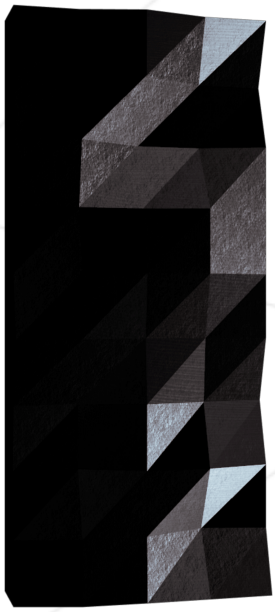


Piscine Mobile - 1

Structure and logic

Summary: This document contain the subject for the Module01 of the Piscine Mobile.

Version: 2.1

Contents

Chapter I

Instructions

- Only this page will serve as reference. Do not trust rumors.
- Read attentively the whole document before beginning.
- Your exercises will be corrected by your piscine colleagues.
- The document can be relied upon, do not blindly trust the demos or pictures example which can contain not required additions.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- By Odin, by Thor ! Use your brain !!!

Intra indicates the date and the hour of closing for your repositories. This date and hour also corresponds to the beginning of the peer-evaluation period for the corresponding piscine day. This peer-evaluation period lasts exactly 24h. After 24h passed, your missing peer grades will be completed with a 0.

Chapter II

Specific instructions

The project of this module will continue in the next module, so it is important to do it well and to the end.

Chapter III

Introduction

Chapter IV

Exercise 00: BottomBar

	Exercise :
BottomBar	
Turn-in directory : `mobileWeatherApp`	
Files to turn in : *weatherApp_proj* `and all necessary files`	
Forbidden functions : `None`	

In Module01 you are preparing your weather application. This application, along with all the applications will have to complete until the end of the piscine, must be responsive.

To start, create new project call *weatherApp_proj*.

Now, you are creating the structure of your application with:
- An AppBar that includes a search Textfield a geolocation button.
- A BottomBar with 3 tabs: “Currently”, “Today” and “Weekly”.
- Each tab has its own content.

`Your application must be responsive.`

The BottomBar:

- Create a BottomBar with 3 tabs.
- Each tab should have a name and an icon (Currently, Today, Weekly).
- You should be able to switch between tabs by clicking on them or by swiping, both methods should work.

- When you switch tabs, the content of the page should change. For now, you can display simple text with the name of the tab, not more!
- At the start of the application, the first tab(Currently) should be selected.

```
With flutter :
We have use the "TabBar" widget to create a TopBar with tabs.
We have use the "TabBarView" widget to create the different views.
We have use the "BottomAppBar" widget to create the BottomBar.
```

Chapter V

Exercise 01: TopBar

	Exercise :
TopBar	
Turn-in directory : `mobileWeatherApp`	
Files to turn in : *weatherApp_proj* `and all necessary files`	
Forbidden functions : `None`	

The TopBar:

- It contains a search textfield.
- It contains a geolocation button.

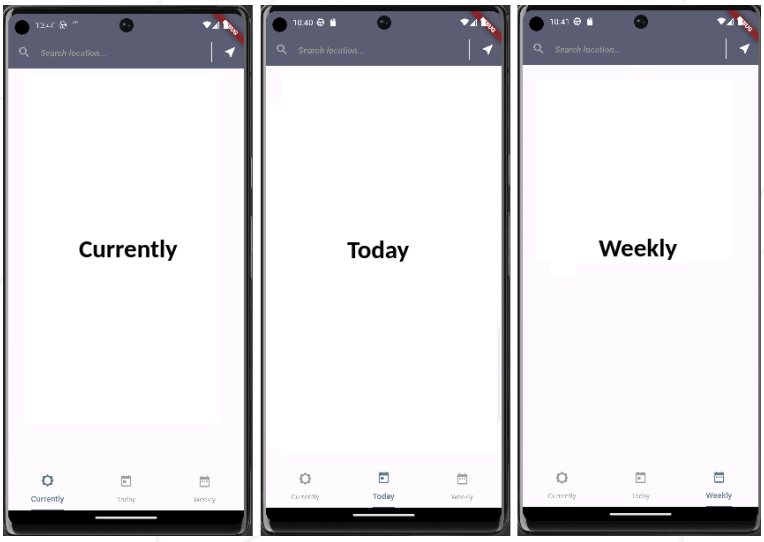
Both the TextField and the geolocation button should work !

The application should display the text entered in the textfield or the geolocation depending on which on is used.

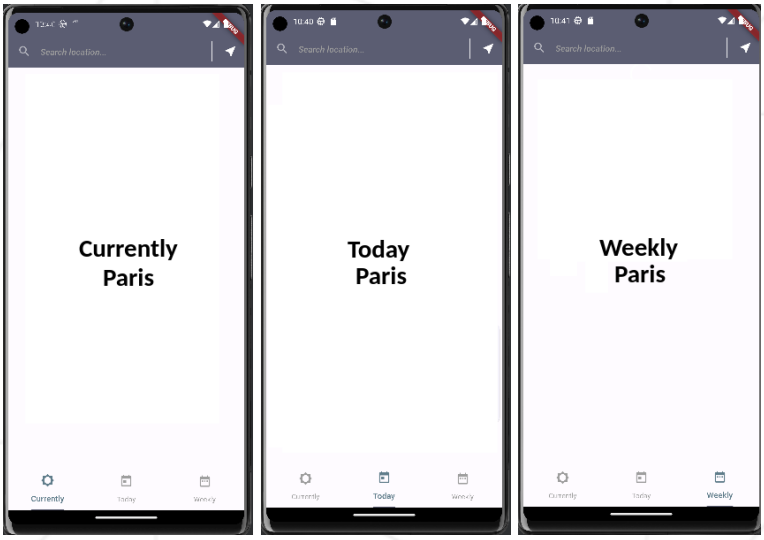
Specifically:

- If you enter text in the search textfield, the application should display the tab name and the entered text in all tabs.
- If you click on the geolocation button, the application should display the tab name and “Geolocation” in all tabs.
- The search text and the geolocation text should not be displayed at the same time.The application must always show the last search.

So, for now, your application should resemble the following basic display:



And if you search for location in the search bar, it should look like this:



Chapter VI

Submission and peer-evaluation

Turn in your assignment in your `Git` repository as usual. Only the work inside your repository will be evaluated during the defense. Don't hesitate to double check the names of your folders and files to ensure they are correct.

`The evaluation process will happen on the computer of the evaluated group.`