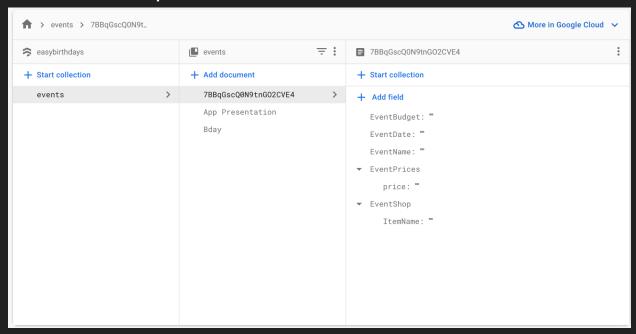
# Easy Birthdays

#### **Event Tracker**

# Firebase Setup



# Events stored in Firebase

- strings and map<string>
- map<string, number>
- budgetPrices number
- DateTime

#### **Reading Data**

# TextFormField string data read normally maps...

#### **Events Listing**

- store events in "Card" widget
- listview() for overflow, allows scrolling

```
return ListView.builder(

itemCount: snapshot.data!.docs.length,

itemBuilder: (context, index) {
```

#### list view contains Card children

```
return Card(
   elevation: 4,
   shape: RoundedRectangleBorder(
    borderRadius: BorderRadius.circular(15),
   ), // RoundedRectangleBorder
   child: ListTile(
```

#### Card contains ListTile child

```
child: ListTile(
  title: Text('${doc["EventName"]}'),
  subtitle: Column(
    crossAxisAlignment: CrossAxisAlignment.start,
    children: [
        Text('${doc["EventDate"]}'),
```

### Trailing row for edit and delete buttons

```
trailing: Row(
 mainAxisSize: MainAxisSize.min,
   ElevatedButton(
     onPressed: () {
       showDialog(
         builder: (BuildContext context) {
           return AlertDialog(
                const Text('Confirm Delete'),
             content: const Text(
             actions: <Widget>[
               TextButton(
                 child: const Text('No'),
                 onPressed: () {
                   Navigator.of(context).pop();
               TextButton(
                 child: const Text('Yes'),
                 onPressed: () {
                   FirebaseFirestore.instance
                           '${doc["EventName"]}')
                   Navigator.of(context).pop();
```

#### Base event displayed

#### Don't output if id == base id

```
if (doc.id == '7BBqGscQ0N9tnG02CVE4') {
  return SizedBox.shrink(); // Return a blank widget
```

# Displaying map in for loop

#### Total Budget Variable

#### **Providers**

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

#### Problems updating color

Providers in Flutter act as a shared container of data that can be accessed and modified by different parts of the application, making it easier to manage and update the state of the user interface.

#### Provider class sets data

# Notify listeners

```
import 'package:flutter/material.dart';

class ColorProvider with ChangeNotifier {
   Color _colorSetting = _Colors.blue;

   Color get colorSetting => _colorSetting;

   set colorSetting(Color newColor) {
    _colorSetting = newColor;
    notifyListeners();
   }
}

class PriceProvider with ChangeNotifier {
   bool _priceSetting = true;

   bool get priceSetting => _priceSetting;

   set priceSetting(bool value) {
    _priceSetting = value;
    notifyListeners();
   }
}
```

# Listeners Update App

```
void main() async {

// Print the path to the temp directory

await Firebase.initializeApp(options: DefaultFirebaseOptions.currentPlatform);

runApp(

MultiProvider(
    providers: [

        ChangeNotifierProvider(create: (context) => ColorProvider());

        ChangeNotifierProvider(create: (context) => PriceProvider());

1,
        child: const MyApp();

};
```

# Settings.dart

#### Drop down color

# DropdownButton<String> Set

# .colorSetting based on string

# Use Provider.of<ColorProvider>(context) to access color stored in provider

```
@override
Widget build(BuildContext context) {
   return Scaffold(
    appBar: AppBar(
        title: const Text('Easy Birthdays'),
        backgroundColor: Provider.of<ColorProvider>(context)
```