

Form widget & Input widgets

Form Widget

A container for grouping together multiple form field widgets.

Properties:

Key: Used to uniquely identify a widget in the widget tree.

(eg: `final _formKey = GlobalKey<FormState>();`)

Child: For taking child widgets. Eg. TextFormField Widget.

For more: <https://api.flutter.dev/flutter/widgets/Form-class.html>

TextField & TextFormField Widget

- A material design text field.
- A text field lets the user enter text, either with hardware keyboard or with an onscreen keyboard.

Properties:

keyboardType: Specify the type of keyboard. Eg. *TextInputType.text*, *email*, *number*.

decoration: To style the input. Eg. *hintText*, *helperText*, *labelText*. Etc.

validator: To validate the user input(TextForm Widget).

initialValue: Provide an initial value.

onChanged, onSave, onSubmit ...: To handle state on different events.

If you making a Form where you require save, reset, or validate operations- use ***TextFormField***. Else for Simple user input capture ***TextField*** is sufficient.

For more: <https://api.flutter.dev/flutter/material/TextField-class.html>

<https://api.flutter.dev/flutter/material/TextFormField-class.html>

CheckBox and CheckBoxListTile

A material design checkbox.

The checkbox can optionally display three values - true, false, and null - if tristate is true. When value is null a dash is displayed. By default tristate is false and the checkbox's value must be true or false.

Properties:

activeColor :The color to use when this checkbox is checked.

checkColor: The color to use for the check icon when this checkbox is checked.

onChanged: Called when the value of the checkbox should change.

***CheckBoxListTile**: A ListTile with a Checkbox. In other words, a checkbox with a label.

title: The text you want to display.

subtitle: Additional content displayed below the title.

controlAffinity → ListTileControlAffinity :Where to place the control relative to the text.

For more: <https://api.flutter.dev/flutter/material/CheckboxListTile-class.html>

SwitchListTile

A ListTile with a Switch. In other words, a switch with a label.

Properties:

title: The text you want to display.

onChanged: Called when the value of the switch should change.

value: The initial value.

For more: <https://api.flutter.dev/flutter/material/SwitchListTile-class.html>

RadioListTile

A ListTile with a Radio. In other words, a radio button with a label.

Properties:

title: The text you want to display.

onChanged: Called when the value of the switch should change.

value: The initial value.

group: The initial value.

groupValue: The currently selected value for this group of radio buttons.

For more: <https://api.flutter.dev/flutter/material/RadioListTile-class.html>

Using External Packages

pub.dev

pub.dev package manager. Find and use packages to build Dart and Flutter apps.

Website: <https://pub.dev/>

Some interesting and commonly used external packages

1. **Shared preferences plugin** - https://pub.dev/packages/shared_preferences
2. **http** - <https://pub.dev/packages/http>
3. **url_launcher** - https://pub.dev/packages/url_launcher
4. **connectivity** - <https://pub.dev/packages/connectivity>
5. **google_fonts** - https://pub.dev/packages/google_fonts
6. **package_info** - https://pub.dev/packages/package_info

For api demo: <https://jsonplaceholder.typicode.com/users>

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