

Aim

To develop a movie rating application using flutter.

Definitions**Flutter**

Flutter is not a programming language. It's a software development kit (SDK) with prewritten code, consisting of ready-to-use and customizable widgets, as well as libraries, tools, and documentation that together serve to build cross-platform apps.

Flutter plugin

A Flutter plugin is a special kind of package that enables Flutter apps to interact with platform-specific APIs (iOS, Android, web, desktop). Plugins can include Dart code, but crucially, they also contain platform-specific implementation code written in Kotlin/Java for Android and Swift/Objective-C for iOS.

Dart plugin

The Dart plugin adds Dart support to IntelliJ Platform-based IDEs developed by JetBrains. These IDEs provide features unique to specific development technologies. The IDEs recommended for Dart and Flutter development include: IntelliJ IDEA which specializes in JVM-based language development.

Flutter SDK

Flutter is Google's free, open-source software development kit (SDK) for cross-platform mobile application development. Using a single platform-agnostic codebase, Flutter helps developers build high-performance, scalable applications with attractive and functional user interfaces for Android or iOS.

Movie Rating

Movie ratings are a system used to classify films based on their content, providing guidance to parents about what might be suitable for their children or what content is considered adult-only.

IMDB

IMDb stands for the Internet Movie Database, which is an online database of information related to films, television programs, video games, and other media. It provides details such as cast and crew, plot summaries, ratings, reviews, trivia, and more.

Procedure

1. **Open android studio**
2. **Click 'new flutter project'**
3. **Select 'flutter' at the left side of the window**

4. Add 'flutter sdk' from the desired location
5. Click 'next' and specify the project name and select language 'java', check only Android, Web and Windows under platforms then click 'create'
6. Create a new dart file under 'lib' folder in the projects window (right click over lib folder -> new -> dart file -> specify the file name as 'movie_rating' -> press 'enter')
7. Type the following codes in the movie_rating.dart file

movie_rating.dart

```
import 'package:flutter/material.dart';
void main() {
  runApp(MyApp());
}
class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Movie Rating App',
      theme: ThemeData(
        primarySwatch: Colors.blue,
      ),
      home: MovieListScreen(),
    );
  }
}
class MovieListScreen extends StatelessWidget {
  final List<Map<String, dynamic>> movies = [
    {'title': 'Inception', 'rating': 8.8},
    {'title': 'The Dark Knight', 'rating': 9.0},
    // Add more movies here
  ];
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Movies'),
      ),
      body: ListView.builder(
        itemCount: movies.length,
        itemBuilder: (BuildContext context, int index) {
          return ListTile(
            title: Text(movies[index]['title']),
            subtitle: Text('Rating: ${movies[index]['rating']}'),
            onTap: () {
              Navigator.push(
```

```

        context,
        MaterialPageRoute(
          builder: (context) => MovieDetailScreen(movie: movies[index]),
        ),
      );
    },
  );
},
),
);
}
}
class MovieDetailScreen extends StatelessWidget {
  final Map<String, dynamic> movie;

  MovieDetailScreen({required this.movie});
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text(movie['title']),
      ),
      body: Padding(
        padding: EdgeInsets.all(16.0),
        child: Column(
          crossAxisAlignment: CrossAxisAlignment.start,
          children: [
            Text('Rating: ${movie['rating']}'),
            // Add more details here
          ],
        ),
      ),
    );
  }
}

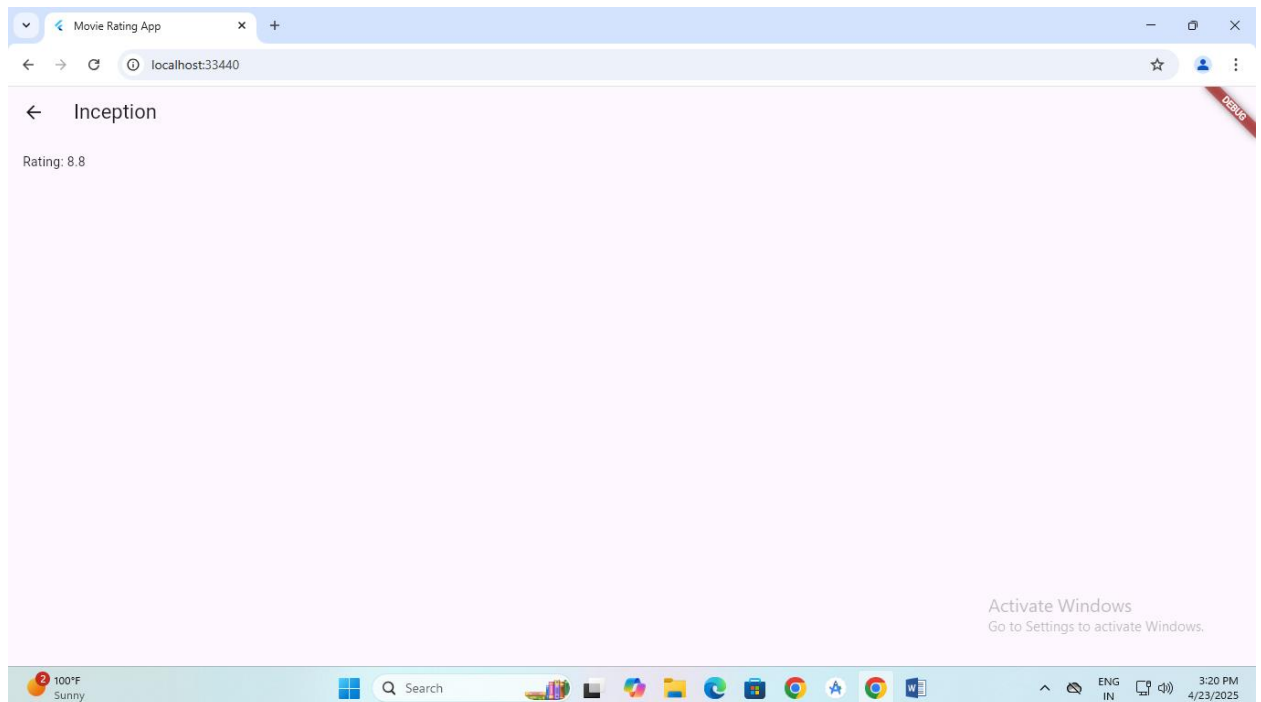
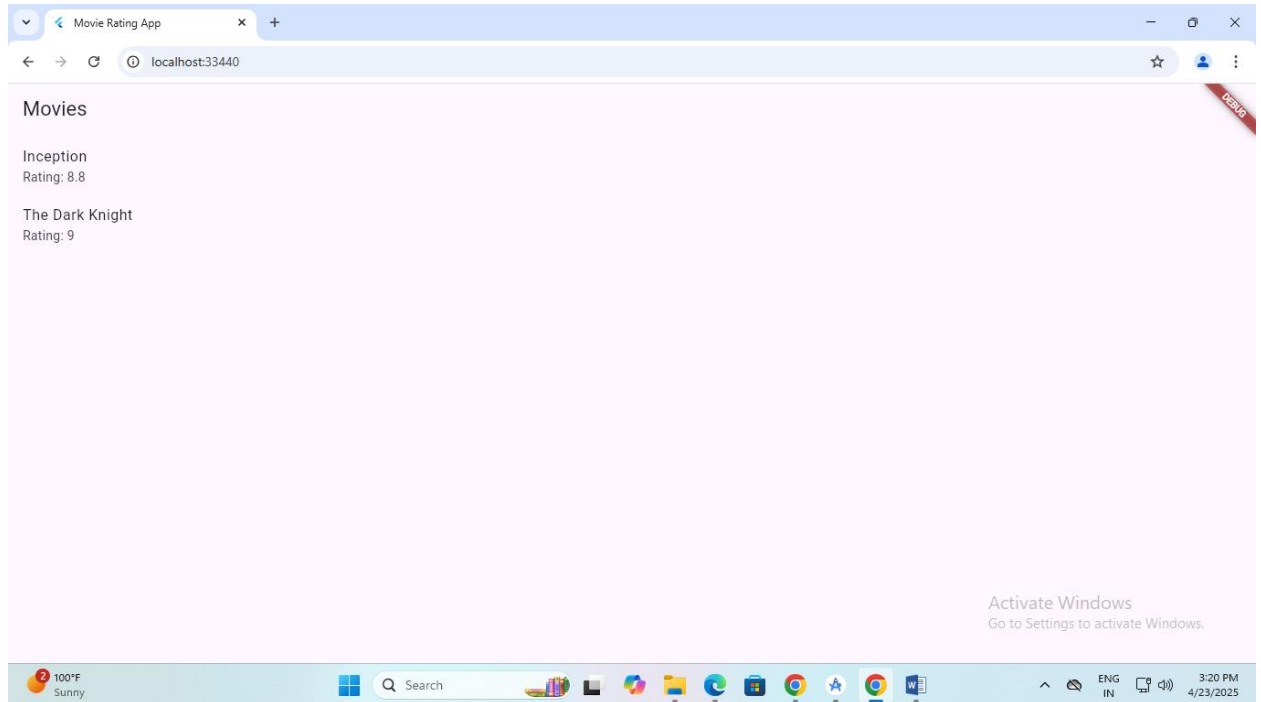
```

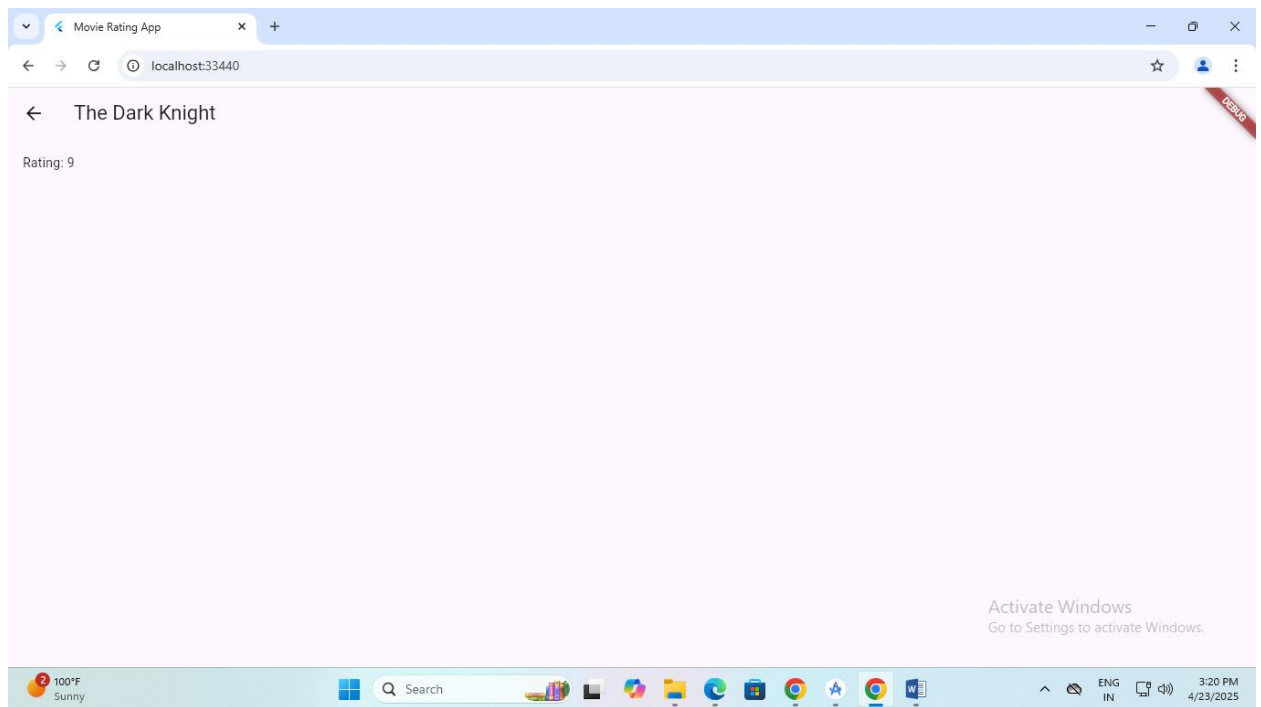
8. Save the file movie_rating.dart (click main menu -> saveall)

9. Select device as 'chrome(web)'

10. Click on run/debug configuration -> edit configurations -> specify dart file name (movie_rating.dart) -> browse and set dart entrypoint as movie_rating.dart -> click ok -> click run

Output





Result

Thus, a movie rating application using flutter has been developed.