

EXPERIMENT NO: 05

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Aim: To implement navigation, routing, and gestures in a Flutter application

Theory:

Navigation & Routing in Flutter

Navigation is the process of moving between different screens (or pages) in an app. Since Flutter follows a **widget-based architecture**, each screen is represented as a widget, and navigation is handled using a **stack-based system** (similar to how web browsers manage page history).

Navigation Approaches in Flutter:

1. **Imperative Navigation (Push-Pop Model)**
 - Uses `Navigator.push()` to open a new screen.
 - Uses `Navigator.pop()` to return to the previous screen.
 - Works like a stack (Last In, First Out - LIFO).
2. **Declarative Navigation (Named Routes & GoRouter)**
 - Uses predefined route names to navigate.
 - Helps in managing complex app navigation efficiently.
3. **Navigation with State Management**
 - Used in large-scale applications where navigation state is maintained using providers like **Provider, Riverpod, Bloc, or GetX**.
4. **Deep Linking & Dynamic Routing**
 - Allows external URLs to open specific screens within the app.
 - Useful for handling notifications and web links.

Routing in Flutter

Routing determines how users navigate through different sections of an application. It enables:

- **Defining and managing screens efficiently.**
- **Enhancing UX by ensuring smooth transitions.**

- **Passing and receiving data between screens.**

Types of Routing:

- **Basic Routing:** Manually navigating between screens using the Navigator class.
- **Named Routing:** Using a routes map to define screen names and their respective widgets.
- **On-Generate Routing:** Dynamically controlling navigation flow using conditions.
- **Nested Navigation:** Managing multiple navigation flows within tabs or bottom navigation bars.

Gestures in Flutter

Gestures allow users to interact with the app through touch-based actions, providing a more engaging user experience. Flutter has a powerful **GestureDetector** widget that helps recognize and handle different gestures.

Common Gesture Types:

- **Tap Gesture:** Used for buttons, links, and UI interactions.
- **Double Tap:** Often used for liking content or zooming.
- **Long Press:** Triggers additional options or context menus.
- **Swipe & Drag:** Used in carousels, sliders, and scrollable content.
- **Pinch & Zoom:** Common in images and maps.

Gesture Handling Techniques:

- **Using GestureDetector:** To detect gestures manually.
- **Using InkWell or InkResponse:** Provides visual feedback for tappable elements.
- **Custom Gesture Recognition:** Flutter allows combining multiple gestures using GestureRecognizer.

Importance of Navigation, Routing, and Gestures in Flutter Apps

- **User-Friendly Experience** – Navigation helps users seamlessly explore the app.
- **Efficient State Management** – Proper routing keeps the app organized.
- **Enhanced Interactivity** – Gestures make the app feel intuitive and engaging.
- **Optimized Performance** – Declarative navigation and lazy loading improve performance.
- **Platform Consistency** – Flutter's navigation system works smoothly on Android, iOS, and the web.

Code Snippet:

- main.dart

```
import 'package:flutter/material.dart';
import 'package:snapchat_clone_ui/screens/home_screen.dart';
import 'package:snapchat_clone_ui/screens/initial_screen.dart';
import 'package:snapchat_clone_ui/screens/login_screen.dart';
import 'package:snapchat_clone_ui/screens/signup_screen.dart';
```

```
void main() {
  runApp(MyApp());
}
```

```
class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      debugShowCheckedModeBanner: false,
      theme: ThemeData(primaryColor: Color(0xFF838486)),
      initialRoute: '/',
      routes: {
        '/': (context) => InitialScreen(),
        '/login_screen': (context) => LoginScreen(),
        '/signup_screen': (context) => SignupScreen(),
        '/home_screen': (context) => HomeScreen(),
      },
    );
  }
}
```

Initial_Screen.dart

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

//Constants

```
const Color scaffoldColor = Color(0xFFFFFC00);
const Color loginButtonColor = Colors.white;
const Color signupButtonColor = Color(0xFF0EAEFE);
```

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

```
class _InitialScreenState extends State<InitialScreen> {
  @override
  Widget build(BuildContext context) {
    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');
                        },
                      ),
                      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,
        ),
      ),
    ),
  ),
),
PreferredSize(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,
      ),
    ),
  ),
),
),
),
),
),
),
),
),
),
),
),
),
);
}

```

The app opens with a splash screen, then moves to the welcome screen. Clicking "Sign Up" takes the user to the sign-up page, and after registering, they reach the home screen. Here the app will begin. Finally, Home Screen of Snapchat will

appear.

- 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(FontAwesomeIcons.eyeSlash);
const Falcon eye = Falcon(FontAwesomeIcons.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: Icon(Icons.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),
    ),
  ),
),
),
),
1,
),
),
),
),
),
);
}
}

```

- Reels_Screen.dart

```

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

class ReelScreen extends StatefulWidget {
  const ReelScreen({Key? key}) : super(key: key);

  @override
  State<ReelScreen> createState() => _ReelScreenState();
}

class _ReelScreenState extends State<ReelScreen> {
  final List<String> videoUrls = [
    'assets/videos/video_1.mp4',
    'assets/videos/video_2.mp4',
  ];

  @override
  Widget build(BuildContext context) {

```

```

return Scaffold(
  body: PageView.builder(
    scrollDirection: Axis.vertical,
    itemCount: videoUrls.length,
    itemBuilder: (context, index) {
      return ReelVideoPlayer(videoUrl: videoUrls[index]);
    },
  ),
);
}
}

```

```

class ReelVideoPlayer extends StatefulWidget {
  final String videoUrl;
  const ReelVideoPlayer({Key? key, required this.videoUrl}) : super(key: key);

  @override
  State<ReelVideoPlayer> createState() => _ReelVideoPlayerState();
}

```

```

class _ReelVideoPlayerState extends State<ReelVideoPlayer> {
  late VideoPlayerController _controller;

```

```

  @override
  void initState() {
    super.initState();
    _controller = VideoPlayerController.network(widget.videoUrl)
      ..initialize().then((_) {
        setState(() {});
        _controller.play();
        _controller.setLooping(true);
      });
  }

```

```

  @override
  void dispose() {
    _controller.dispose();
    super.dispose();
  }

```

```

  @override
  Widget build(BuildContext context) {
    return Stack(
      alignment: Alignment.bottomCenter,

```

```

children: [
  _controller.value.isInitialized
    ? AspectRatio(
      aspectRatio: _controller.value.aspectRatio,
      child: VideoPlayer(_controller),
    )
    : const Center(child: CircularProgressIndicator()),
  Positioned(
    bottom: 20,
    right: 20,
    child: IconButton(
      icon: Icon(
        _controller.value.isPlaying ? Icons.pause : Icons.play_arrow,
        color: Colors.white,
        size: 30,
      ),
      onPressed: () {
        setState(() {
          _controller.value.isPlaying
            ? _controller.pause()
            : _controller.play();
        });
      },
    ),
  ),
],
);
}
}

```

- Chat_Screen.dart

```

import 'package:flutter/material.dart';

class ChatScreen extends StatefulWidget {
  const ChatScreen({Key? key}) : super(key: key);

  @override
  State<ChatScreen> createState() => _ChatScreenState();
}

```

```

class _ChatScreenState extends State<ChatScreen> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      backgroundColor: Colors.white,
      body: SafeArea(
        child: Column(
          children: [
            Row(
              mainAxisAlignment: MainAxisAlignment.spaceBetween,
              children: [
                Padding(
                  padding: const EdgeInsets.all(8.0),
                  child: Row(
                    children: [
                      CircleAvatar(
                        backgroundColor: Colors.transparent,
                        backgroundImage: AssetImage("assets/images/hero.png"),
                      ),
                      SizedBox(width: 10.0),
                      CircleAvatar(
                        backgroundColor: Colors.grey[100],
                        child: Icon(Icons.search, color: Colors.grey[700]),
                      ),
                    ],
                  ),
                ),
            ),
            Text(
              "Chat",
              style: TextStyle(fontSize: 20.0, fontWeight: FontWeight.bold),
            ),
            Padding(
              padding: const EdgeInsets.all(8.0),
              child: Row(
                children: [
                  CircleAvatar(
                    backgroundColor: Colors.grey[100],
                    child: Icon(Icons.person_add, color: Colors.grey[700]),
                  ),
                  SizedBox(width: 10.0),
                  CircleAvatar(
                    backgroundColor: Colors.grey[100],
                    child: Icon(Icons.more_horiz, color: Colors.grey[700]),
                  ),
                ],
              ),
            ),
          ],
        ),
      ),
    );
  }
}

```

```
    ],  
  ),  
),  
],  
)
```

```
//list tile for chats here  
SingleChildScrollView(  
  child: Column(  
    children: [  
      ChatTile(  
        name: "Team Snapchat",  
        image: NetworkImage(  
          "https://us-east1-aws.api.snapchat.com/web-  
capture/www.snapchat.com/discover/preview/facebook.png",  
        ),  
        trailing: Icon(  
          Icons.chat_bubble_outline_sharp,  
          color: Colors.grey[400],  
        ),  
        child: Row(children: [Text("Blocked")]),  
      ),  
      ChatTile(  
        name: "Richa",  
        image: AssetImage("assets/images/hero_4.png"),  
        trailing: Icon(  
          Icons.chat_bubble_outline_sharp,  
          color: Colors.grey[400],  
        ),  
        child: Row(  
          children: [  
            Icon(Icons.square, color: Colors.red, size: 15.0),  
            SizedBox(width: 5.0),  
            Text("New Snap", style: TextStyle(color: Colors.red)),  
            SizedBox(width: 5.0),  
            Text("."),  
            SizedBox(width: 5.0),  
            Text("3w"),  
          ],  
        ),  
      ),  
      ChatTile(  
        name: "Anurag",  
        image: AssetImage("assets/images/hero_2.png"),
```

```

trailing: Icon(
  Icons.chat_bubble_outline_sharp,
  color: Colors.grey[400],
),
child: Row(
  children: [
    Icon(Icons.square, color: Colors.purple, size: 15.0),
    SizedBox(width: 5.0),
    Text(
      "New Snap",
      style: TextStyle(color: Colors.purple),
    ),
    SizedBox(width: 5.0),
    Text("."),
    SizedBox(width: 5.0),
    Text("3w"),
  ],
),
),
ChatTile(
  name: "Niyati",
  image: AssetImage("assets/images/hero_5.png"),
  trailing: Icon(
    Icons.chat_bubble_outline_sharp,
    color: Colors.grey[400],
  ),
  child: Row(
    children: [
      Icon(Icons.square, color: Colors.red, size: 15.0),
      SizedBox(width: 5.0),
      Text("New Snap", style: TextStyle(color: Colors.red)),
      SizedBox(width: 5.0),
      Text("."),
      SizedBox(width: 5.0),
      Text("3w"),
    ],
  ),
),
ChatTile(
  name: "Ritik",
  image: AssetImage("assets/images/hero_3.png"),
  trailing: Icon(
    Icons.camera_alt_outlined,
    color: Colors.grey[400],

```

```

),
child: Row(
  children: [
    Icon(Icons.chat_bubble_outline_outlined, size: 15.0),
    SizedBox(width: 5.0),
    Text("Tap to chat"),
  ],
),
),
ChatTile(
  name: "Richa",
  image: AssetImage("assets/images/hero_4.png"),
  trailing: Icon(
    Icons.chat_bubble_outline_sharp,
    color: Colors.grey[400],
  ),
  child: Row(
    children: [
      Icon(Icons.square, color: Colors.red, size: 15.0),
      SizedBox(width: 5.0),
      Text("New Snap", style: TextStyle(color: Colors.red)),
      SizedBox(width: 5.0),
      Text("."),
      SizedBox(width: 5.0),
      Text("3w"),
    ],
  ),
),
ChatTile(
  name: "Anurag",
  image: AssetImage("assets/images/hero_2.png"),
  trailing: Icon(
    Icons.chat_bubble_outline_sharp,
    color: Colors.grey[400],
  ),
  child: Row(
    children: [
      Icon(Icons.square, color: Colors.purple, size: 15.0),
      SizedBox(width: 5.0),
      Text(
        "New Snap",
        style: TextStyle(color: Colors.purple),
      ),
    ],
  ),
  SizedBox(width: 5.0),

```

```

        Text("."),
        SizedBox(width: 5.0),
        Text("3w"),
      ],
    ),
  ),
  ChatTile(
    name: "Niyati",
    image: AssetImage("assets/images/hero_5.png"),
    trailing: Icon(
      Icons.camera_alt_outlined,
      color: Colors.grey[400],
    ),
    child: Row(
      children: [
        Icon(
          Icons.send_outlined,
          color: Color(0xFF10ACFF),
          size: 15.0,
        ),
        SizedBox(width: 5.0),
        Text("Opened"),
        SizedBox(width: 5.0),
        Text("."),
        SizedBox(width: 5.0),
        Text("3w"),
      ],
    ),
  ),
],
),
],
),
],
),
],
),
),
floatingActionButton: FloatingActionButton(
  onPressed: () {},
  backgroundColor: Color(0xFF10ACFF),
  child: Icon(Icons.edit_note_outlined),
),
);
}
}

```


//chatTile widget

```
class ChatTile extends StatelessWidget {  
  final name;  
  final image;  
  final child;  
  final trailing;  
  
  const ChatTile({Key? key, this.image, this.name, this.child, this.trailing})  
    : super(key: key);  
  
  @override  
  Widget build(BuildContext context) {  
    return Column(  
      children: [  
        Divider(height: 3),  
        ListTile(  
          leading: CircleAvatar(  
            radius: 20.0,  
            backgroundColor: Colors.transparent,  
            backgroundImage: image,  
          ),  
          trailing: trailing,  
          title: Text(name, style: TextStyle(fontWeight: FontWeight.bold)),  
          subtitle: child,  
        ),  
        Divider(height: 3),  
      ],  
    );  
  }  
}
```

- Camera_Screen.dart

```
import 'package:flutter/material.dart';  
import 'package:camera/camera.dart';  
  
class CameraScreen extends StatefulWidget {  
  const CameraScreen({Key? key}) : super(key: key);  
  
  @override  
  State<CameraScreen> createState() => _CameraScreenState();  
}
```

```

class _CameraScreenState extends State<CameraScreen> {
  CameraController? _cameraController;
  late List<CameraDescription> cameras;
  bool _isCameraInitialized = false;

  @override
  void initState() {
    super.initState();
    _initializeCamera();
  }

  Future<void> _initializeCamera() async {
    cameras = await availableCameras();
    _cameraController = CameraController(cameras[0], ResolutionPreset.high);
    await _cameraController!.initialize();
    if (!mounted) return;
    setState(() => _isCameraInitialized = true);
  }

  @override
  void dispose() {
    _cameraController?.dispose();
    super.dispose();
  }

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(title: const Text("Camera Screen")),
      body:
        _isCameraInitialized
          ? CameraPreview(_cameraController!)
          : const Center(child: CircularProgressIndicator()),
      floatingActionButton: FloatingActionButton(
        onPressed: () async {
          if (_cameraController != null &&
            _cameraController!.value.isInitialized) {
            final image = await _cameraController!.takePicture();
            ScaffoldMessenger.of(context).showSnackBar(
              SnackBar(content: Text("Picture saved at: ${image.path}")),
            );
          }
        },
      ),
    ),
  },

```

```

        child: const Icon(Icons.camera),
      ),
    );
  }
}

```

- Home_Screen.dart

```

import 'package:flutter/material.dart';
import 'package:snapchat_clone_ui/screens/camera_screen.dart';
import 'package:snapchat_clone_ui/screens/chat_screen.dart';
import 'package:snapchat_clone_ui/screens/location_screen.dart';
import 'package:snapchat_clone_ui/screens/reels_screen.dart';
import 'package:snapchat_clone_ui/screens/stories_screen.dart';
import 'initial_screen.dart';

```

```

class HomeScreen extends StatefulWidget {
  @override
  State<HomeScreen> createState() => _HomeScreenState();
}

```

```

class _HomeScreenState extends State<HomeScreen> {
  int _selectedIndex = 0;
  static const List<Widget> _widgetOptions = <Widget>[
    LocationScreen(),
    ChatScreen(),
    CameraScreen(),
    StoriesScreen(),
    ReelScreen(),
  ];

```

```

  void _onItemTapped(int index) {
    setState(() {
      _selectedIndex = index;
    });
  }
}

```

```

@override
Widget build(BuildContext context) {
  return Scaffold(

```

```
backgroundColor: Colors.white,
body: SafeArea(child: _widgetOptions[_selectedIndex]),
bottomNavigationBar: BottomNavigationBar(
  items: <BottomNavigationBarItem>[
    BottomNavigationBarItem(
      backgroundColor: Colors.black,
      icon: Icon(
        Icons.location_on_outlined,
        size: 25.0,
        color: Colors.white,
      ),
      label: "",
    ),
    BottomNavigationBarItem(
      backgroundColor: Colors.black,
      icon: Icon(
        Icons.chat_bubble_outline_rounded,
        size: 25.0,
        color: Colors.white,
      ),
      label: "",
    ),
    BottomNavigationBarItem(
      backgroundColor: Colors.black,
      icon: Icon(
        Icons.camera_alt_outlined,
        size: 25.0,
        color: Colors.white,
      ),
      label: "",
    ),
    BottomNavigationBarItem(
      backgroundColor: Colors.black,
      icon: Icon(
        Icons.group_outlined,
        size: 25.0,
        color: Color(0XFF10ACFF),
      ),
      label: "",
    ),
    BottomNavigationBarItem(
      backgroundColor: Colors.black,
      icon: Icon(
        Icons.play_arrow_outlined,
```

```

        size: 25.0,
        color: Colors.white,
      ),
      label: "",
    ),
  ],
  type: BottomNavigationBarType.fixed,
  currentIndex: _selectedIndex,
  selectedItemColor: Color(0xFF10ACFF),
  backgroundColor: Colors.black,
  onTap: _onItemTapped,
  unselectedItemColor: Colors.white,
),
);
}
}

```

- Sign_Up page.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: Icon(Icons.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 EdgeInsets.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),
      ),
    ),
  ),
),
),
),
),
],
),
),
),
),
);
}
}

```

- **Stories_Screen.dart**

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

```
class StoriesScreen extends StatefulWidget {
  const StoriesScreen({Key? key}) : super(key: key);

  @override
  State<StoriesScreen> createState() => _StoriesScreenState();
}
```

```
class _StoriesScreenState extends State<StoriesScreen> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: SafeArea(
        child: SingleChildScrollView(
          child: Column(
            children: [
              Row(
                mainAxisAlignment: MainAxisAlignment.spaceBetween,
                children: [
                  Padding(
                    padding: const EdgeInsets.all(8.0),
                    child: Row(
                      children: [
                        CircleAvatar(
                          backgroundColor: Colors.transparent,
                          backgroundImage: AssetImage("assets/images/hero.png"),
                        ),
                        SizedBox(width: 10.0),
                        CircleAvatar(
                          backgroundColor: Colors.grey[100],
                          child: Icon(Icons.search, color: Colors.grey[700]),
                        ),
                      ],
                    ),
                  ),
                Text(
                  "Stories",
                  style: TextStyle(
                    fontSize: 20.0,
```



```

        fontWeight: FontWeight.bold,
      ),
    ),
    Padding(
      padding: const EdgeInsets.all(8.0),
      child: Row(
        children: [
          CircleAvatar(
            backgroundColor: Colors.grey[100],
            child: Icon(
              Icons.person_add,
              color: Colors.grey[700],
            ),
          ),
          SizedBox(width: 10.0),
          CircleAvatar(
            backgroundColor: Colors.grey[100],
            child: Icon(
              Icons.more_horiz,
              color: Colors.grey[700],
            ),
          ),
        ],
      ),
    ),
  ],
),
SizedBox(height: 30.0),

```

//Friends section

```

Container(
  padding: EdgeInsets.symmetric(horizontal: 20.0),
  child: Column(
    children: [
      Container(
        alignment: Alignment.topLeft,
        child: Text(
          "Friends",
          style: TextStyle(
            fontSize: 18.0,
            fontWeight: FontWeight.bold,
          ),
        ),
      ),
    ],
  ),
),

```



```

child: Column(
  children: [
    Container(
      alignment: Alignment.topLeft,
      child: Row(
        children: [
          Text(
            "Subscriptions",
            style: TextStyle(
              fontSize: 17.0,
              fontWeight: FontWeight.bold,
            ),
          ),
          SizedBox(width: 5.0),
          Icon(Icons.arrow_forward_ios, size: 15.0),
        ],
      ),
    ),
    SizedBox(height: 20.0),
    Container(
      height: 200.0,
      child: ListView(
        scrollDirection: Axis.horizontal,
        children: [
          Row(
            children: [
              subscriptionTile(
                name: "Kundu",
                image: Image.network(
                  "https://c4.wallpaperflare.com/wallpaper/923/727/796/anime-
digital-art-artwork-2d-portrait-display-hd-wallpaper-preview.jpg",
                height: 200.0,
              ),
              SizedBox(width: 10.0),
              subscriptionTile(
                name: "Tumami",
                image: Image.network(
                  "https://images.pexels.com/photos/9410606/pexels-photo-
9410606.jpeg?cs=srgb&dl=pexels-zetong-li-9410606.jpg&fm=jpg",
                height: 200.0,
              ),
              SizedBox(width: 10.0),
            ],
          ),
        ],
      ),
    ),
  ],
),

```



```

        fontSize: 17.0,
        fontWeight: FontWeight.bold,
      ),
    ),
  ),
  ListView(
    shrinkWrap: true,
    children: [
      Column(
        children: [
          Row(
            children: [
              Expanded(
                flex: 2,
                child: DiscoverTile(
                  name: "Weird Mud Games",
                  image: Image.network(

```

```

"https://c4.wallpaperflare.com/wallpaper/367/257/149/anime-anime-girls-digital-art-artwork-2d-hd-wallpaper-preview.jpg",

```

```

        height: 380,
      ),
    ),
  ),
  SizedBox(width: 8.0),
  Expanded(
    flex: 2,
    child: DiscoverTile(
      name: "Mulessa",
      image: Image.network(
        "https://wallpaperaccess.com/full/1559254.png",
        height: 380.0,
      ),
    ),
  ),
],
),
],
),
SizedBox(height: 0.0),
Column(
  children: [
    Row(
      children: [

```



```

@override
Widget build(BuildContext context) {
  return Column(
    children: [
      Stack(
        children: [
          image,
          Positioned(
            bottom: 2,
            child: Padding(
              padding: const EdgeInsets.symmetric(
                horizontal: 8.0,
                vertical: 2.0,
              ),
              child: Text(
                name,
                style: TextStyle(
                  color: Colors.white,
                  fontWeight: FontWeight.bold,
                ),
              ),
            ),
          ),
        ],
      ),
    ],
  );
}

```

```

class DiscoverTile extends StatelessWidget {
  final name;
  final image;
  const DiscoverTile({Key? key, this.name, this.image}) : super(key: key);

```

```

@override
Widget build(BuildContext context) {
  return Column(
    children: [
      Stack(
        children: [
          image,
          Positioned(

```

```

        bottom: 30,
        child: Padding(
          padding: const EdgeInsets.symmetric(
            horizontal: 8.0,
            vertical: 2.0,
          ),
          child: Text(
            name,
            style: TextStyle(
              color: Colors.white,
              fontWeight: FontWeight.bold,
              fontSize: 20.0,
            ),
          ),
        ),
      ],
    ),
  ],
);
}
}

```

```

class storyBubble extends StatelessWidget {
  final name;
  final image;
  const storyBubble({Key? key, this.image, this.name}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return Column(
      children: [
        CircleAvatar(
          radius: 45.0,
          backgroundColor: Colors.purple,
          child: CircleAvatar(
            radius: 43.0,
            backgroundColor: Colors.white,
            child: CircleAvatar(backgroundImage: image, radius: 40.0),
          ),
        ),
        SizedBox(height: 10.0),
        Text(name, style: TextStyle(fontWeight: FontWeight.w500)),
      ],
    );
  }
}

```



```
);  
}  
}
```

- **Location_Screen.dart**

```
import 'package:flutter/material.dart';  
import 'package:google_maps_flutter/google_maps_flutter.dart';  
import 'package:geolocator/geolocator.dart';  
import 'package:permission_handler/permission_handler.dart';
```

```
class LocationScreen extends StatefulWidget {  
  const LocationScreen({Key? key}) : super(key: key);
```

```
  @override  
  State<LocationScreen> createState() => _LocationScreenState();  
}
```

```
class _LocationScreenState extends State<LocationScreen> {  
  GoogleMapController? _mapController;  
  LatLng _currentPosition = const LatLng(37.7749, -122.4194); // Default to SF  
  Set<Marker> _markers = {};
```

```
  @override  
  void initState() {  
    super.initState();  
    _getCurrentLocation();  
  }
```

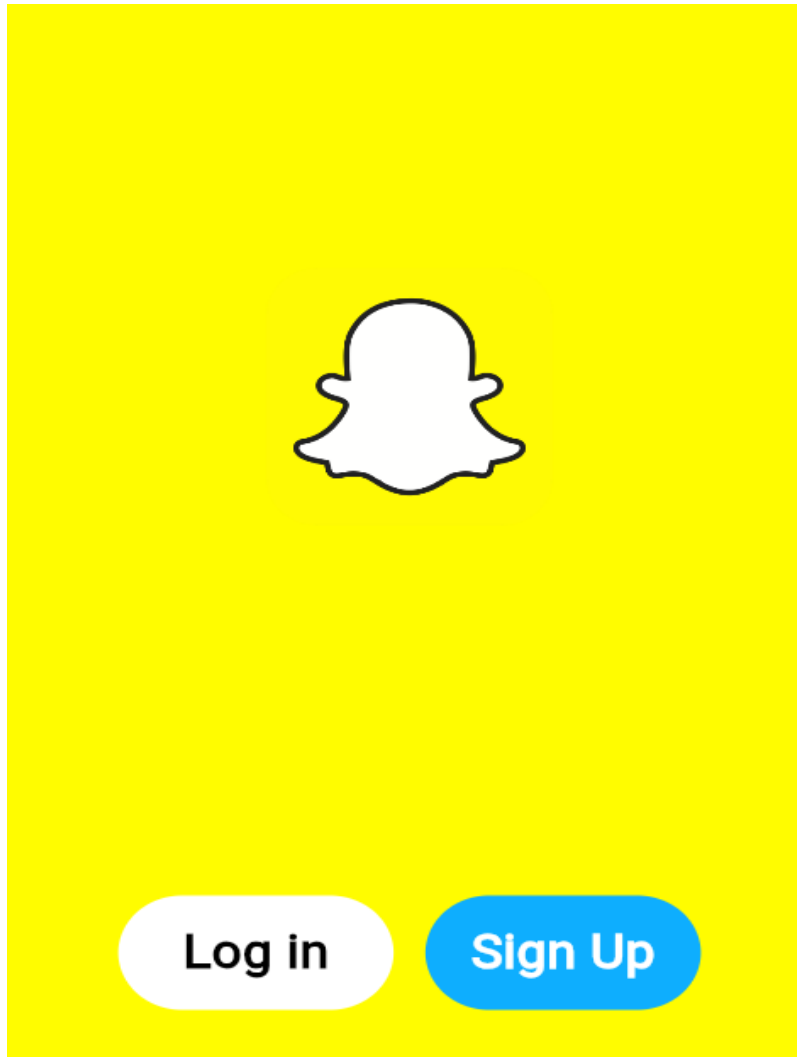
```
  Future<void> _getCurrentLocation() async {  
    var status = await Permission.location.request();  
    if (status.isGranted) {  
      Position position = await Geolocator.getCurrentPosition(  
        desiredAccuracy: LocationAccuracy.high,  
      );  
      setState(() {  
        _currentPosition = LatLng(position.latitude, position.longitude);  
        _markers.add(  
          Marker(  
            markerId: const MarkerId("currentLocation"),  
            position: _currentPosition,
```

```
        infoWindow: const InfoWindow(title: "You"),
      ),
    );
  });
```

```
_mapController?.animateCamera(CameraUpdate.newLatLng(_currentPosition));
  }
}
```

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    body: GoogleMap(
      initialCameraPosition: CameraPosition(
        target: _currentPosition,
        zoom: 14,
      ),
      myLocationEnabled: true,
      myLocationButtonEnabled: true,
      markers: _markers,
      onMapCreated: (controller) {
        _mapController = controller;
      },
    ),
  );
}
}
```

Screenshot:





Log in

USERNAME OR EMAIL

|

PASSWORD



[Forgot your password?](#)

Log in



What's your name?

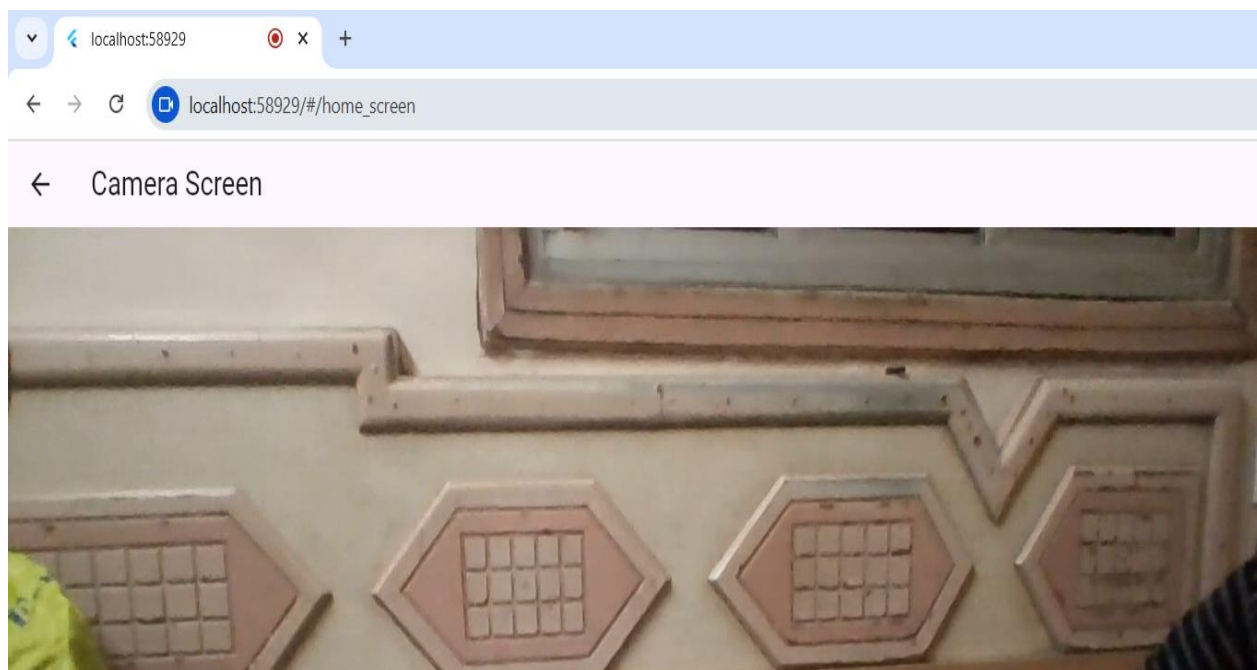
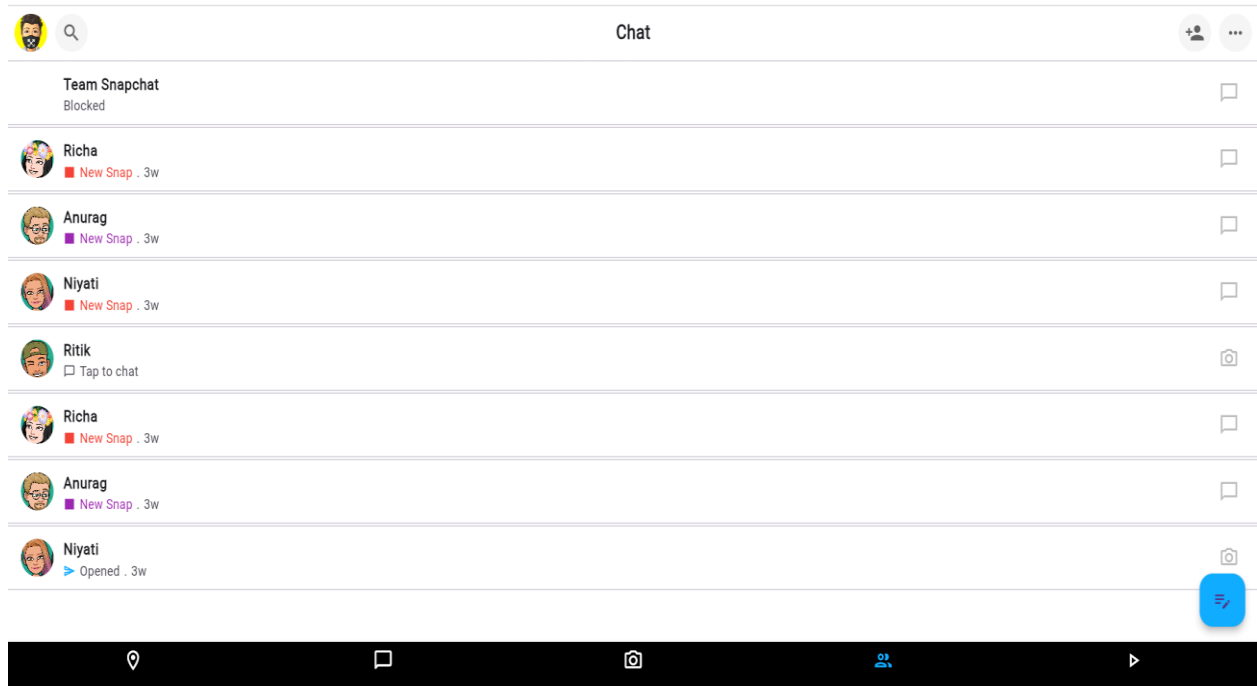
FIRST NAME

|

LAST NAME

By tapping Sign up & Accept, you acknowledge that you have read the [Privacy Policy](#) and agree to the [Terms of service](#).

Sign up & Accept



Reels_Screen :



Stories_Page :

