DAY 6 FLUTTER FESTIVAL

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Day 6 FlutterFestivalBootcamp

Topic covered:

• circle avtar image svg png network image
• rich text widget
• button
• url launcher
• screen scroll
• web view
• navigator
• setState

---Important Points---

• *Image name should start with small letter*
• *pubspec works on proper indentation with 2 spaces*
• *Two types of images can be used*
    - *Network image*
    - *Image in your own folder which remains in with app*
• *Paste path of Image I.e. from content root and write inside Image.asset or Image.network (i.e. widget type)*
• *if child made otherwise use background Image and use AssetImage or inside NetworkImage(I.e. image provider)*
• *Svg file not supported so we need import package in line 37 in pubspec and then pub get .*
• *After than import the package in your dart file.We can use SvgPicture.network or SvgPicture.asset*
• *Image.asset supports gif*
• *https://pub.dev/packages/flutter_svg/install*

• *Richtext*
  - *Overflow*
  - *text: TextSpan with children with more features*

Button
- *ElevatedButton*   --> *Highlight and shadow*
- *MaterialButton*   --> *Shadow no border*
- *TextButton*   --> *MaterialButton parent*
- *OutlinedButton*   --> *Fill light shade and have outline*
- *FloatingActionButton*   --> *Sticks in the screen at a position just floats don't scroll*
- *PopupMenuButton*
- *DropDownButton*
- *IconButton*   --> *particular icon clickable for button like email*
- *BackButton*
- *CloseButton*

• *On pressed by we can change page*
• ***ButtonStyle***
• ***Elevated Button*** *color need to be given in style with material color but* ***material Button*** *have color option to give color to Button.*
• *ElevatedButton uses* ***MaterialStateProperty*** *for all.*
• *For any movement we use setState and as action happens* ***setState function*** *is called.*

• ***Flutter is based on stack data structure.***

Navigator
- Push --> pushes in stack
- Pop ---> popes the top element
- PushReplacement --> replaces the top I.e. top remains same
- By default context we have in build and that context as argument and route takes in **MaterialPageRoute**

• *Named routes*
• *URL Launcher*
- Redirect to website I.e. like www.google.com and external library used for this.
- https://pub.dev/packages/url_launcher
- App flow breaks using URL launcher as it opens browser.

• **Web View**
- https://pub.dev/packages/url_launcher
- We open the link in app only not in browser.

• Version problem arises then use ' ' it will automatically take compatible version.
• Wrap in singlechildscroll then scroll
• ListView will scroll and expands according to widget size

Thank You