Resource Software Solution
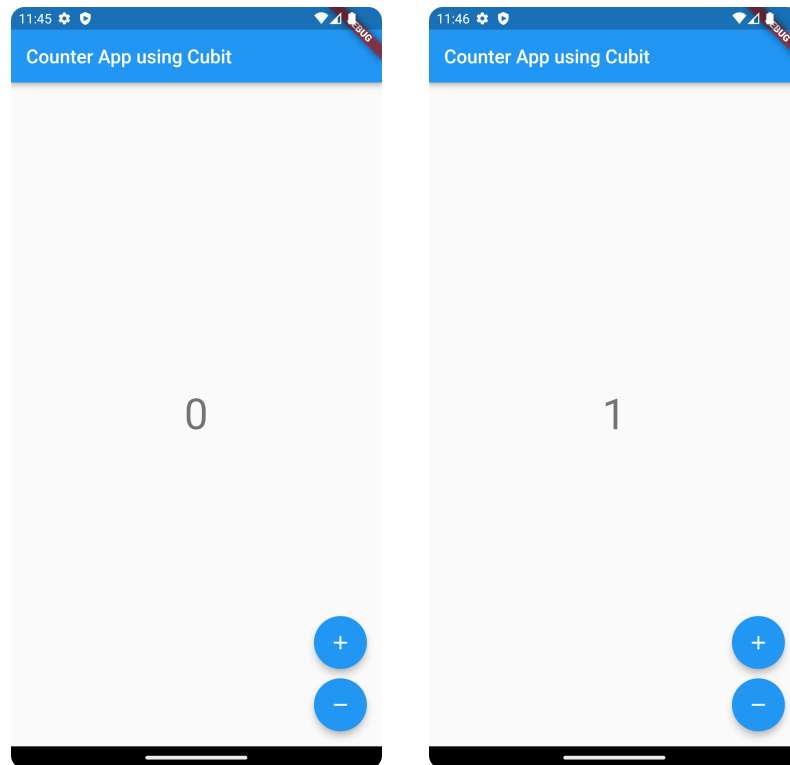
Flutter

Training Assignments

State management using Cubit

Overview

In the following tutorial, we're going to build a Counter in Flutter using the Cubit.

Tasks

1. Setup

We can then go ahead and replace the contents of pubspec.yaml with

> **flutter_bloc: ^8.1.1**

2. Creating a Cubit (CounterCubit)

```dart
import 'package:flutter_bloc/flutter_bloc.dart';

class CounterCubit extends Cubit<int> {
  CounterCubit() : super(0);

  void increase() => emit(state + 1);
  void decrease() => emit(state - 1);
}
```

3. Creating a Page (MyCounterApp)

```dart
1    import 'package:app_demo/state/cubit/counter_cubit.dart';
2    import 'package:flutter/material.dart';
3    import 'package:flutter_bloc/flutter_bloc.dart';
4
5    class MyCounterApp extends StatelessWidget {
6      const MyCounterApp({super.key});
7
8      @override
9      Widget build(BuildContext context) {
10       return MaterialApp(
11         home: BlocProvider(
12           create: (_) => CounterCubit(),
13           child: const _CounterPage(),
14         ), // BlocProvider
15       ); // MaterialApp
16     }
17   }
18
19   class _CounterPage extends StatelessWidget {
20     const _CounterPage({super.key});
21
22     @override
23     Widget build(BuildContext context) {
24       return Scaffold(
25         appBar: AppBar(
26           title: const Text('Counter App using Cubit'),
27         ), // AppBar
28         body: BlocBuilder<CounterCubit, int>(
29           builder: (context, state) => Center(
30             child: Text(
31               '$state',
32               style: Theme.of(context).textTheme.headline3,
33             ), // Text
34           ), // Center
35         ), // BlocBuilder
36         floatingActionButton: Column(
37           mainAxisAlignment: MainAxisAlignment.end,
38           crossAxisAlignment: CrossAxisAlignment.end,
39           children: [
40             FloatingActionButton(
41               child: const Icon(Icons.add),
42               onPressed: () => context.read<CounterCubit>().increase()), // Flo
43             const SizedBox(height: 10,),
44             FloatingActionButton(
45               child: const Icon(Icons.remove),
46               onPressed: () => context.read<CounterCubit>().decrease()) // Floa
47           ],
48         ), // Column
49       ); // Scaffold
50     }
51   }
```

Extra tasks
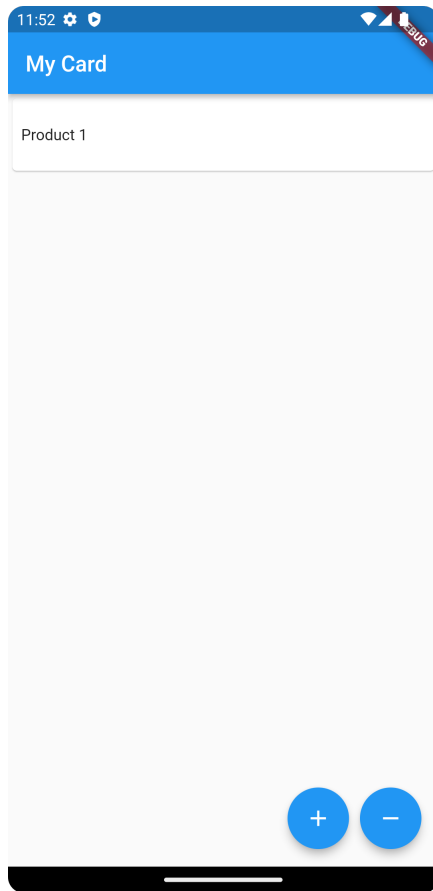
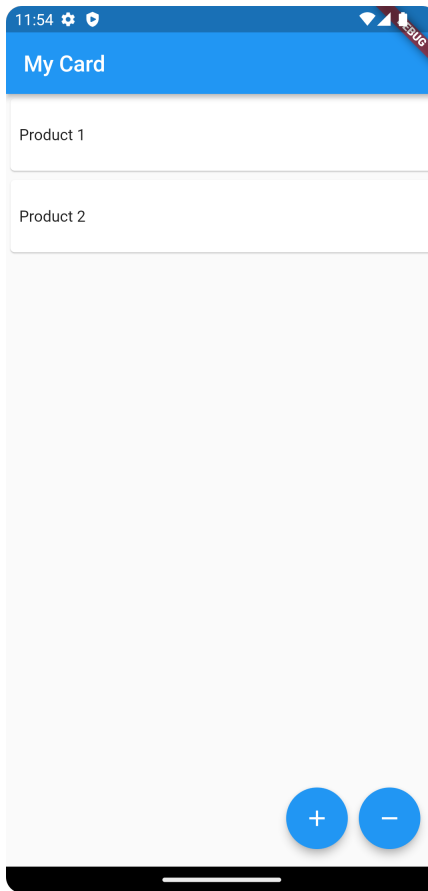This app with 2 simple functions: increase, decrease.
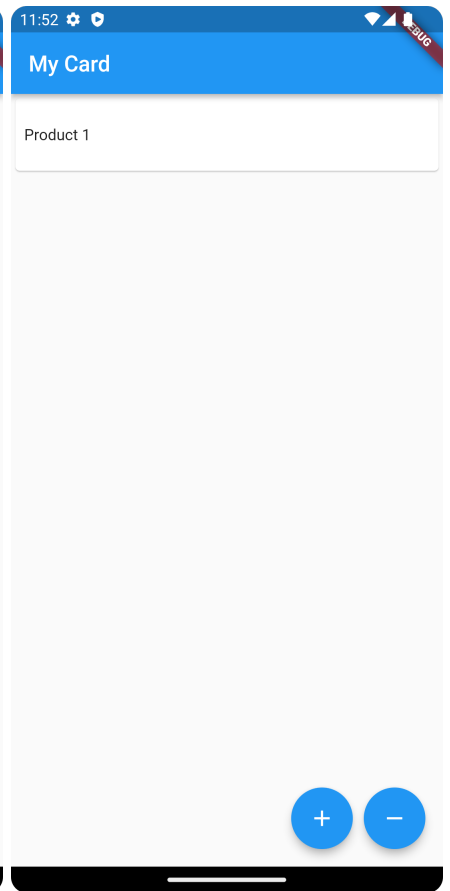

| **Figure 1: Run** | **Figure 2: Increment** | **Figure 3: Decrement** |

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