EXPERIMENT 5	
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Aim:To apply navigation, routing and gestures in Flutter App

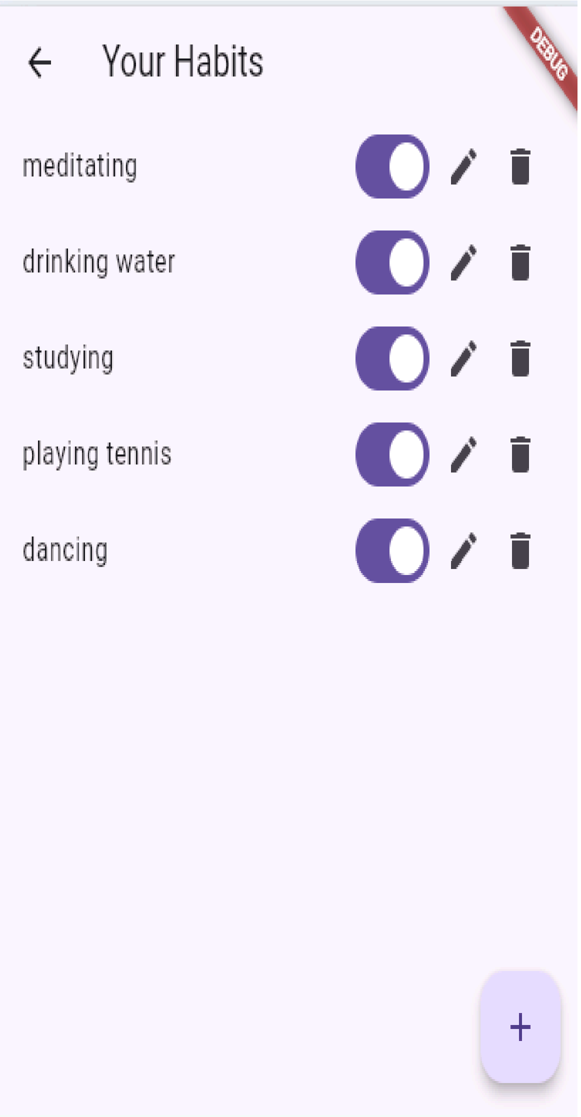
Github link:https://github.com/dimpledalwani/mpl.git

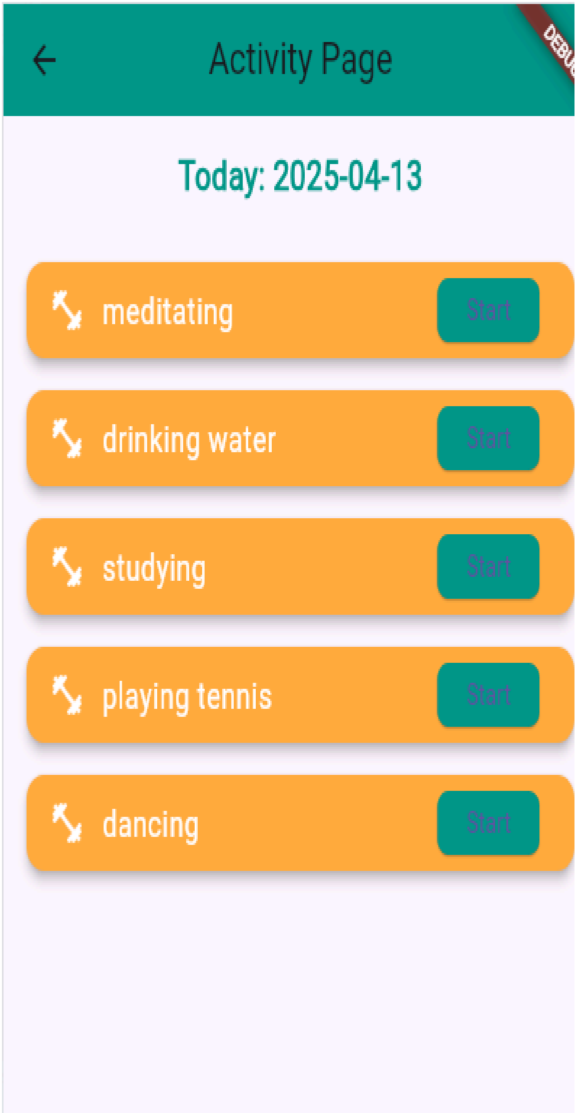
Theory:The aim of applying **navigation, routing, and gestures** is effectively implemented in the **HabitListPage** of the **FitSync app**, enhancing the overall interactivity and user experience. This page allows users to manage their habits with ease by utilizing **tap gestures** on list items and action buttons. Users can tap on a habit to **view its details**, **edit information**, or **delete it**, making the process of habit tracking seamless and engaging.

Navigation between different pages, such as returning to the **HomePage** or moving to an **update screen**, is handled using Flutter’s built-in Navigator class. This enables smooth routing and page transitions, maintaining a natural flow throughout the app. For example, tapping an "Add Habit" or "Edit" button triggers the Navigator.push method to take the user to the respective form pages, while Navigator.pop helps in returning to the previous screen after an action is completed.

These interactive elements—combined with gesture detection and efficient routing—create an intuitive user interface where users feel in control. The thoughtful use of navigation and gestures not only streamlines the habit management process but also highlights the flexibility and power of Flutter’s navigation and gesture handling capabilities.

Output:





Conclusion:In conclusion, the FitSync app effectively demonstrates the use of navigation, routing, and gesture handling. By using Flutter's Navigator and gesture-responsive widgets like ListTile and ElevatedButton, the app ensures a smooth and interactive user experience. This implementation enhances usability by allowing users to navigate seamlessly between pages and perform actions through intuitive touch gestures.