizedBox(height: 20),
         CustomSnapTextField(
          label: "FIRST NAME",
          isPasswordField: false,
          autoFocus: true,
         ),
         SizedBox(height: 20),
         CustomSnapTextField(
          label: "LAST NAME",
          isPasswordField: false,
          autoFocus: true,
         SizedBox(height: 20),
         Padding(
          padding: const EdgeInsets.symmetric(horizontal: 55),
          child: RichText(
           text: TextSpan(
            text:
               "By tapping Sign up & Accept, you acknowledge that you have
read the ".
            style: TextStyle(color: Color(0xFFB3B7B8), fontSize: 17),
            children: <TextSpan>[
              TextSpan(
               text: 'Privacy Policy ',
               style: TextStyle(color: Color(0xFF51B5E5)),
              ),
              TextSpan(
               text: 'and agree to the ',
               style: TextStyle(color: Color(0xFFB3B7B8)),
              ),
              TextSpan(
               text: 'Terms of service.',
               style: TextStyle(color: Color(0xFF51B5E5)),
             ),
          ),
         SizedBox(height: 90),
```

```
//Signup button
Padding(
 padding: const Edgelnsets.symmetric(horizontal: 80),
 child: GestureDetector(
  onTap: () {
   Navigator.pushNamed(context, '/home_screen');
  },
  child: Container(
   margin: EdgeInsets.only(top: 20),
   child: Text(
    "Sign up & Accept",
    style: TextStyle(
     fontSize: 25,
     color: Colors.white,
     fontWeight: FontWeight.bold,
    ),
   alignment: Alignment.center,
   height: 55,
   width: double.infinity,
   decoration: BoxDecoration(
    color: Color(0xFFADB6BD),
    borderRadius: BorderRadius.circular(80),
```

Screenshots:





