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Sub : SDP_Lab9_2

World time app and multiple app page mapping

Code test 1:

- Instead of creating all files directly into 'lib' directory...we create one sub directory/package in 'lib' with name 'pages' and creating and storing three different

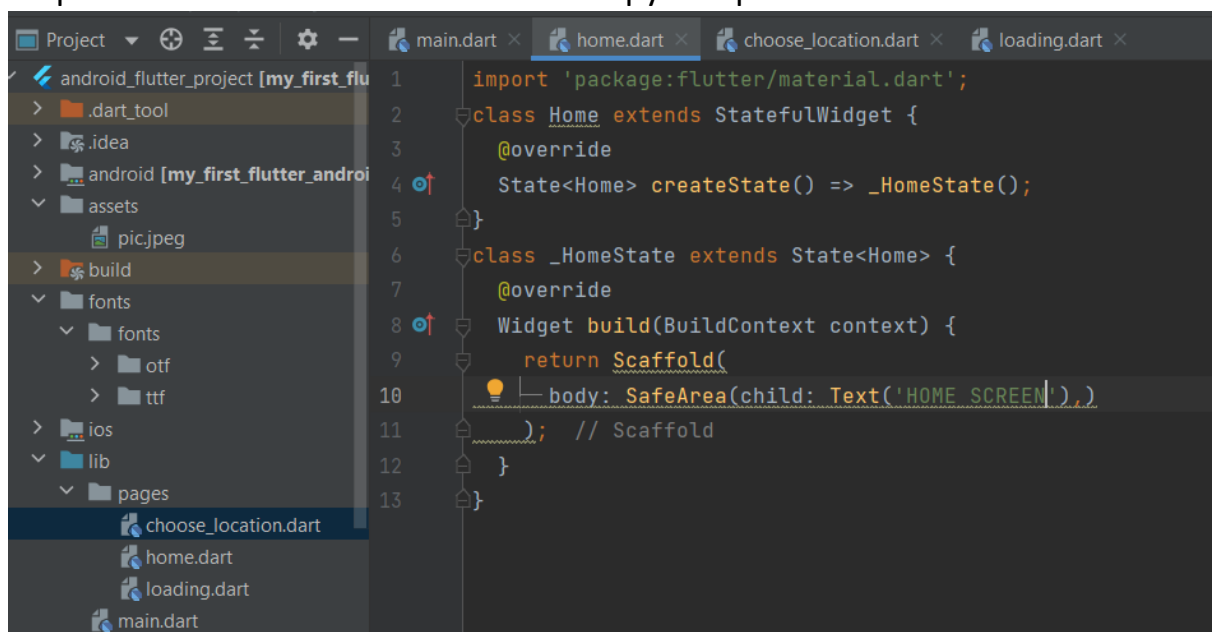
pages related files inside it

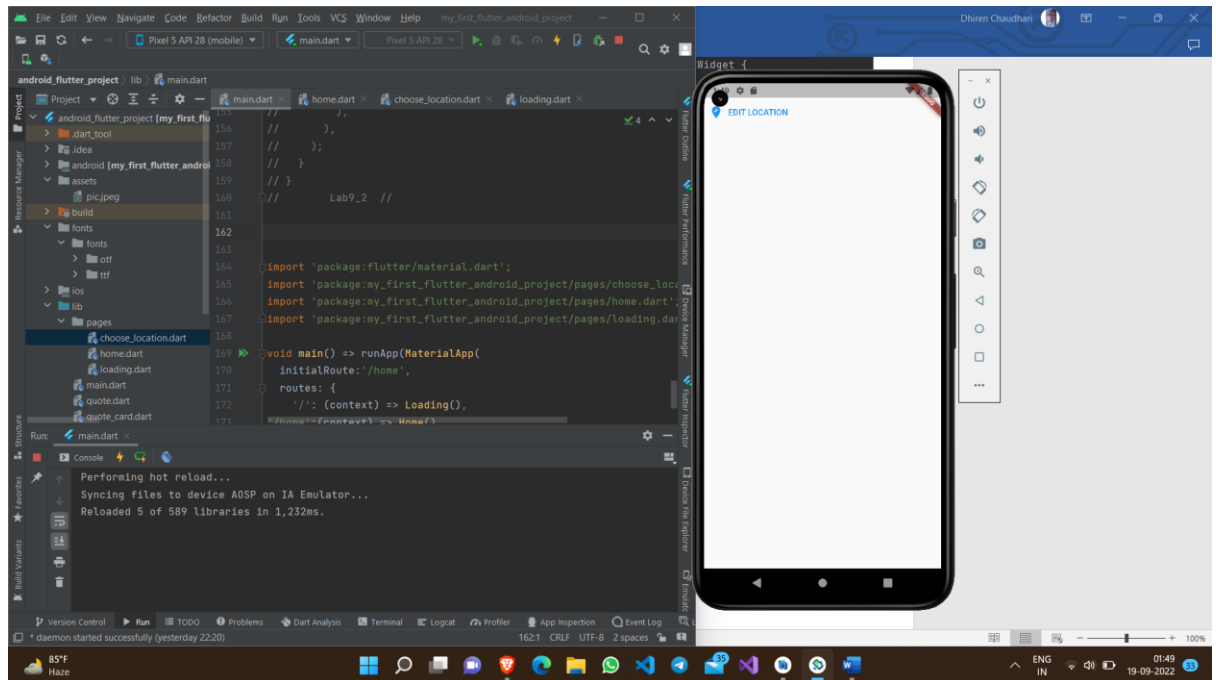
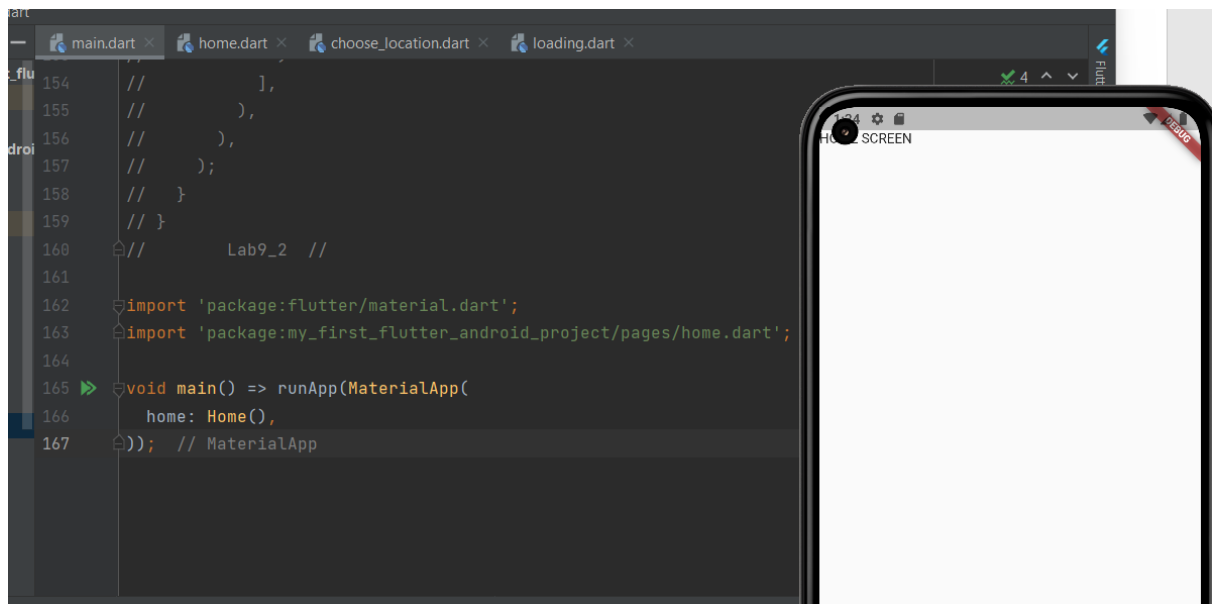
o Right click on 'lib' ... new->directory....name 'pages'...

o Repeat same for creating 3 different files in directory 'pages' .. new -> dart file..

- home.dart
- choose_loction.dart
- loading.dart

- Import 'material.dart' in all 3 files..... copy and paste.....from 'main.dart'





CODE TEST 2 :

Navigation between the pages

Home.dart :

```
home.dart
main.dart x home.dart x choose_location.dart x loading.dart x

1  import 'package:flutter/material.dart';
2  class Home extends StatefulWidget {
3    @override
4    State<Home> createState() => _HomeState();
5  }
6  class _HomeState extends State<Home> {
7    @override
8    Widget build(BuildContext context) {
9      return Scaffold(
10        //test1
11        // body: SafeArea(child: Text('HOME SCREEN')),
12        //test2
13        body: SafeArea(
14          child: Column(
15            children: [
16              TextButton.icon(
17                onPressed: (){
18                  Navigator.pushNamed(context, '/location');
19                },
20                icon: Icon(Icons.edit_location),
21                label: Text('EDIT LOCATION'),
22              ) // TextButton.icon
23            ],
24          ), // Column
25        ), // SafeArea
26      ); // Scaffold
27    }
28  }
```

Loadind.dart :

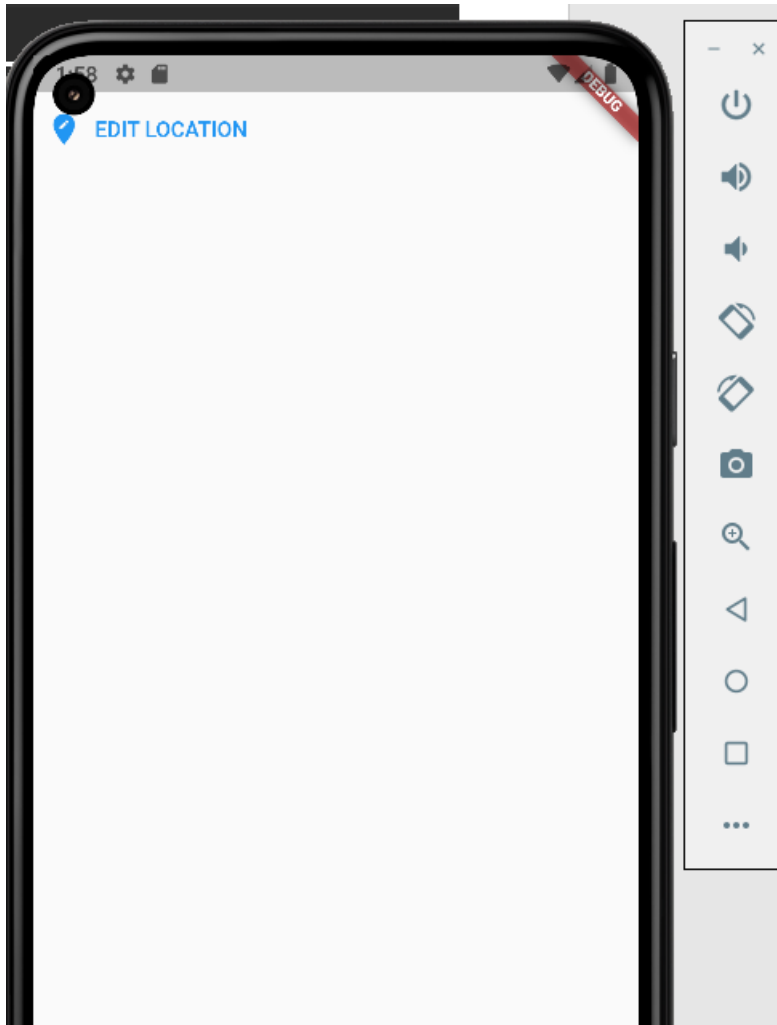
```
main.dart x home.dart x choose_location.dart x loading.dart x
1  import 'package:flutter/material.dart';
2  class Loading extends StatefulWidget {
3    // const Loading({Key? key}) : super(key: key);
4    @override
5    State<Loading> createState() => _LoadingState();
6  }
7  class _LoadingState extends State<Loading> {
8    @override
9    Widget build(BuildContext context) {
10     return Scaffold(
11       body: Text('LOADING SCREEN'),
12     ); // Scaffold
13   }
14 }
```

Main.dart :

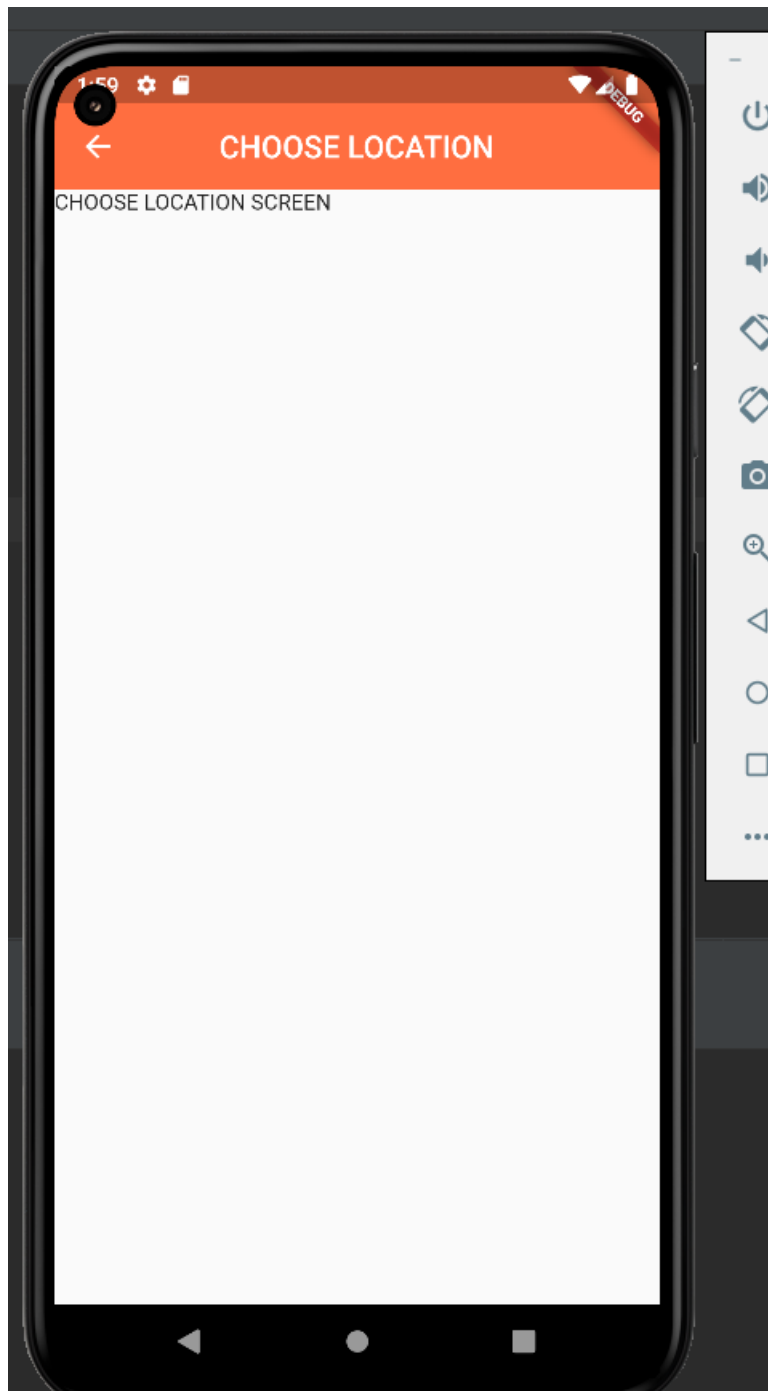
```
164 import 'package:flutter/material.dart';
165 import 'package:my_first_flutter_android_project/pages/choose_location.dart';
166 import 'package:my_first_flutter_android_project/pages/home.dart';
167 import 'package:my_first_flutter_android_project/pages/loading.dart';
168
169 void main() => runApp(MaterialApp(
170   initialRoute: '/home',
171   routes: {
172     '/': (context) => Loading(),
173     '/home': (context) => Home(),
174     '/location': (context) => ChooseLocation(),
175   }
176 )); // MaterialApp
```

Choose_location.dart :

```
main.dart × home.dart × choose_location.dart × loading.dart ×
1   import 'package:flutter/material.dart';
2   class ChooseLocation extends StatefulWidget {
3     // const ChooseLocation({Key? key}) : super(key: key);
4     @override
5     State<ChooseLocation> createState() => _ChooseLocationState();
6   }
7   class _ChooseLocationState extends State<ChooseLocation> {
8     @override
9     Widget build(BuildContext context) {
10      return Scaffold(
11        backgroundColor: Colors.blueAccent[2000],
12        appBar: AppBar(
13          backgroundColor: Colors.deepOrangeAccent,
14          title: Text('CHOOSE LOCATION'),
15          centerTitle: true,
16          elevation: 0,
17        ), // AppBar
18        body: Text('CHOOSE LOCATION SCREEN'),
19      ); // Scaffold
20    }
21  }
```

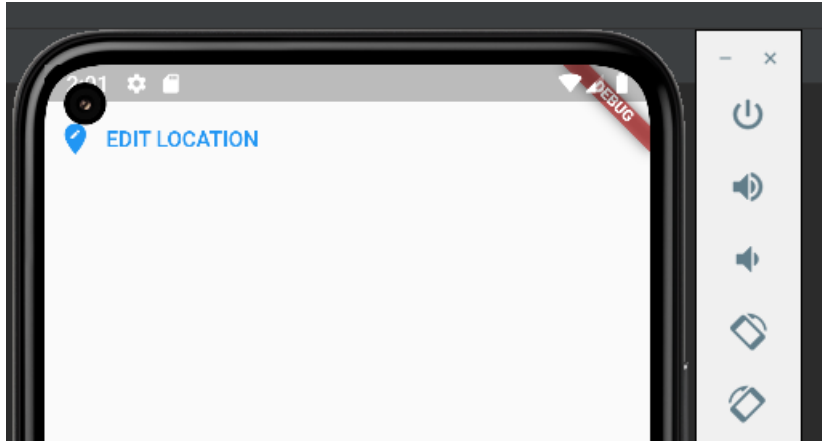


Click On EDIT LOCATION You will Get this Page :



By clicking on 'back arrow <-' in 'app bar' you will return back to previous screen.

During routing...



Github Link :

<https://github.com/dhiren-25/SDP.git>