

docs_bottom_navigator_bar

Un nuevo proyecto de Flutter.

Empezando

Este proyecto es un punto de partida para una aplicación Flutter.

Algunos recursos para ayudarte a comenzar si este es tu primer proyecto de Flutter:

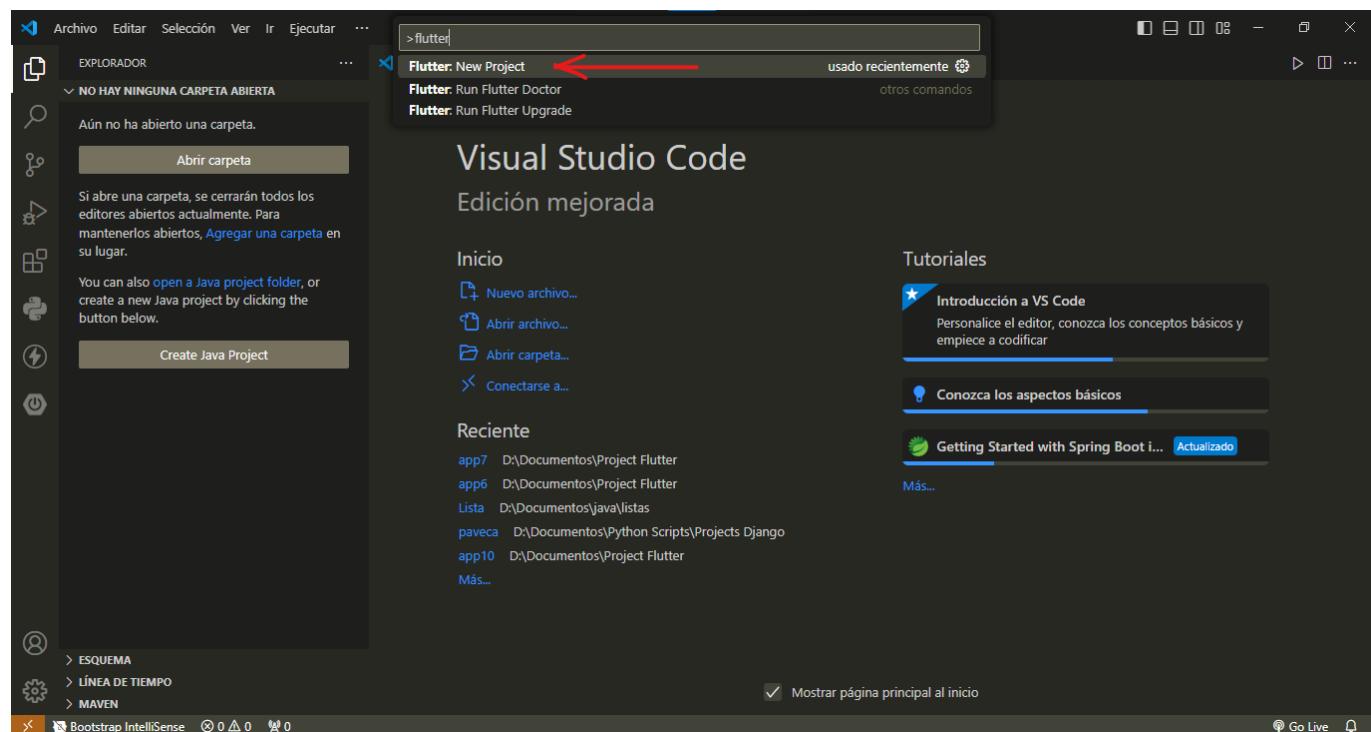
- [Lab: Write your first Flutter app](#)
- [Cookbook: Useful Flutter samples](#)

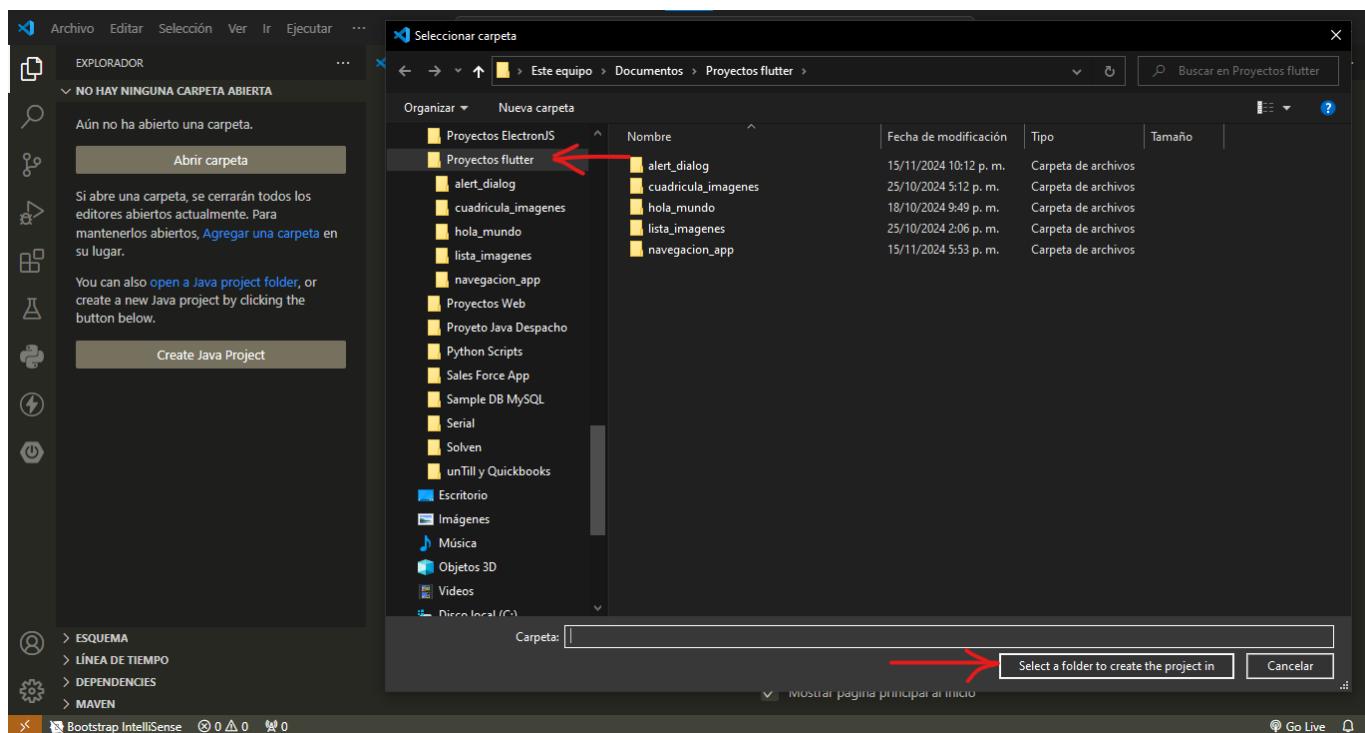
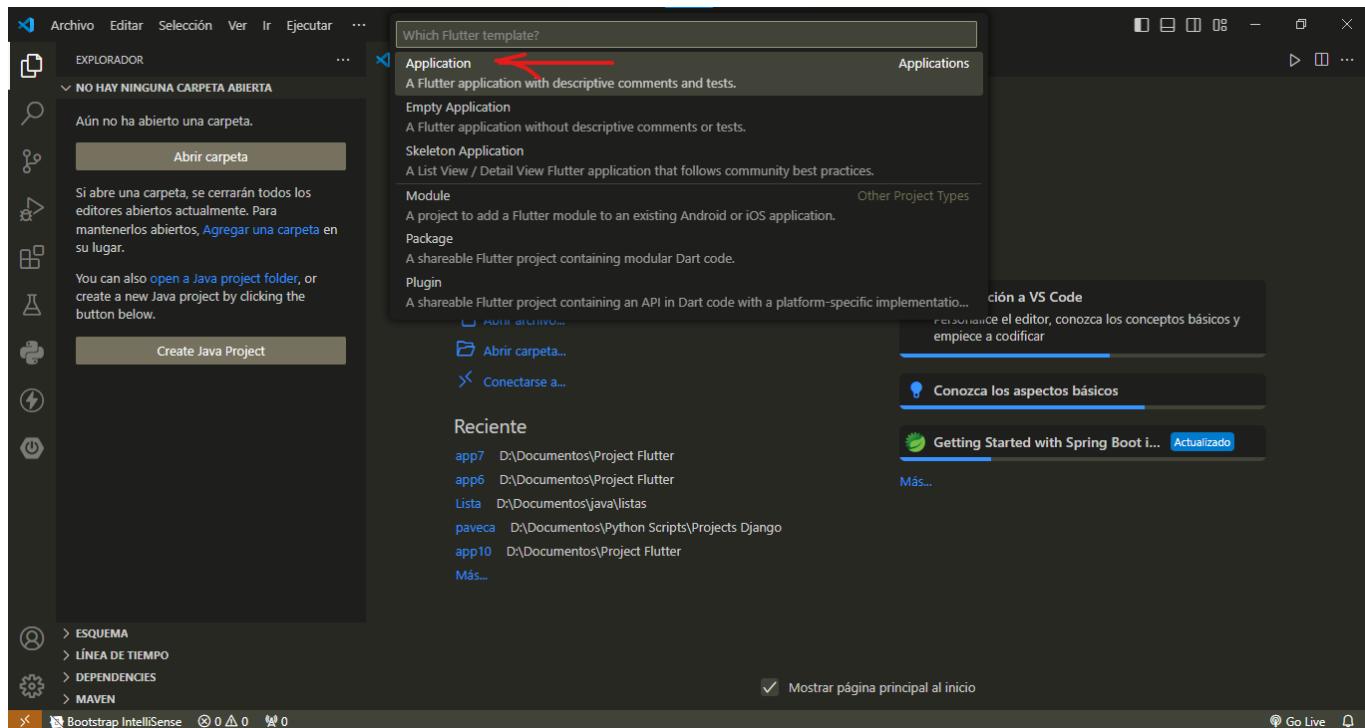
Para obtener ayuda para comenzar con el desarrollo de Flutter, consulte la [online documentation](#), que ofrece tutoriales, ejemplos, orientación sobre desarrollo móvil y una referencia API completa.

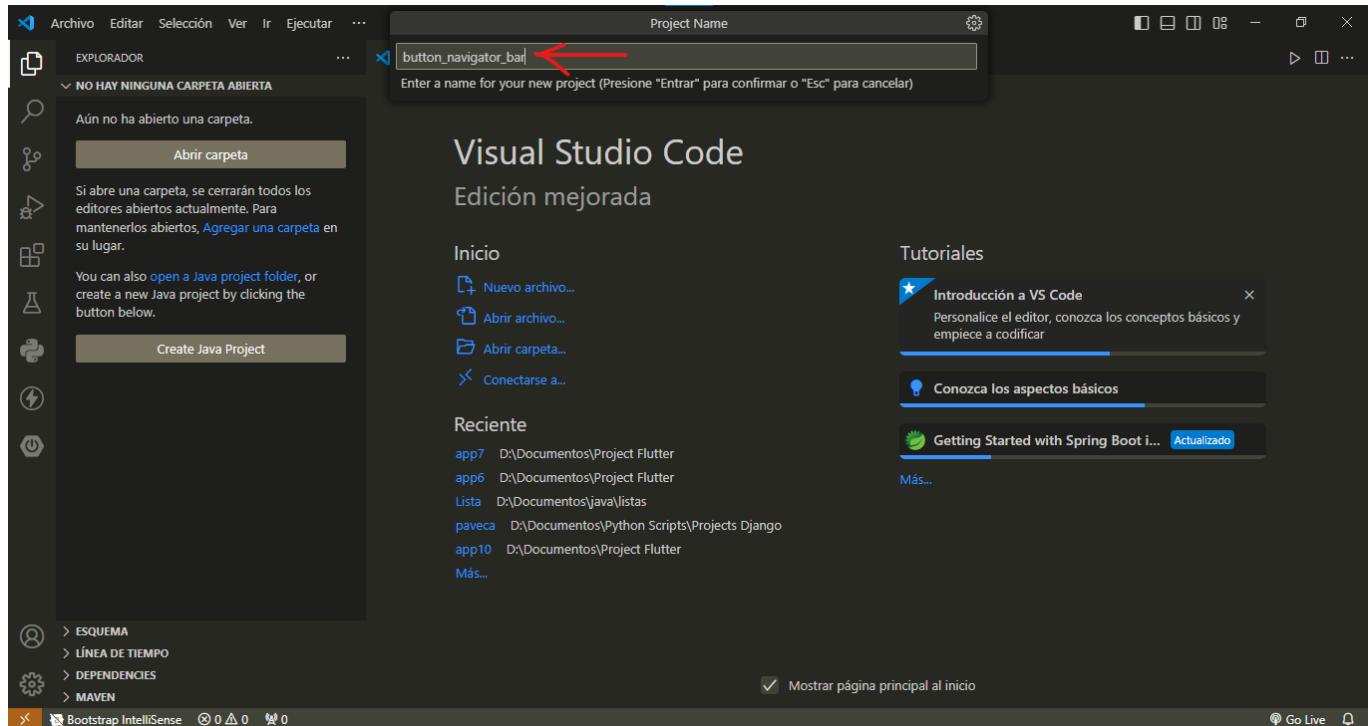
Vista previa de la app Navegación Bar - Elaborar una aplicación de Navegación Bar.

Código de las pantallas

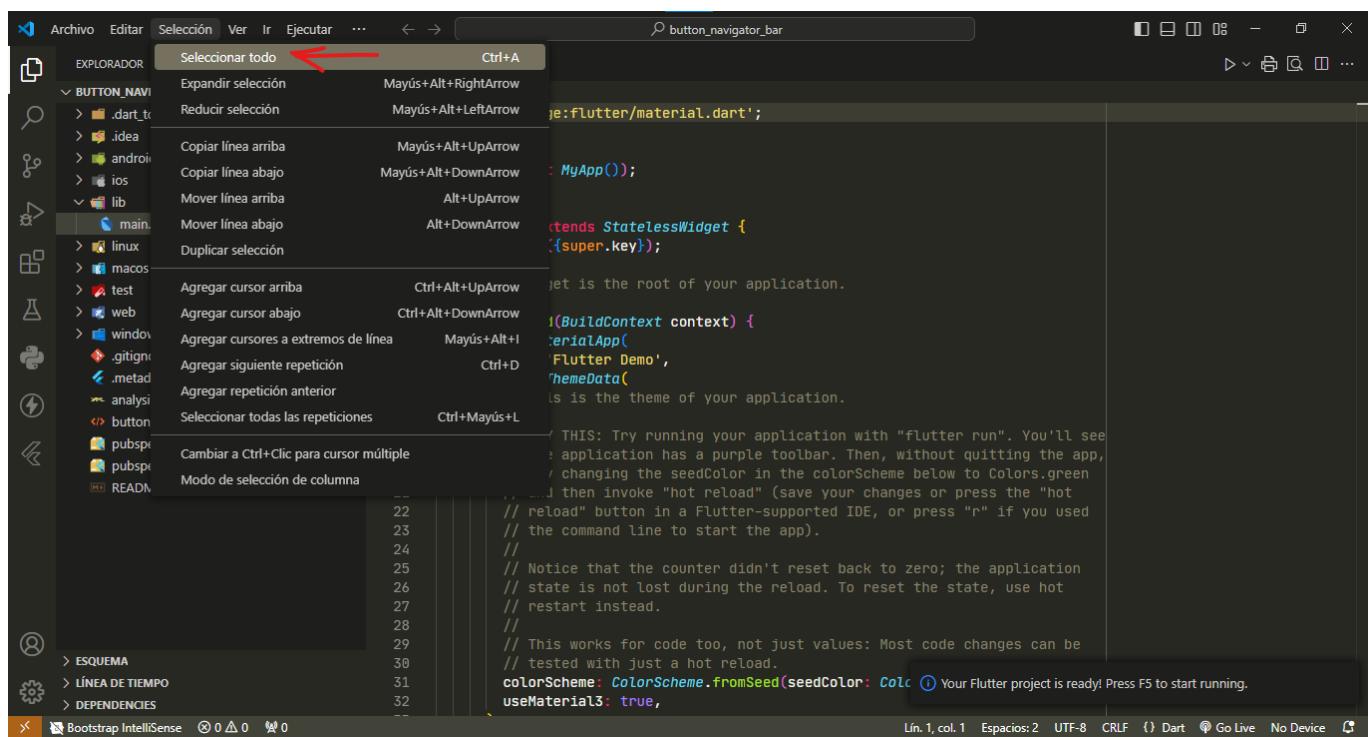
Presionar la combinación de teclas Ctrl + Shift + p



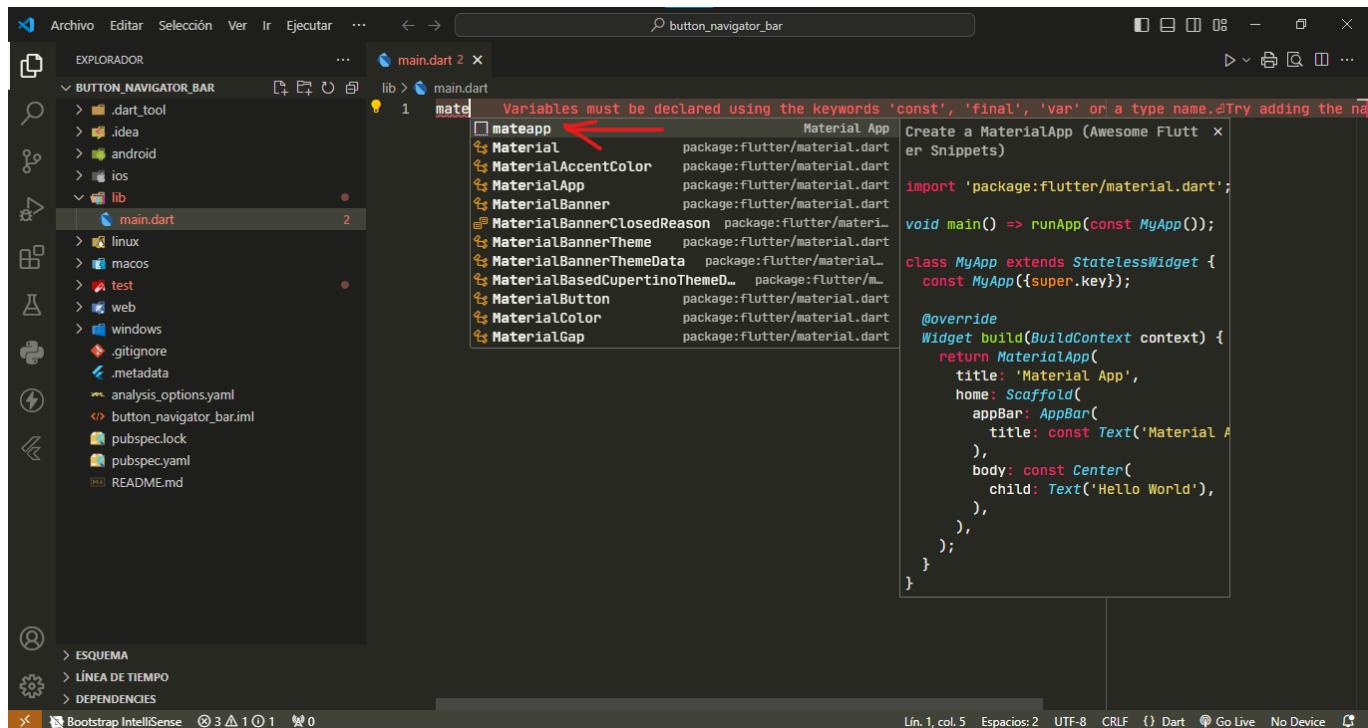




Debemos seleccionar todo el código de ejemplo y pulsar la tecla Supr:

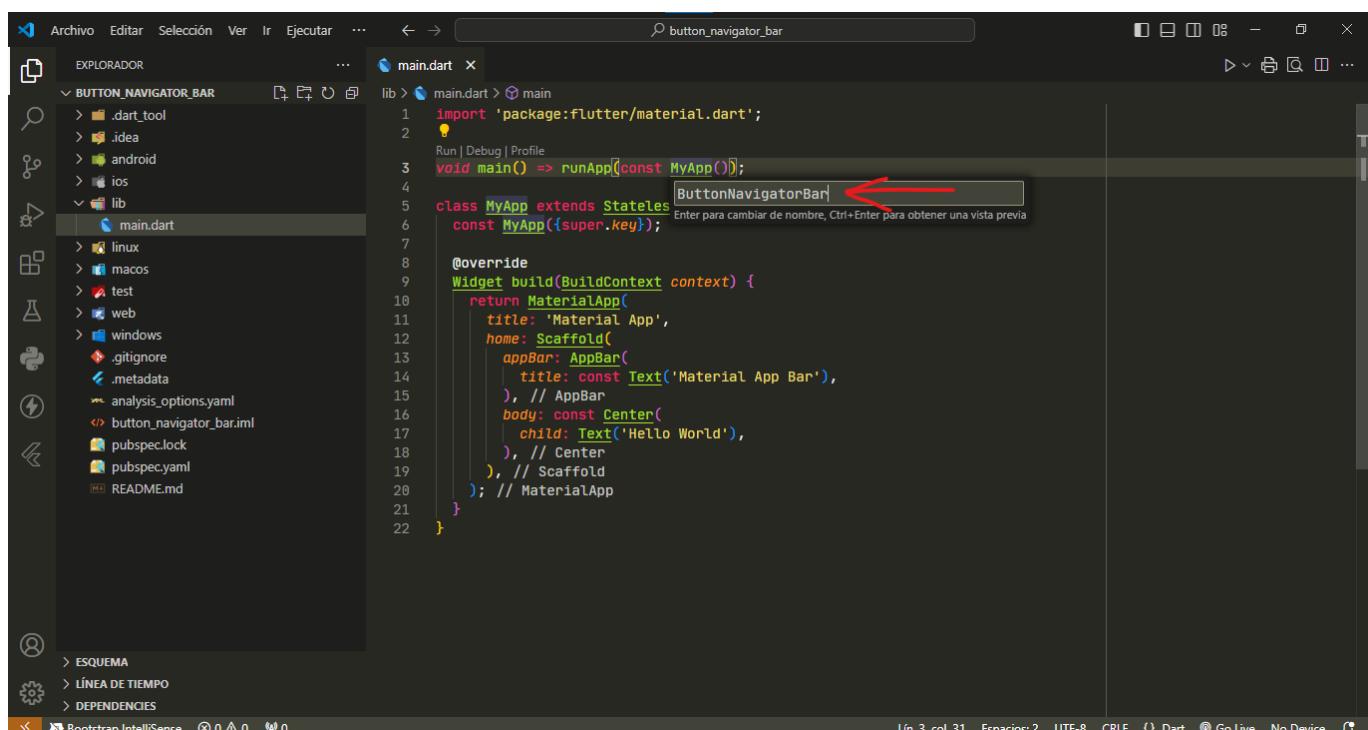


Luego, escribimos la palabra mate y pulsamos la tecla de Enter para autocompletar la plantilla de mateapp.

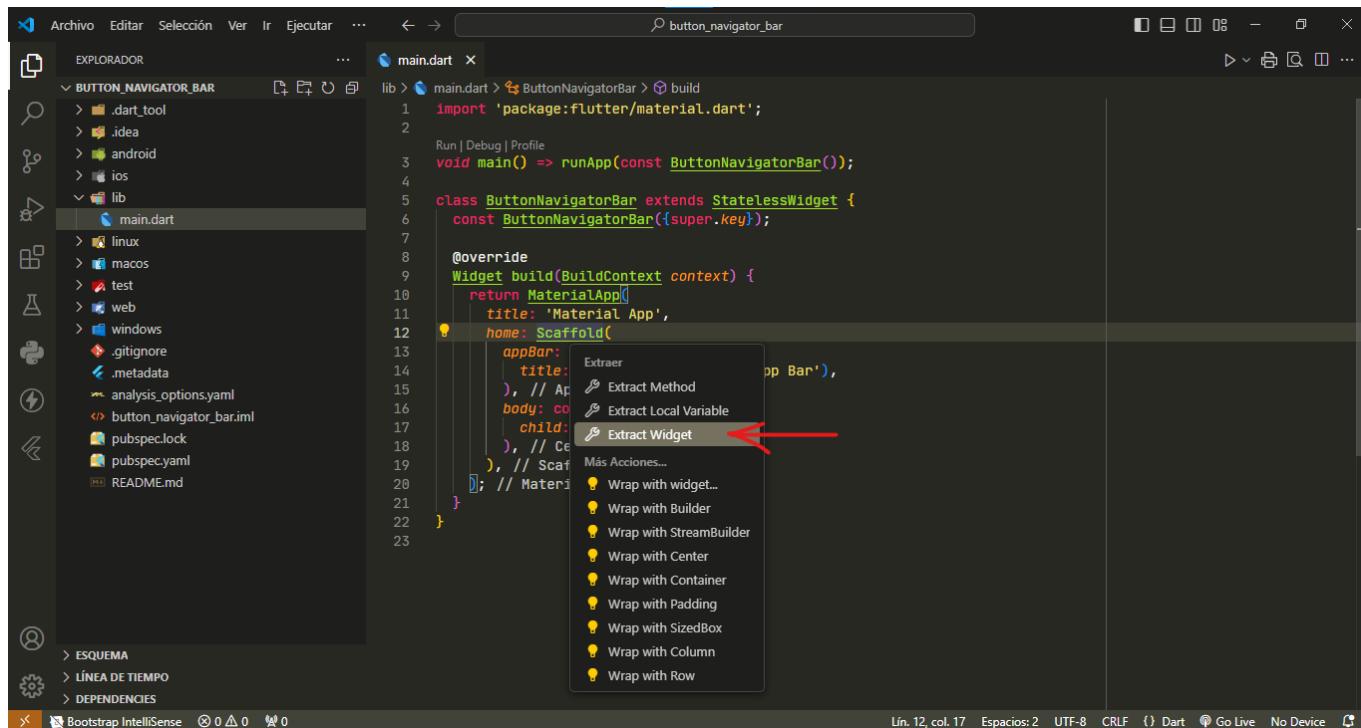


```
lib/main.dart
1 mateapp Material App
2   Material package:flutter/material.dart
3     MaterialAccentColor package:flutter/material.dart
4     MaterialApp package:flutter/material.dart
5     MaterialBanner package:flutter/material.dart
6     MaterialBannerClosedReason package:flutter/material.dart
7     MaterialBannerTheme package:flutter/material.dart
8     MaterialBannerThemeData package:flutter/material.dart
9     MaterialBasedCupertinoThemedD... package:flutter/material.dart
10    MaterialButton package:flutter/material.dart
11    MaterialColor package:flutter/material.dart
12    MaterialGap package:flutter/material.dart
13
14 void main() => runApp(const MyApp());
15
16 class MyApp extends StatelessWidget {
17   const MyApp({super.key});
18
19   @override
20   Widget build(BuildContext context) {
21     return MaterialApp(
22       title: 'Material App',
23       home: Scaffold(
24         appBar: AppBar(
25           title: const Text('Material App Bar'),
26         ),
27         body: const Center(
28           child: Text('Hello World'),
29         ),
30       ),
31     );
32   }
33 }
```

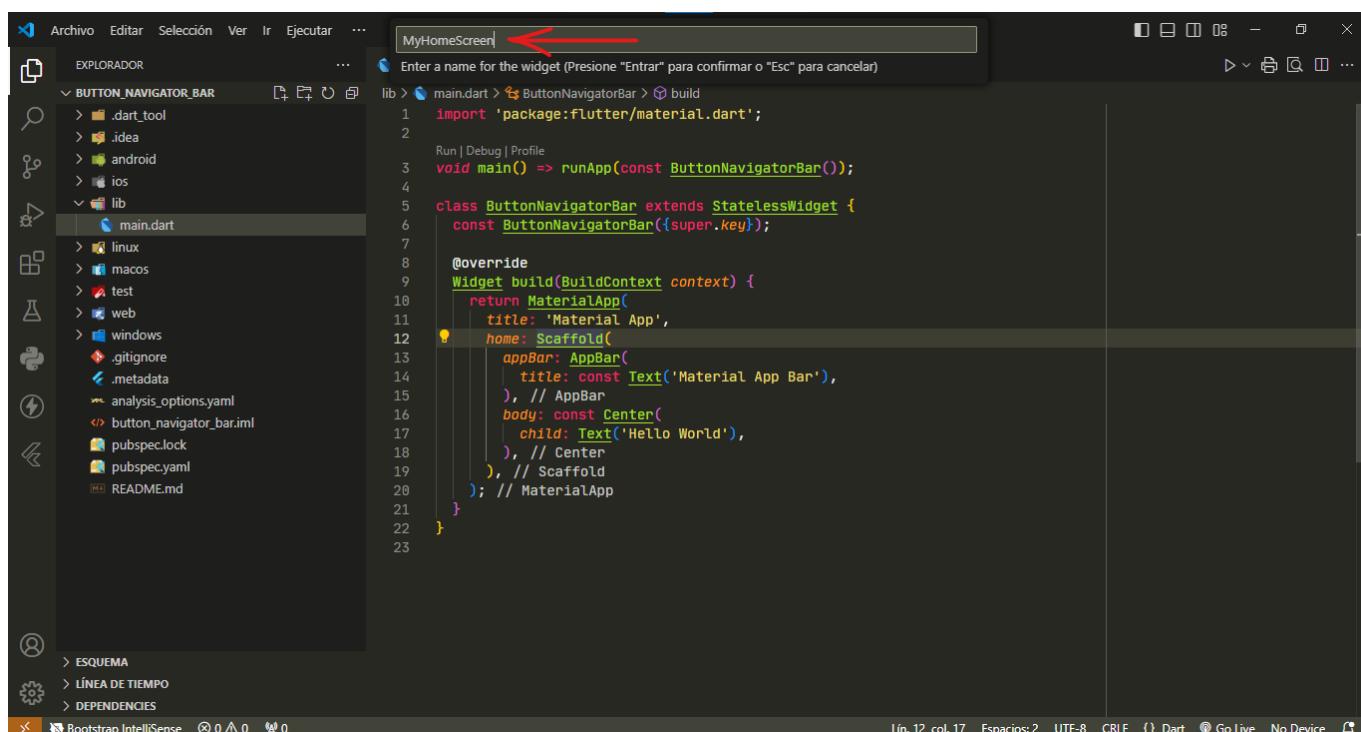
Después hacemos click el `MyApp` pulsamos la tecla F2 y cambiamos el nombre por `BottomNavigationBar`.



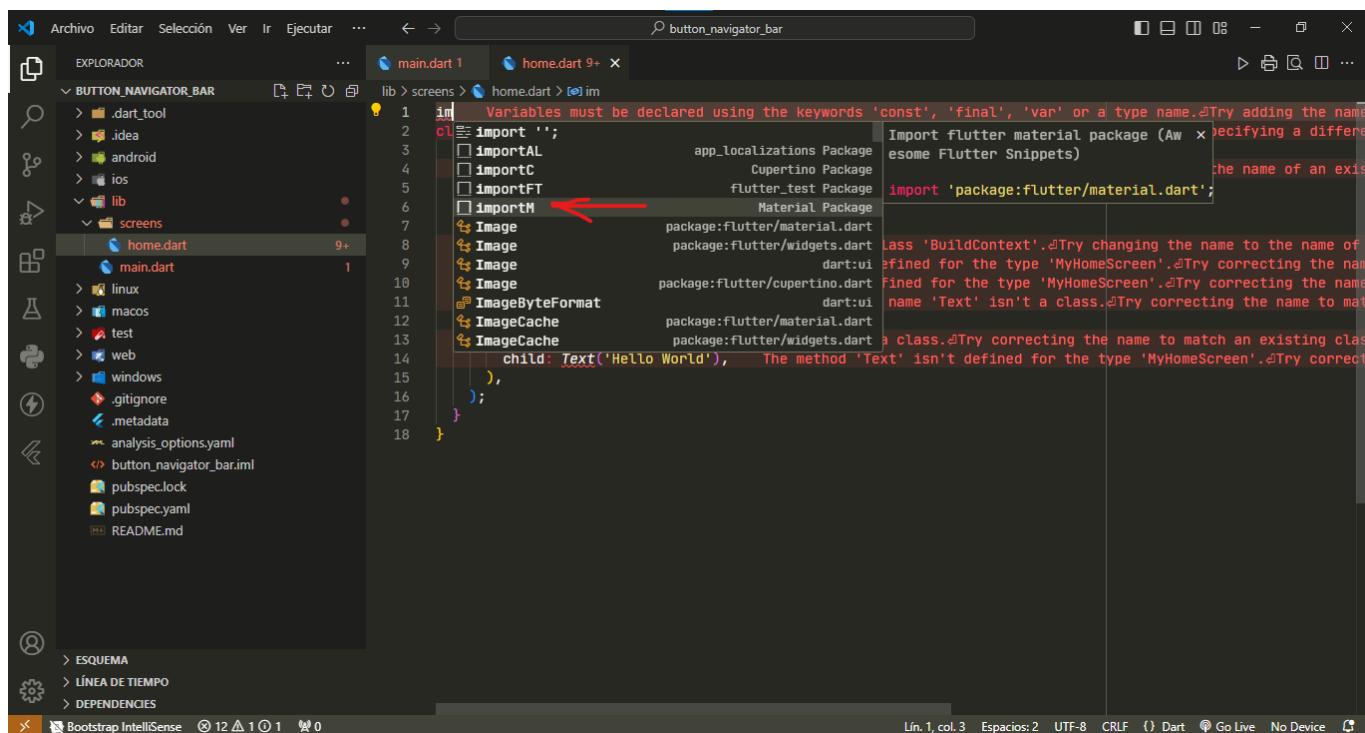
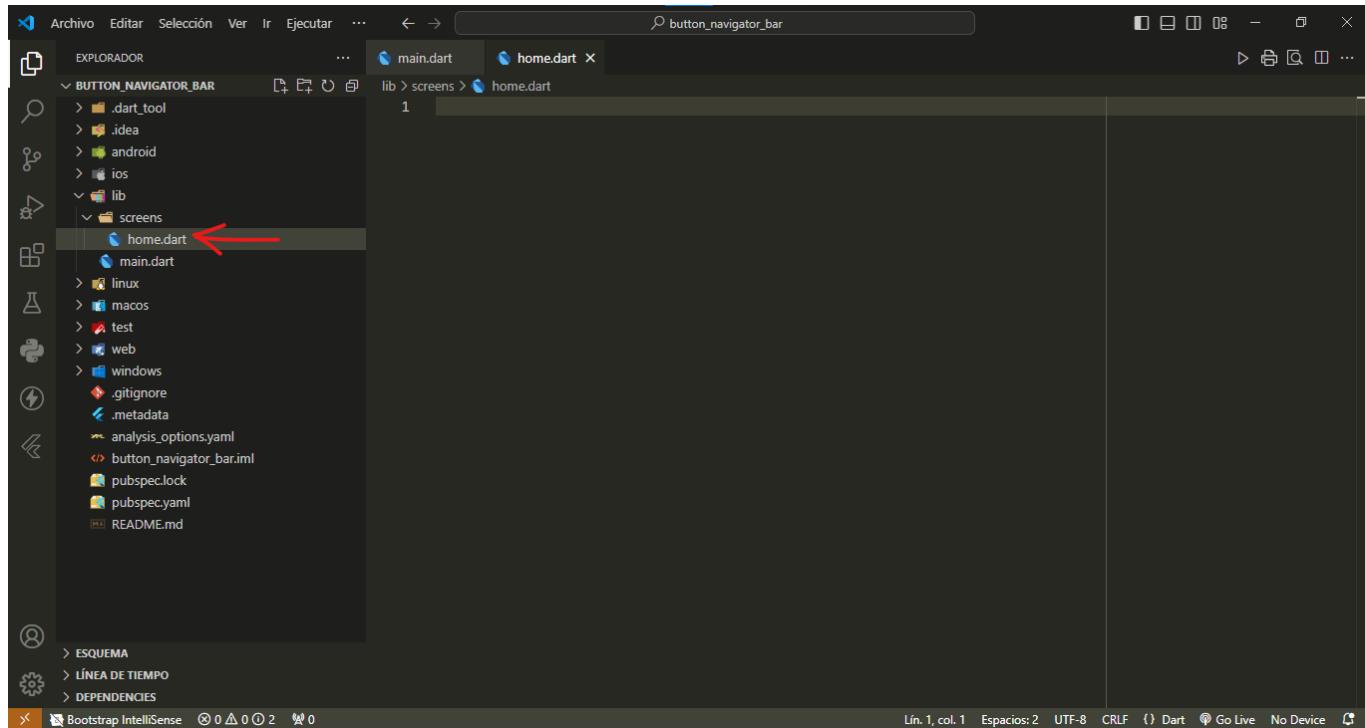
```
lib/main.dart
1 import 'package:flutter/material.dart';
2
3 void main() => runApp(const MyApp());
4
5 class MyApp extends StatelessWidget {
6   const MyApp({super.key});
7
8   @override
9   Widget build(BuildContext context) {
10     return MaterialApp(
11       title: 'Material App',
12       home: Scaffold(
13         appBar: AppBar(
14           title: const Text('Material App Bar'),
15         ),
16         body: const Center(
17           child: Text('Hello World'),
18         ),
19       ),
20     );
21   }
22 }
```

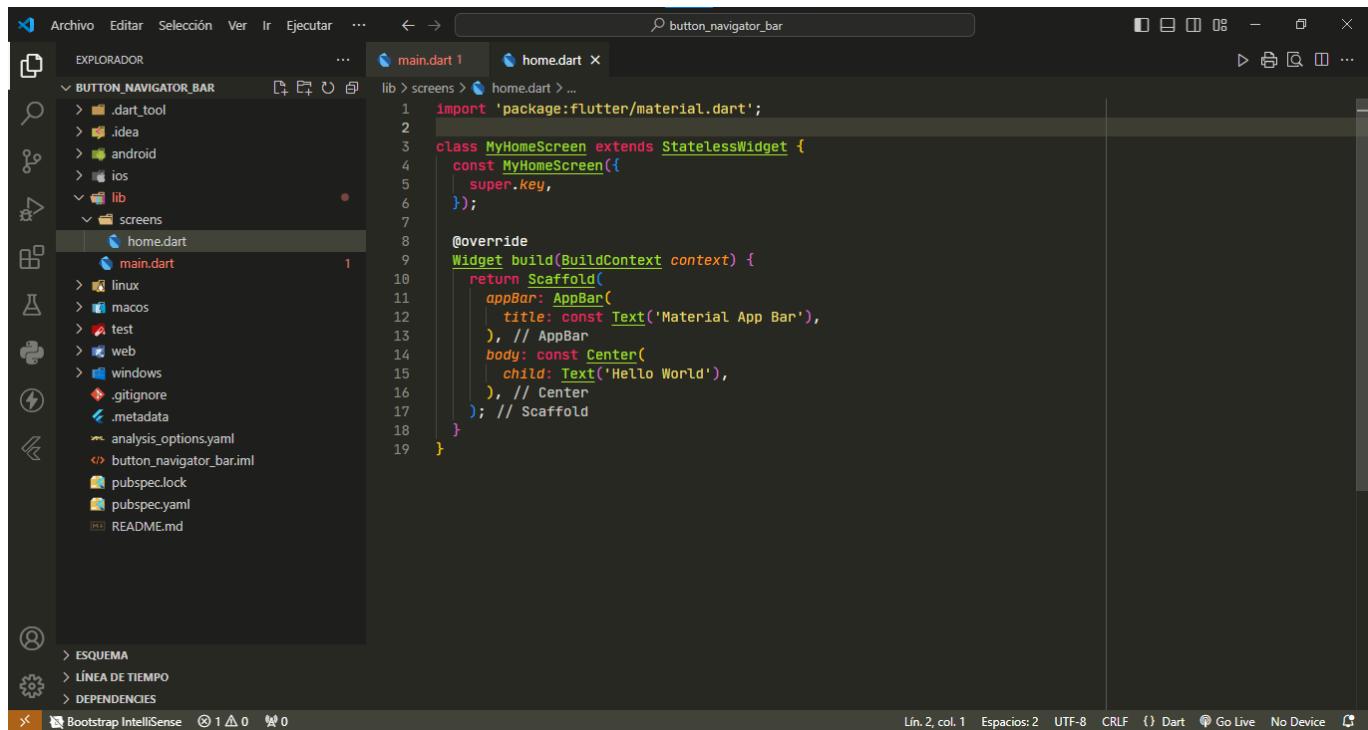


A screenshot of the Android Studio interface. The main window shows the code for `main.dart`. A context menu is open over the `MaterialApp` constructor, specifically at the line `return MaterialApp(...);`. The menu is titled "Extraer" and includes options like "Extract Method", "Extract Local Variable", and "Extract Widget". A red arrow points to the "Extract Widget" option. The status bar at the bottom indicates "Lín. 12, col. 17" and "Bootstrap IntelliSense".



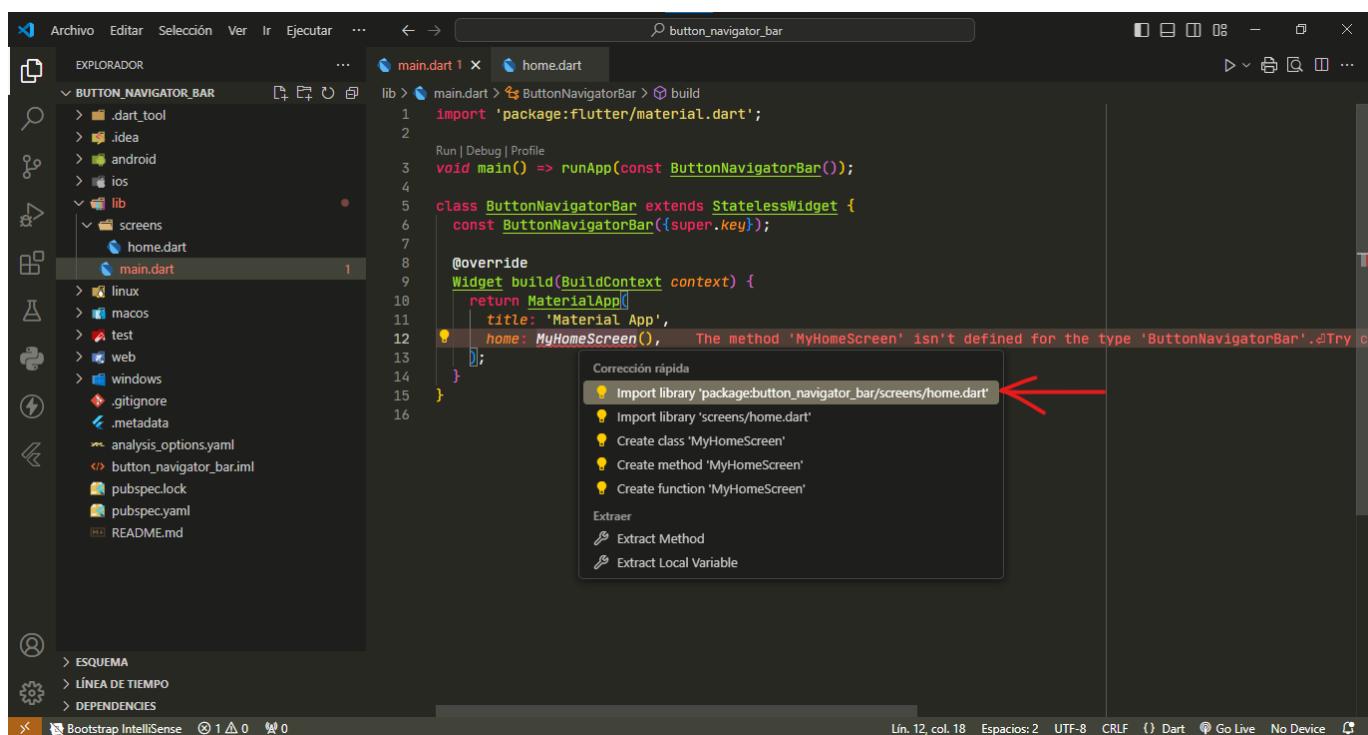
A screenshot of the Android Studio interface. The code editor shows the same `main.dart` file. A modal dialog box is open with the title "Enter a name for the widget (Presione "Entrar" para confirmar o "Esc" para cancelar)". The text "MyHomeScreen" is typed into the input field. A red arrow points to the input field. The status bar at the bottom indicates "Lín. 12, col. 17" and "Bootstrap IntelliSense".





The screenshot shows an IDE interface with the following details:

- File Structure:** The left sidebar shows a project structure with a **BUTTON_Navigator_BAR** folder containing **lib**, **screens**, **main.dart**, and **home.dart**.
- Code Editor:** The main editor window displays the **main.dart** file, which defines a **MyHomeScreen** StatelessWidget that returns a **Scaffold** with a **MaterialApp Bar** and a central **Text** widget.
- Status Bar:** At the bottom, it shows "Bootstrap IntelliSense" and other status indicators.



The screenshot shows an IDE interface with the following details:

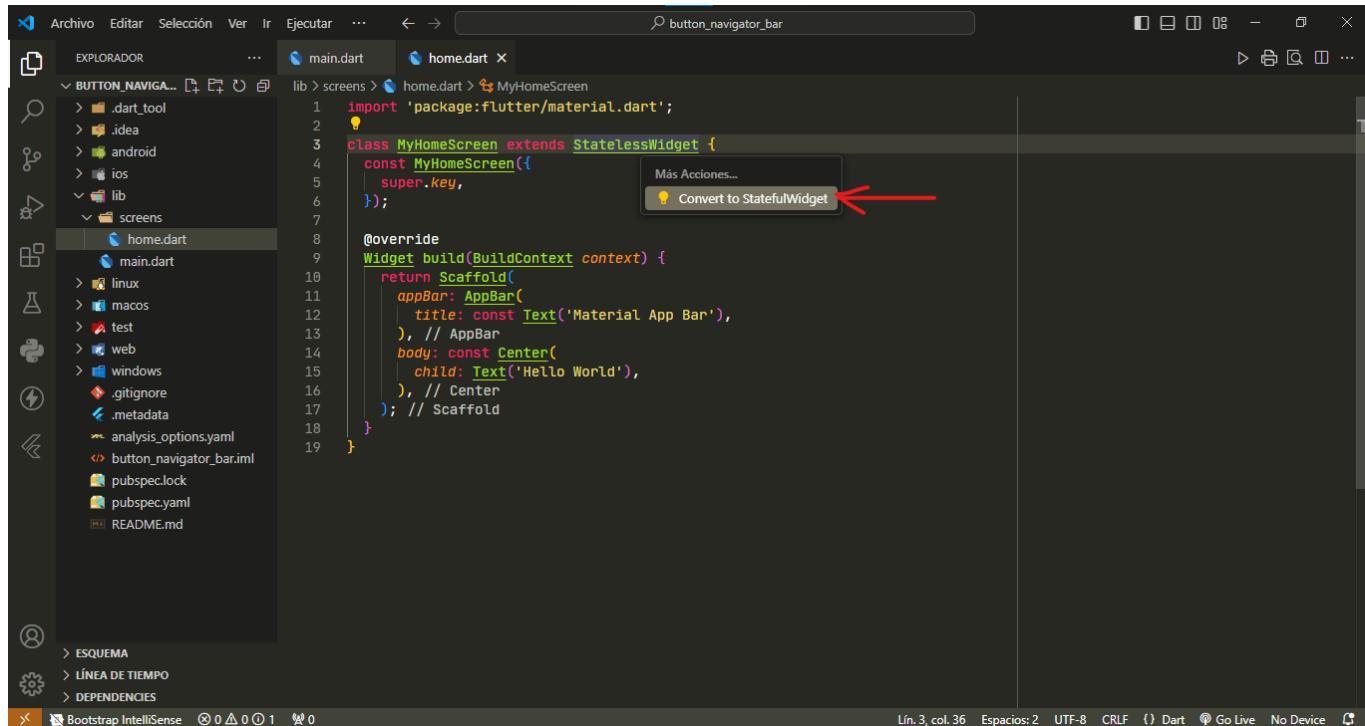
- File Structure:** The left sidebar shows a project structure with a **BUTTON_Navigator_BAR** folder containing **lib**, **screens**, **main.dart**, and **home.dart**.
- Code Editor:** The main editor window displays the **main.dart** file, which defines a **ButtonNavigatorBar** StatelessWidget that returns a **MaterialApp**. A tooltip appears over the **home** parameter, indicating that **MyHomeScreen** is not defined for the type **ButtonNavigatorBar**. The tooltip lists several suggestions, with the first one being "Import library 'package:button_navigator_bar/screens/home.dart'".
- Status Bar:** At the bottom, it shows "Bootstrap IntelliSense" and other status indicators.

The screenshot shows the VS Code interface with the main.dart file open. The code defines a StatelessWidget named ButtonNavigatorBar. In the build method, it returns a MaterialApp with a title of 'Navegación Bar'. Two red arrows point to the 'title' and 'debugShowCheckedModeBanner' parameters, which are highlighted in blue.

```
lib/main.dart:1:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:14:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:15:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:16:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:17:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:18:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:19:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
```

The screenshot shows the VS Code interface with the main.dart file open. The code defines a StatelessWidget named ButtonNavigatorBar. In the build method, it returns a MaterialApp with a title of 'Navegación Bar' and a theme of ThemeData with a color scheme from Colors.blue. A red arrow points to the 'theme' parameter, which is highlighted in blue.

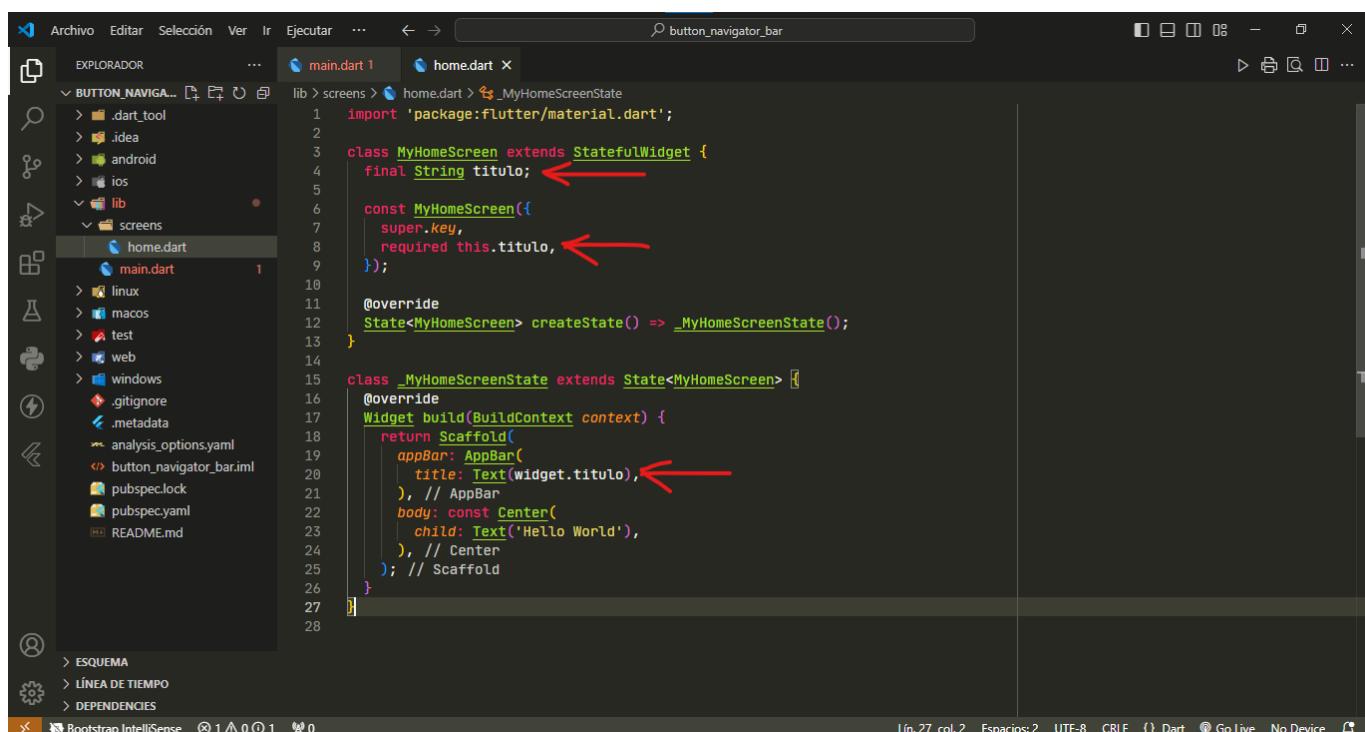
```
lib/main.dart:17:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:18:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:19:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:20:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
lib/main.dart:21:14: Error: Use 'const' with the constructor to improve performance. Try adding the 'const' keyword.
```



A screenshot of the Android Studio IDE. The top navigation bar shows 'Archivo', 'Editar', 'Selección', 'Ver', 'Ir', 'Ejecutar', and other options. The title bar says 'button_navigator_bar'. The left sidebar has sections for 'EXPLORADOR', 'BUTTON_NAVIGA...', 'lib', 'screens', and 'home.dart'. The main code editor window displays the following Dart code:

```
lib > screens > home.dart > MyHomeScreen
1 import 'package:flutter/material.dart';
2
3 class MyHomeScreen extends StatelessWidget {
4   const MyHomeScreen({
5     super.key,
6   });
7
8   @override
9   Widget build(BuildContext context) {
10    return Scaffold(
11      appBar: AppBar(
12        title: const Text('Material App Bar'),
13      ), // AppBar
14      body: const Center(
15        child: Text('Hello World'),
16      ), // Center
17    ); // Scaffold
18 }
19 }
```

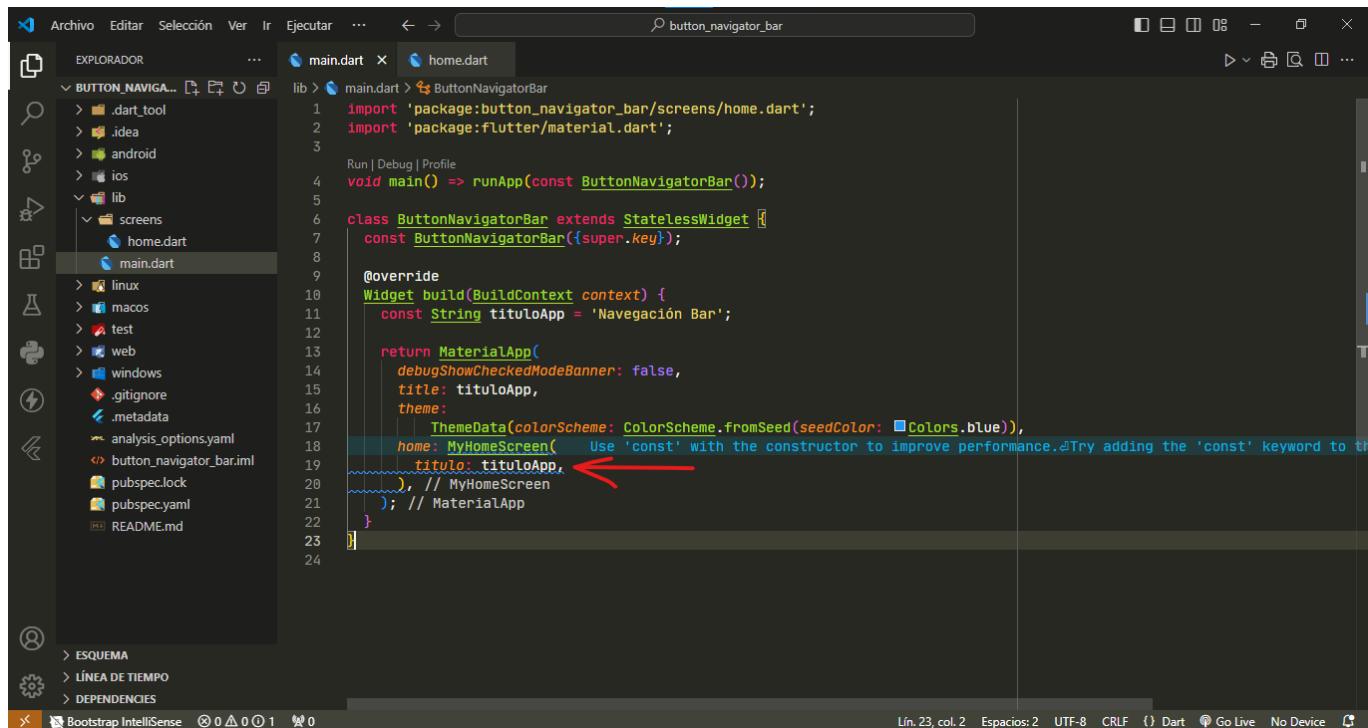
A tooltip box appears over the 'super.key' line, containing the text 'Más Acciones...' and a button labeled 'Convert to StatefulWidget' with a red arrow pointing to it.



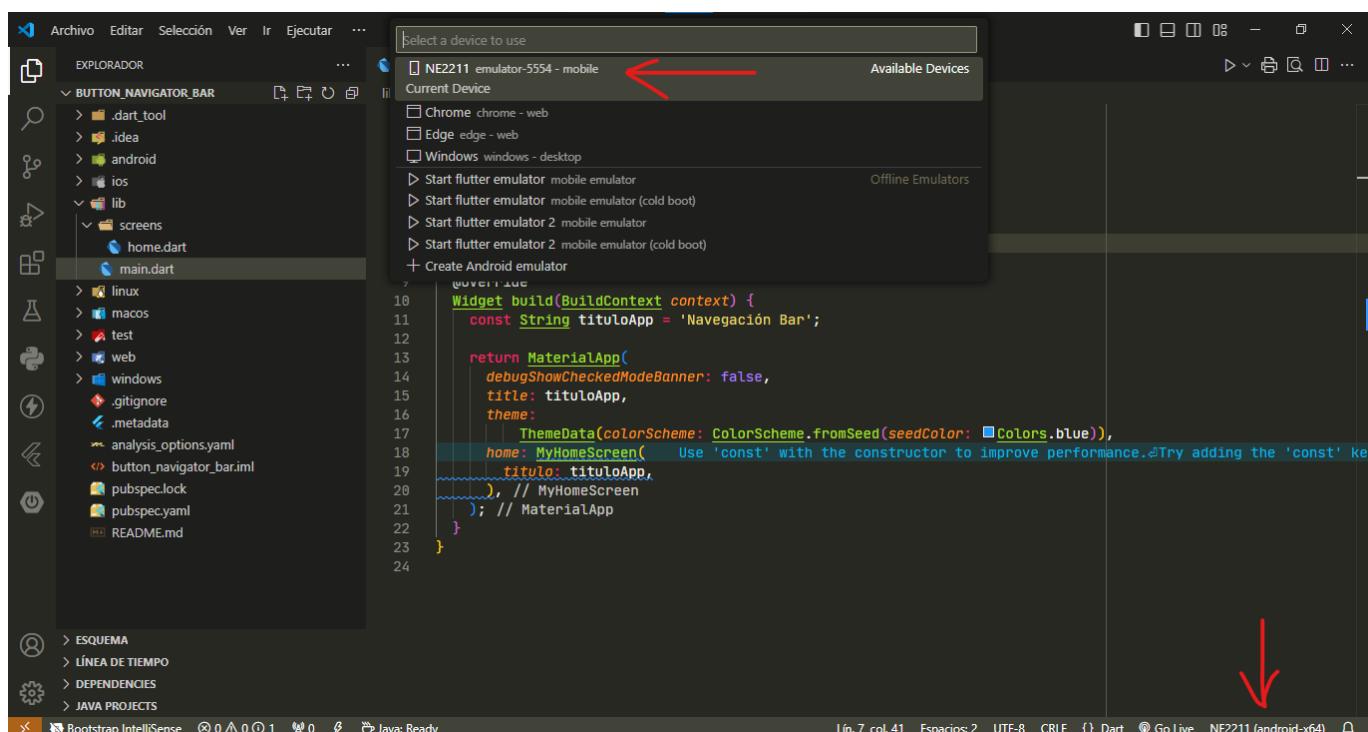
A screenshot of the Android Studio IDE. The top navigation bar shows 'Archivo', 'Editar', 'Selección', 'Ver', 'Ir', 'Ejecutar', and other options. The title bar says 'button_navigator_bar'. The left sidebar has sections for 'EXPLORADOR', 'BUTTON_NAVIGA...', 'lib', 'screens', and 'home.dart'. The main code editor window displays the following Dart code:

```
lib > screens > home.dart > _MyHomeScreenState
1 import 'package:flutter/material.dart';
2
3 class MyHomeScreen extends StatefulWidget {
4   final String titulo;
5
6   const MyHomeScreen({
7     super.key,
8     required this.titulo,
9   });
10
11   @override
12   State<MyHomeScreen> createState() => _MyHomeScreenState();
13 }
14
15 class _MyHomeScreenState extends State<MyHomeScreen> {
16   @override
17   Widget build(BuildContext context) {
18     return Scaffold(
19       appBar: AppBar(
20         title: Text(widget.titulo),
21       ), // AppBar
22       body: const Center(
23         child: Text('Hello World'),
24       ), // Center
25     ); // Scaffold
26   }
27 }
28 }
```

Red arrows point to several parts of the code: the 'final String titulo;' declaration, the 'required this.titulo,' parameter in the constructor, the 'Text(widget.titulo)' call in the build method, and the 'State<MyHomeScreen> createState()' line.



```
lib/main.dart lib/home.dart
1 import 'package:button_navigator_bar/screens/home.dart';
2 import 'package:flutter/material.dart';
3
4 void main() => runApp(const ButtonNavigationBar());
5
6 class ButtonNavigationBar extends StatelessWidget {
7   const ButtonNavigationBar({super.key});
8
9   @override
10  Widget build(BuildContext context) {
11    const String tituloApp = 'Navegación Bar';
12
13    return MaterialApp(
14      debugShowCheckedModeBanner: false,
15      title: tituloApp,
16      theme:
17        ThemeData(colorScheme: ColorScheme.fromSeed(seedColor: Colors.blue)),
18      home: MyHomeScreen(  Use 'const' with the constructor to improve performance. Try adding the 'const' keyword to th
19        ), // MyHomeScreen
20      ); // MaterialApp
21    }
22  }
23 }
```



Select a device to use

- NE2211 emulator-5554 - mobile ←
- Current Device
- Available Devices
- Chrome chrome - web
- Edge edge - web
- Windows windows - desktop
- Offline Emulators
- Start flutter emulator mobile emulator
- Start flutter emulator mobile emulator (cold boot)
- Start flutter emulator 2 mobile emulator
- Start flutter emulator 2 mobile emulator (cold boot)
- Create Android emulator

```
lib/main.dart
10 const String tituloApp = 'Navegación Bar';
11
12 return MaterialApp(
13   debugShowCheckedModeBanner: false,
14   title: tituloApp,
15   theme:
16     ThemeData(colorScheme: ColorScheme.fromSeed(seedColor: Colors.blue)),
17   home: MyHomeScreen(  Use 'const' with the constructor to improve performance. Try adding the 'const' keyword to th
18     ), // MyHomeScreen
19     ); // MaterialApp
20   }
21   }
22 }
```

The screenshot shows the Android Studio interface. On the left, the code editor displays two files: `main.dart` and `home.dart`. The `main.dart` file contains the following code:

```

lib > main.dart > ButtonNavigatorBar > ButtonNavigatorBar
1 import 'package:button_navigator_bar/screens/home.dart';
2 import 'package:flutter/material.dart';
3
4 void main() => runApp(app: const ButtonNavigatorBar());
5
6 class ButtonNavigatorBar extends StatelessWidget {
7   const ButtonNavigatorBar({super.key});
8
9   @override
10  Widget build(BuildContext context) {
11    const String tituloApp = 'Navegación Bar';

```

A red arrow points from the text "Navegación Bar" in the code to the same text in the output window. The output window shows the command "Built build@app\outputs\flutter-apk\app-debug.apk" followed by a log of device startup messages.

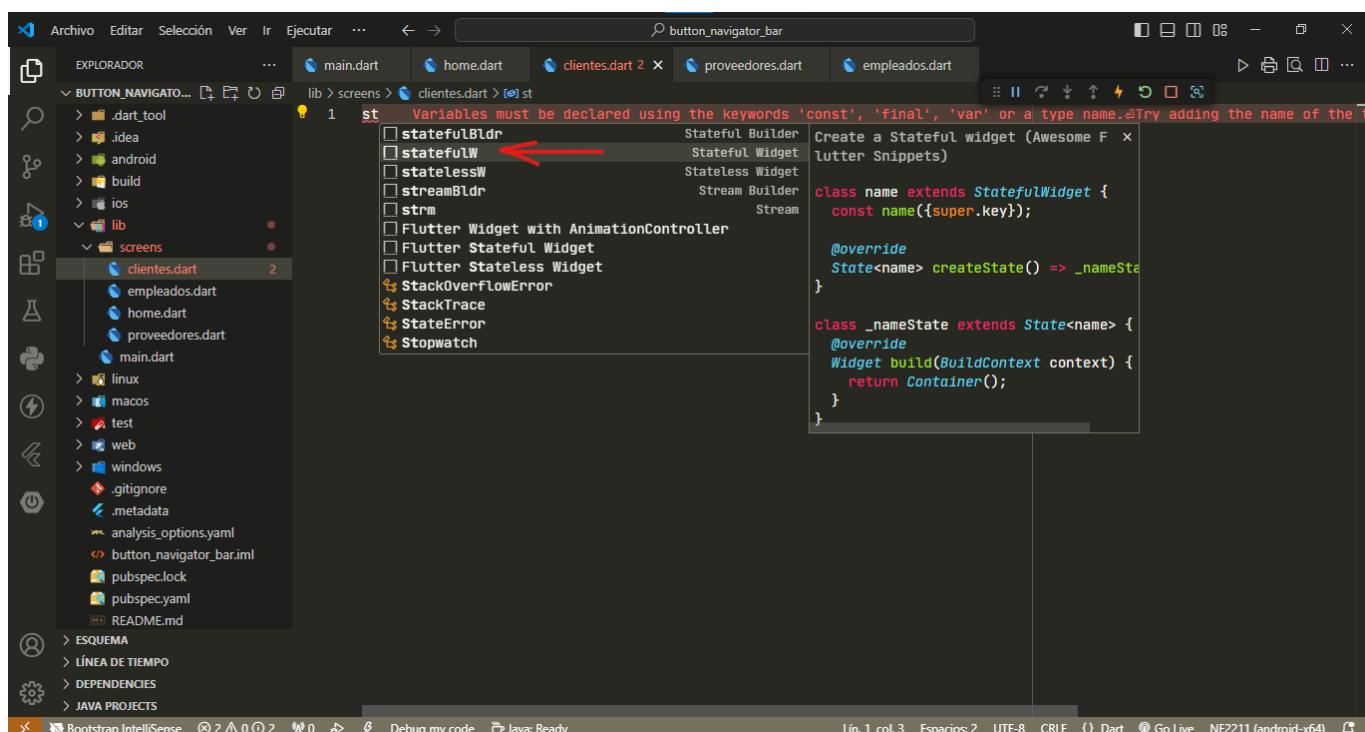
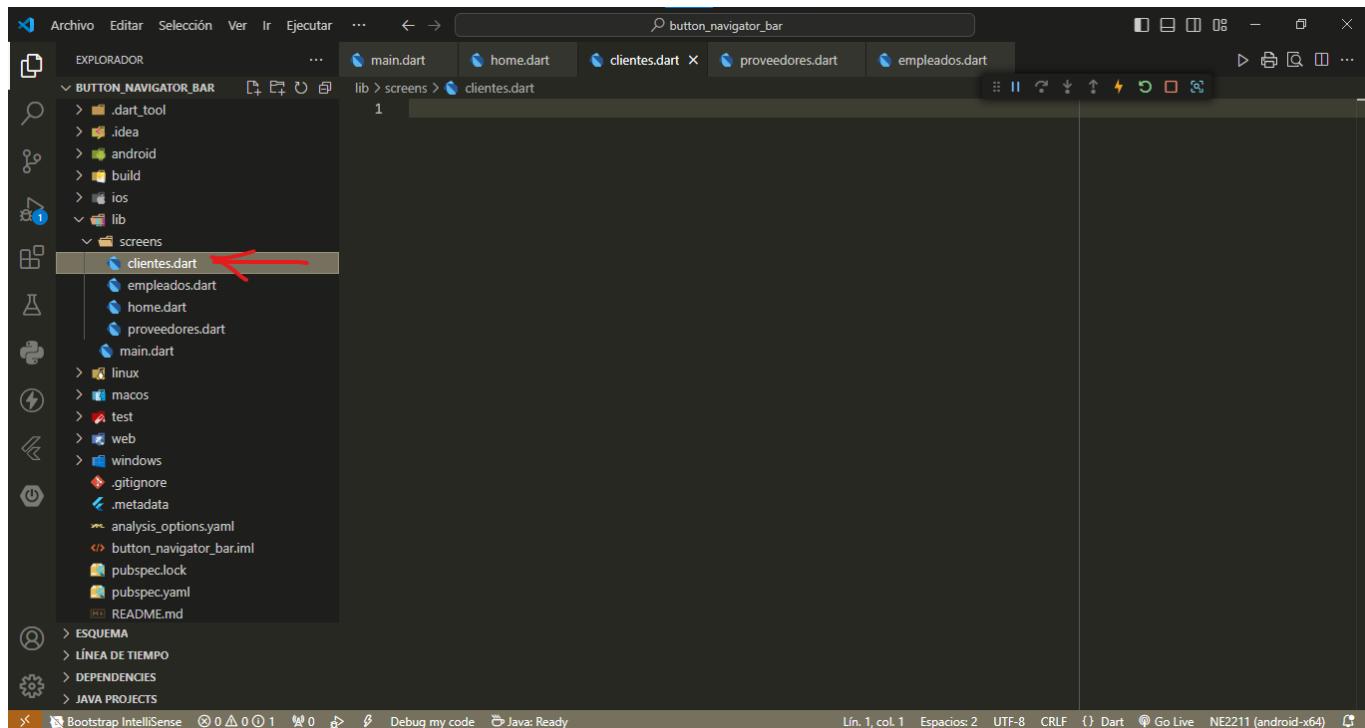
The screenshot shows the Android Studio interface. On the left, the code editor displays two files: `main.dart` and `home.dart`. The `home.dart` file contains the following code:

```

lib > screens > home.dart > _MyHomeScreenState
1 import 'package:flutter/material.dart';
2
3 class MyHomeScreen extends StatefulWidget {
4   final String titulo;
5
6   const MyHomeScreen({
7     super.key,
8     required this.titulo,
9   });
10
11   @override
12   State<MyHomeScreen> createState() => _MyHomeScreenState();
13
14   class _MyHomeScreenState extends State<MyHomeScreen> {
15     @override
16     Widget build(BuildContext context) {
17       return Scaffold(
18         appBar: AppBar(
19           title: Text(widget.titulo),
20           backgroundColor: Theme.of(context).colorScheme.inversePrimary, ←
21           centerTitle: true, ←
22         ), // AppBar
23         body: const Center(
24           child: Text('Hello World'),
25         ), // Center
26         backgroundColor: Colors.blueGrey[100], ←
27       ); // Scaffold
28     }
29   }
30 }
31

```

Three red arrows point from the text "Navegación Bar" in the code to the same text in the output window. The output window shows the command "Built build@app\outputs\flutter-apk\app-debug.apk" followed by a log of device startup messages.

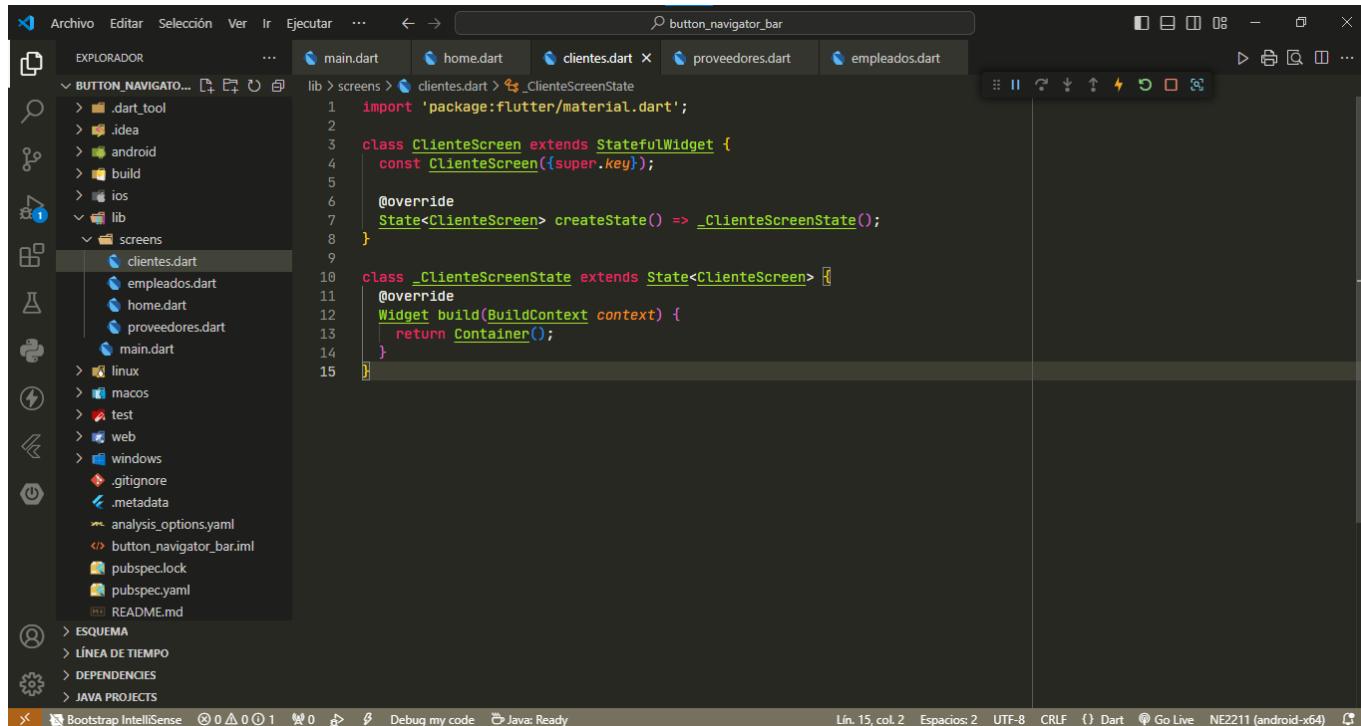


The screenshot shows an IDE interface with a search bar at the top containing "button_navigator_bar". The left sidebar includes sections for Archivo, Editar, Selección, Ver, Ir, Ejecutar, and a detailed view of the current file structure under "EXPLORADOR". The main editor area displays a Dart file named "clientes.dart" with the following code:

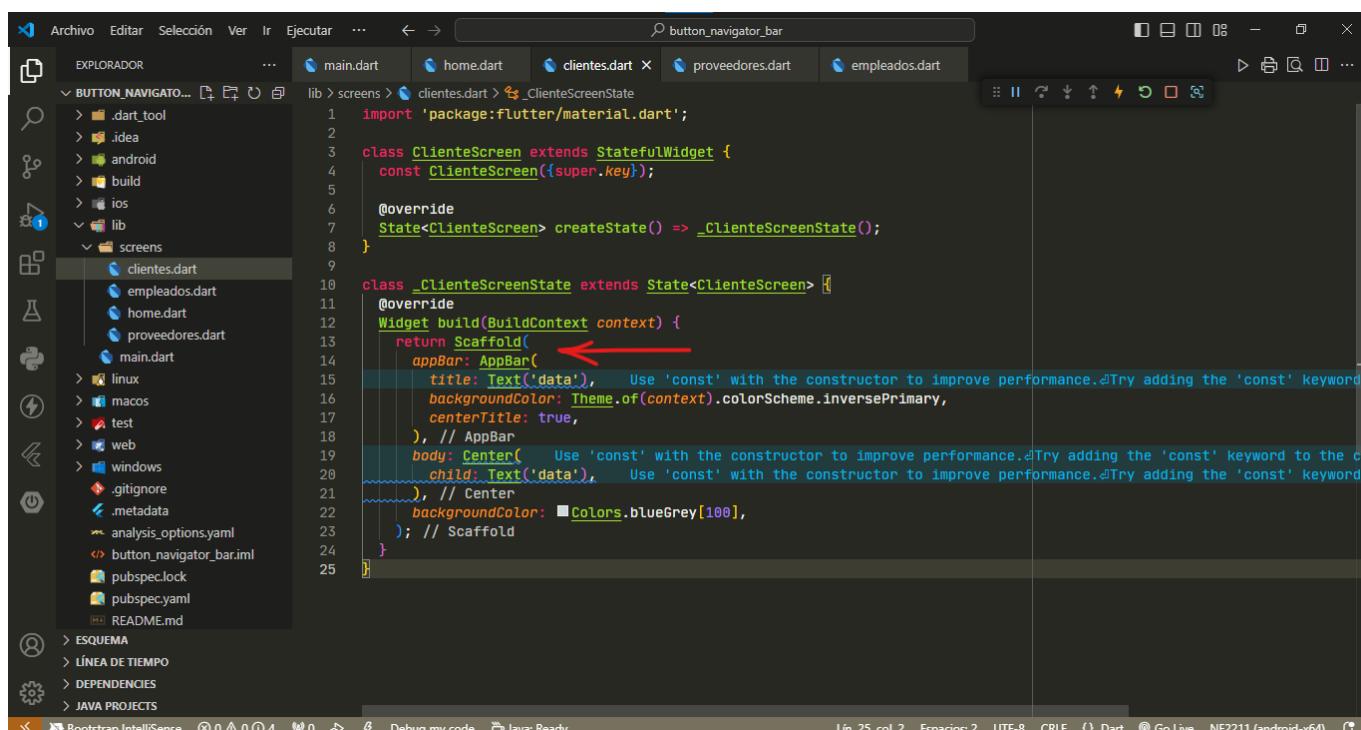
```
lib > screens > clientes.dart > ClienteScreen
1 class ClienteScreen extends StatefulWidget { Classes can only extend other classes. Try specifying a different super
2   const ClienteScreen({super.key}); No associated named super constructor parameter. Try changing the name to the na
3
4   @override
5     State<ClienteScreen> createState() => _ClienteScreenState();
6 }
7
8 class _ClienteScreenState extends State<ClienteScreen> { Classes can only extend other classes. Try specifying a dif
9   @override
10    Widget build(BuildContext context) { Undefined class 'BuildContext'. Try changing the name to the name of an existi
11      return Container(); The method 'Container' isn't defined for the type '_ClienteScreenState'. Try correcting the n
12    }
13 }
```

The status bar at the bottom indicates "Bootstrap IntelliSense" and various system metrics like battery level and signal strength.

This screenshot shows the same IDE environment. The code completion dropdown has appeared over the word "importM" in the code. The dropdown lists several import statements from the Flutter material package, with "import 'package:flutter/material.dart';" highlighted. A red arrow points to the "importM" in the code, indicating the user's cursor position. The status bar at the bottom shows "Lín. 1, col. 3" and other standard metrics.



```
import 'package:flutter/material.dart';
class ClientesScreen extends StatefulWidget {
  const ClientesScreen({super.key});
  @override
  State<ClientesScreen> createState() => _ClienteScreenState();
}
class _ClienteScreenState extends State<ClientesScreen> {
  @override
  Widget build(BuildContext context) {
    return Container();
  }
}
```



```
import 'package:flutter/material.dart';
class ClientesScreen extends StatefulWidget {
  const ClientesScreen({super.key});
  @override
  State<ClientesScreen> createState() => _ClienteScreenState();
}
class _ClienteScreenState extends State<ClientesScreen> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('data'),
        backgroundColor: Theme.of(context).colorScheme.inversePrimary,
        centerTitle: true,
      ),
      body: Center(
        child: Text('data'),
      ),
    );
  }
}
```

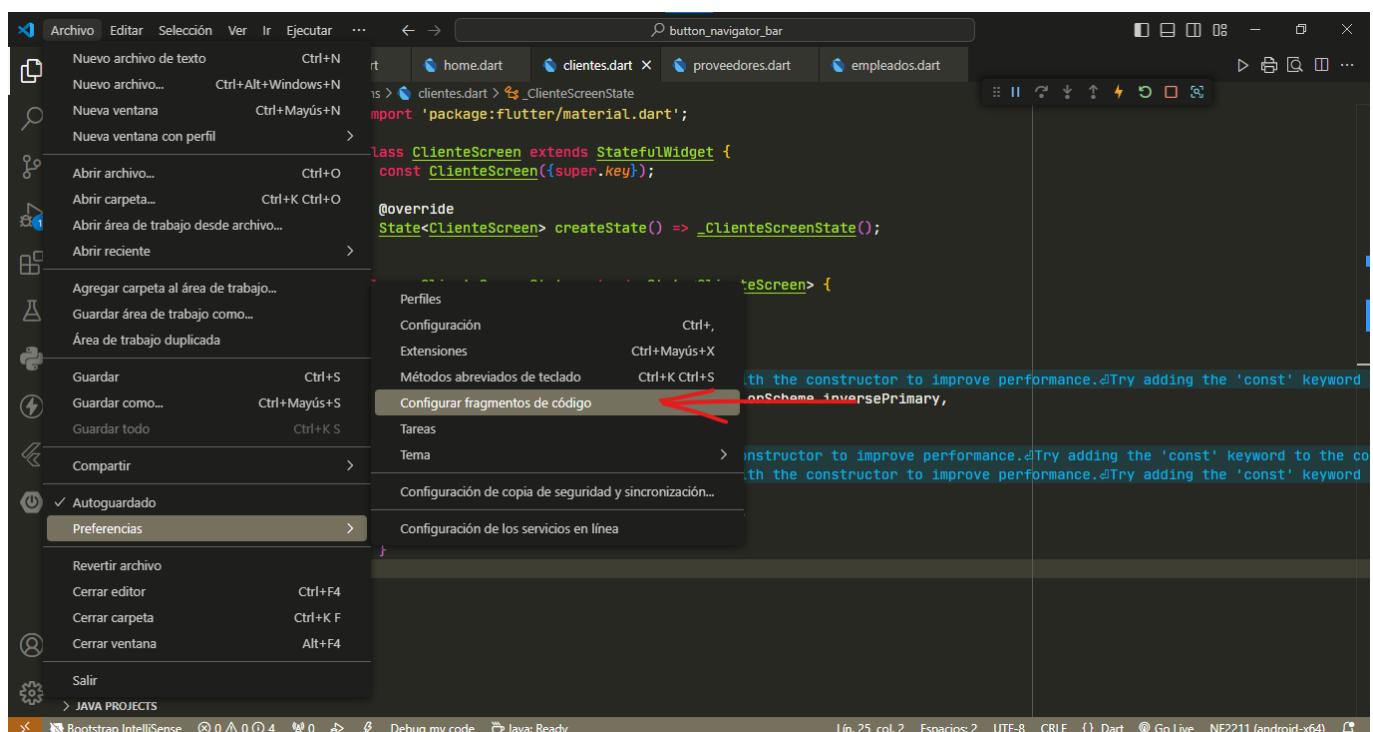
The screenshot shows the Android Studio interface with the code editor open. The file being edited is `lib/screens/clientes.dart`. The code defines a `ClienteScreen` widget that extends `StatefulWidget`. It overrides the `createState` method to return a `_ClienteScreenState` object. The `build` method creates a `Scaffold` with an `AppBar` containing a title and a `body` containing a `Text` widget with the string 'data'. The code editor has syntax highlighting for Dart and shows line numbers from 1 to 25.

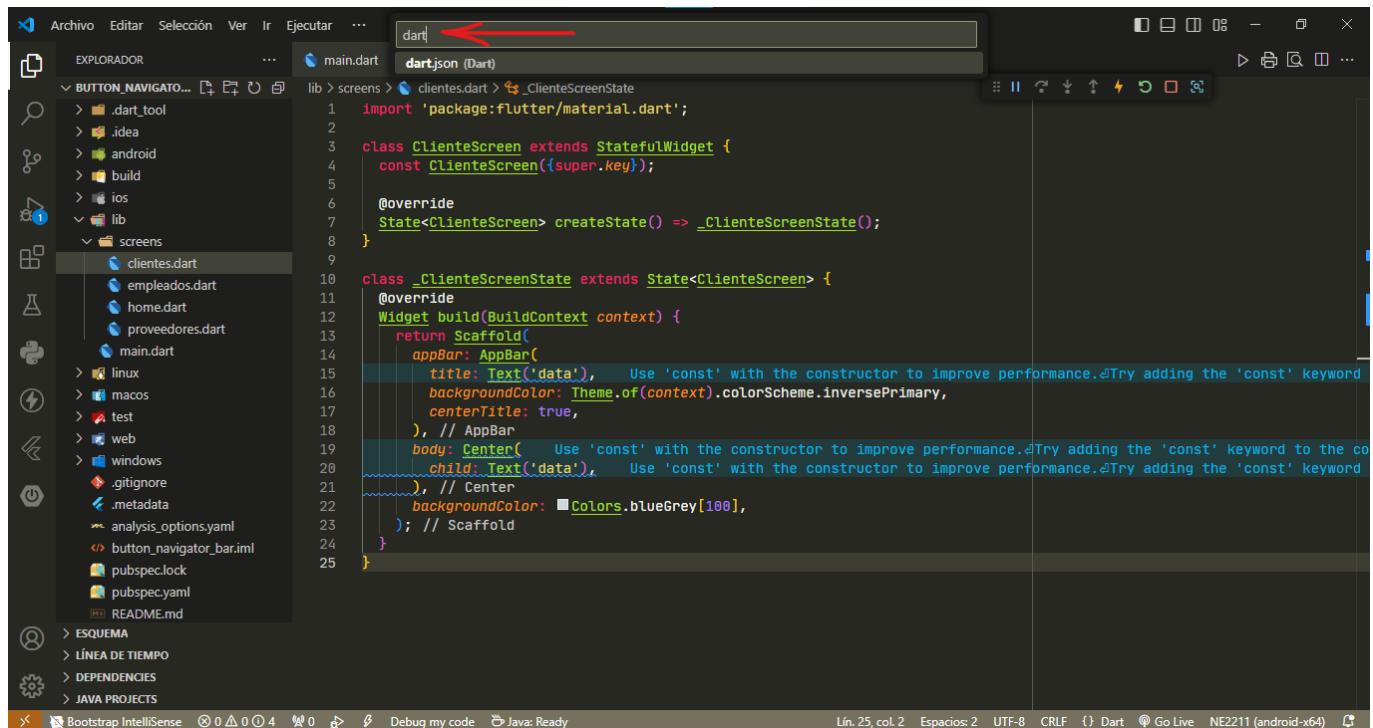
```
import 'package:flutter/material.dart';

class ClienteScreen extends StatefulWidget {
  const ClienteScreen({super.key});

  @override
  State<ClienteScreen> createState() => _ClienteScreenState();
}

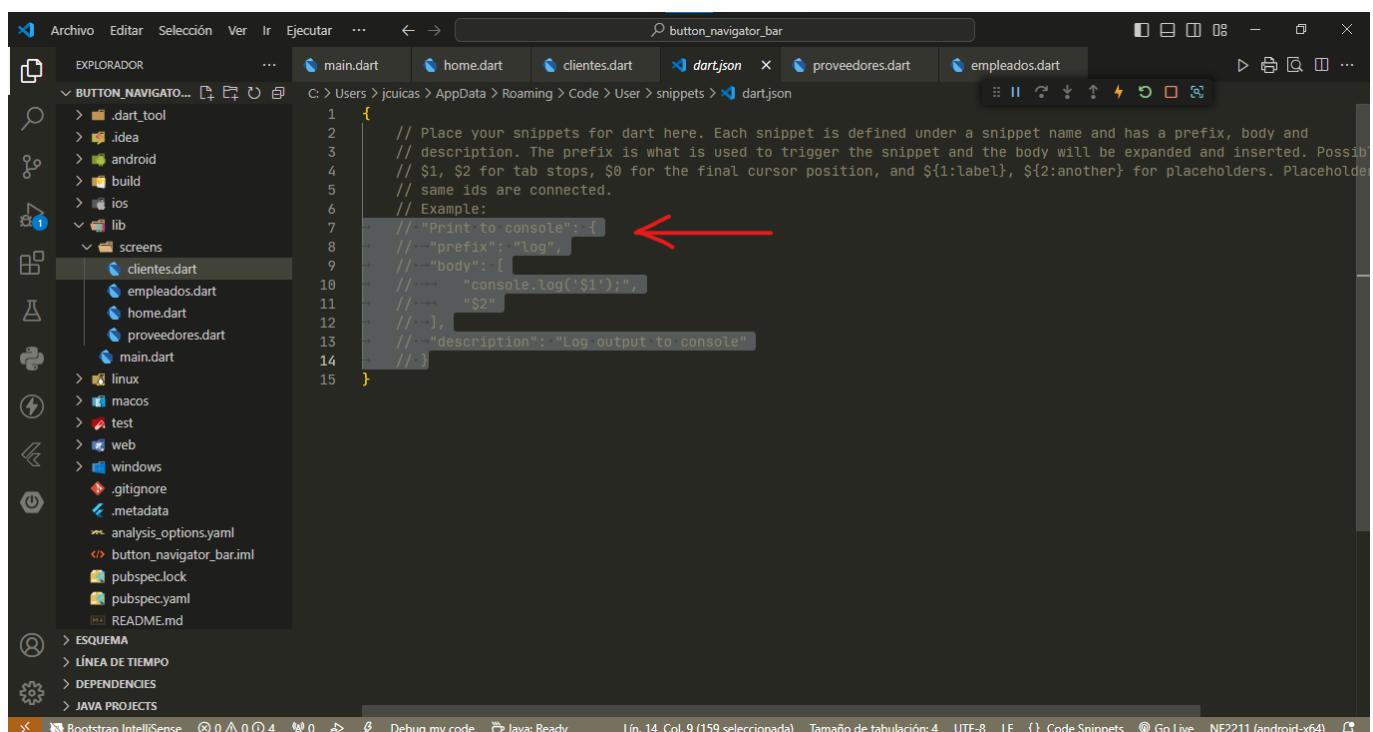
class _ClienteScreenState extends State<ClienteScreen> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('data'),
        backgroundColor: Theme.of(context).colorScheme.inversePrimary,
        centerTitle: true,
      ),
      body: Center(
        child: Text('data'),
      ),
      backgroundColor: Colors.blueGrey[100],
    );
  }
}
```





The screenshot shows the Android Studio interface. The top navigation bar has 'Ejecutar' selected. The search bar at the top right contains the text 'dart'. The left sidebar shows project files like 'main.dart', 'clientes.dart', 'empleados.dart', etc. The main code editor window displays Dart code for a 'ClienteScreen' class. A red arrow points to the search bar.

```
import 'package:flutter/material.dart';
class ClienteScreen extends StatefulWidget {
  const ClienteScreen({super.key});
  @override
  State<ClienteScreen> createState() => _ClienteScreenState();
}
class _ClienteScreenState extends State<ClienteScreen> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('data'),
        backgroundColor: Theme.of(context).colorScheme.inversePrimary,
        centerTitle: true,
      ),
      body: Center(
        child: Text('data'),
        backgroundColor: Colors.blueGrey[100],
      );
    );
  }
}
```



The screenshot shows the Android Studio interface. The top navigation bar has 'Ejecutar' selected. The search bar at the top right contains the text 'button_navigator_bar'. The left sidebar shows project files like 'main.dart', 'home.dart', 'clientes.dart', etc. The main code editor window displays Dart code for a snippet named 'button_navigator_bar'. A red arrow points to the search bar.

```
// Place your snippets for dart here. Each snippet is defined under a snippet name and has a prefix, body and
// description. The prefix is what is used to trigger the snippet and the body will be expanded and inserted. Possible
// $1, $2 for tab stops, $0 for the final cursor position, and ${1:label}, ${2:another} for placeholders. Placeholders
// same ids are connected.
// Example:
// Print to console...
// ---"prefix": "log",
// ---"body": [
// ---"  "console.log('$1');",
// ---"  "$2"
// ---],
// ---"description": "Log output to console"
// }
```

The screenshot shows the Android Studio interface with the code editor open. The code being edited is a Dart snippet for creating a scaffold:

```

4 // $1, $2 for tab stops, $0 for the final cursor position, and ${1:label}, ${2:another} for placeholders. Placeholders
5 // same ids are connected.
6 // Example:
7 // "Print to console": {
8 //   "prefix": "log",
9 //   "body": [
10 //     "console.log('$1');",
11 //     "$2"
12 //   ],
13 //   "description": "Log output to console"
14 // }
15 "Crear scaffold": {
16   "prefix": "myScaffold",
17   "body": [
18     "Scaffold(", // Red arrow points here
19     "\tappBar: AppBar(", // Red arrow points here
20     "\t\ttitle: Text('data'),",
21     "\t\tbackgroundColor: Theme.of(context).colorScheme.inversePrimary,",
22     "\t\tcenterTitle: true,",
23     "\t),",
24     "\tbody: Center(", // Red arrow points here
25     "\t\tchild: Text('data'),",
26     "\t),",
27     "\tbackgroundColor: Colors.blueGrey[100],",
28   );
29 },
30 "description": "Crear el scaffold"
31 }
32

```

The status bar at the bottom indicates: Lín. 32, col. 2, Tamaño de tabulación: 4, UTF-8, LF, Code Snippets, Go Live, NE2211 (android-x64).

The screenshot shows the Android Studio interface with the code editor open. A tooltip is displayed over the code, indicating an error:

Variables must be declared using the keywords 'const', 'final', 'var' or a type name. Try adding the name of the variable.

The tooltip lists several Flutter widget options:

- statefulBldr
- statefulW
- statelessW
- streamBldr
- strm
- Flutter Widget with AnimationController
- Flutter StatefulWidget
- Flutter StatelessWidget
- StackOverflowError
- StackTrace
- StateError
- Stopwatch

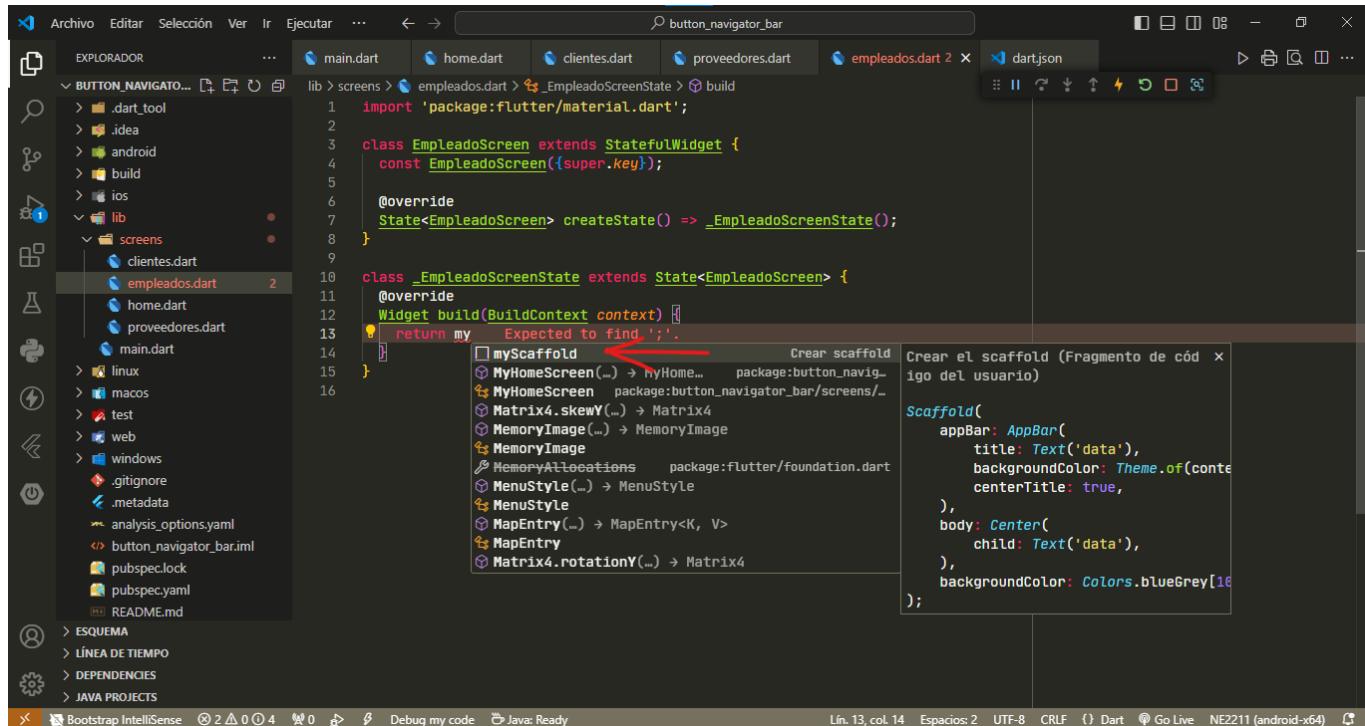
A red arrow points to the 'statefulW' option in the tooltip. The status bar at the bottom indicates: Lín. 1, col. 3, Espacios: 2, UTF-8, CRLF, Dart, Go Live, NE2211 (android-x64).

The screenshot shows the Android Studio interface with the code editor open. The file `EmpleadoScreen.dart` is being edited. The code defines a `StatelessWidget` named `EmpleadoScreen` and its corresponding `State` class `EmpleadoScreenState`. An error message is displayed at the top of the code editor: "Classes can only extend other classes. Try specifying a different super class". Below the code editor, the bottom bar shows "Bootstrap IntelliSense" and various status indicators.

```
lib > screens > empleados.dart > EmpleadoScreen
1 class EmpleadoScreen extends StatelessWidget { Classes can only extend other classes. Try specifying a different super
2   const EmpleadoScreen({super.key}); No associated named super constructor parameter. Try changing the name to the na
3
4   @override
5     State<EmpleadoScreen> createState() => _EmpleadoScreenState();
6 }
7
8 class _EmpleadoScreenState extends State<EmpleadoScreen> { Classes can only extend other classes. Try specifying a di
9   @override
10    Widget build(BuildContext context) { Undefined class 'BuildContext'. Try changing the name to the name of an existi
11      return Container(); The method 'Container' isn't defined for the type '_EmpleadoScreenState'. Try correcting the
12    }
13 }
```

The screenshot shows the Android Studio interface with the code editor open. The file `EmpleadoScreen.dart` is being edited. A warning message is displayed at the top of the code editor: "Variables must be declared using the keywords 'const', 'final', 'var' or a type name. Try adding the name of the undeclared variable to the list of imports". A red arrow points to the `import 'Material'` statement. To the right of the code editor, a tooltip provides information about the `Material` package. Below the code editor, the bottom bar shows "Bootstrap IntelliSense" and various status indicators.

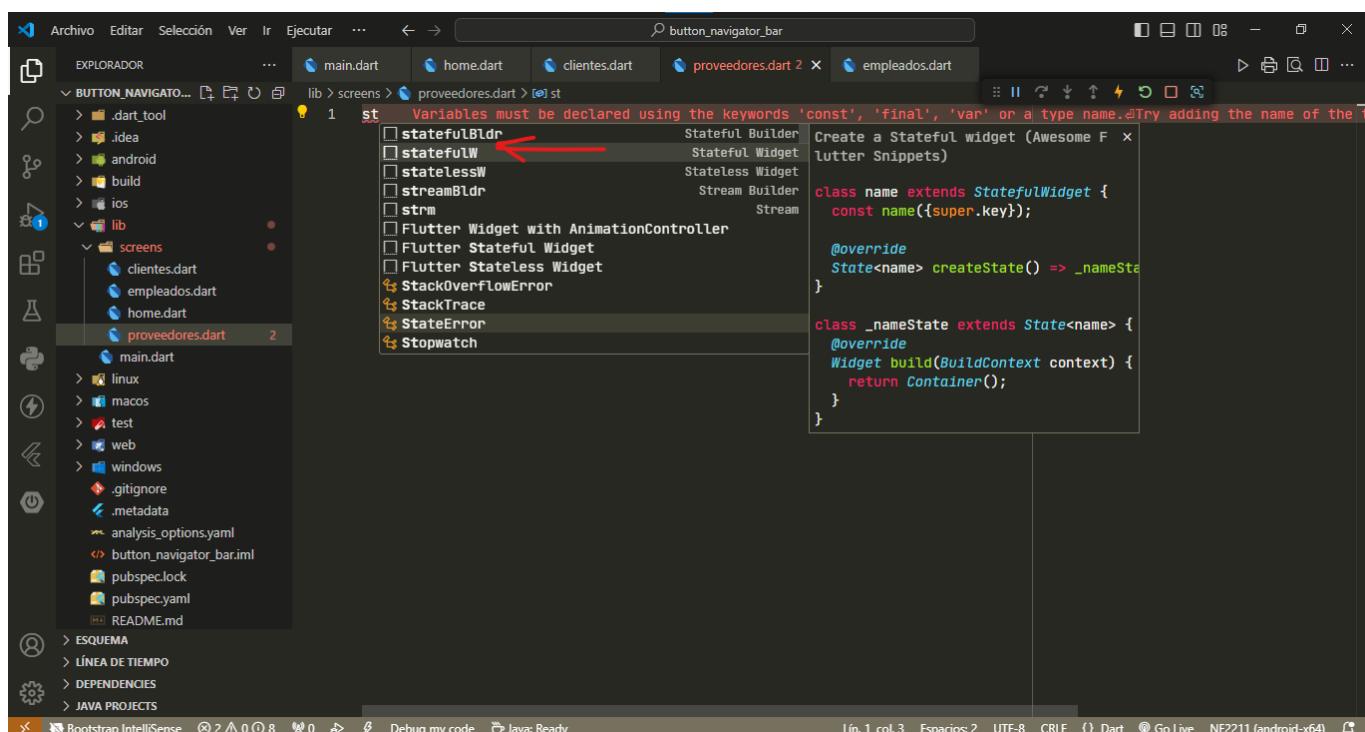
```
1 import 'Variables must be declared using the keywords 'const', 'final', 'var' or a type name. Try adding the name of the undeclared variable to the list of imports';
2 cl import '';
3   importAL app_localizations Package
4   importC Cupertino Package
5   importFT flutter_test Package
6   importM Material Package
7   cl Image package:flutter/material.dart
8   cl Image package:flutter/widgets.dart
9   cl Image package:flutter/cupertino.dart
10  cl ImageByteFormat dart:ui
11  cl ImageCache package:flutter/material.dart
12  cl ImageCache package:flutter/widgets.dart
```



Screenshot of the Android Studio IDE showing code completion for the variable 'myScaffold'. The code is part of the `_EmpleadoScreenState` class:

```
1 import 'package:flutter/material.dart';
2
3 class _EmpleadoScreen extends StatefulWidget {
4   const _EmpleadoScreen({super.key});
5
6   @override
7   State<_EmpleadoScreen> createState() => _EmpleadoScreenState();
8 }
9
10 class _EmpleadoScreenState extends State<_EmpleadoScreen> {
11   @override
12   Widget build(BuildContext context) {
13     return myScaffold // Completion arrow points here
14   }
15 }
```

The completion dropdown shows several options starting with 'myScaffold', including `Crear scaffold`, `Crear el scaffold (Fragmento de código del usuario)`, and `Scaffold` with its properties like `appBar`, `body`, and `backgroundColor`.



Screenshot of the Android Studio IDE showing code completion for the variable 'statefulBldr'. The code is part of the `proveedores.dart` file:

```
1 st Variables must be declared using the keywords 'const', 'final', 'var' or a type name. Try adding the name of the
2 statefulBldr // Completion arrow points here
3 StatefulWidget
4 StatelessWidget
5 StreamBuilder
6 Stream
7 Flutter Widget with AnimationController
8 Flutter StatefulWidget
9 Flutter Stateless Widget
10 StackOverflowError
11 StackTrace
12 StateError
13 Stopwatch
```

The completion dropdown shows several options starting with 'statefulBldr', including `StatefulWidget`, `StatelessWidget`, `StreamBuilder`, and `Stream`.

The screenshot shows an IDE interface with a dark theme. The left sidebar contains project files like main.dart, home.dart, clientes.dart, proveedores.dart (which is selected), and empleados.dart. The right pane displays the contents of proveedores.dart. The code is as follows:

```
1 class ProveedorScreen extends StatefulWidget { Classes can only extend other classes. Try specifying a different super constructor parameter. Try changing the name to the class to something else.
2   const ProveedorScreen({super.key}); No associated named super constructor parameter. Try changing the name to the class to something else.
3 
4   @override
5     State<ProveedorScreen> createState() => _ProveedorScreenState();
6 }
7 
8 class _ProveedorScreenState extends State<ProveedorScreen> { Classes can only extend other classes. Try specifying a different super constructor parameter. Try changing the name to the class to something else.
9   @override
10    Widget build(BuildContext context) { Undefined class 'BuildContext'. Try changing the name to the name of an existing class. Return Container. The method 'Container' isn't defined for the type '_ProveedorScreenState'. Try correcting the spelling or check the class definition.
11      return Container();
12    }
13 }
```

The status bar at the bottom shows "Bootstrap IntelliSense" and various tool icons.

This screenshot shows the same IDE interface. The code completion dropdown is open over the line "import 'package:flutter/material.dart';". The suggestions include "Material", "MaterialPackage", "MaterialState", and "MaterialStates". The status bar at the bottom shows "Lín. 1, col. 3" and other standard tool icons.

The screenshot shows the Android Studio interface with the code editor open. The file being edited is `_ProveedorScreenState`. A red arrow points to the variable `myScaffold` in the code, which is highlighted by the IDE's code completion feature. A tooltip window is displayed, providing information about the `Scaffold` widget, including its properties like `appBar`, `body`, and `backgroundColor`.

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

class _ProveedorScreenState extends State<ProveedorScreen> {
    @override
    Widget build(BuildContext context) {
        return myScaffold // Expected to find: 'myScaffold'
    }
}
```

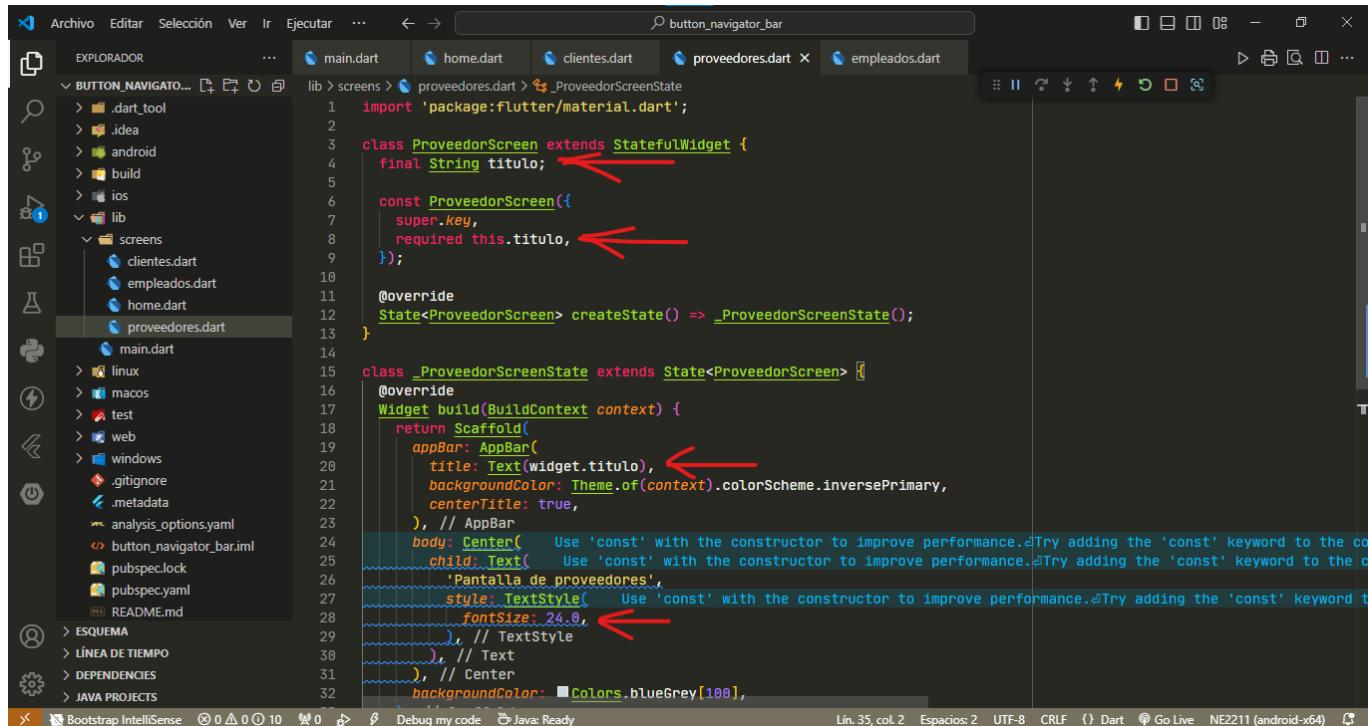
The screenshot shows the Android Studio interface with the code editor open. The file being edited is `_ClienteScreenState`. A red arrow points to the variable `titulo` in the code, which is highlighted by the IDE's code completion feature. Another red arrow points to the parameter `required this.titulo,` indicating it must be provided. A tooltip window is displayed, providing information about the `Text` widget, including its properties like `title`, `backgroundColor`, and `centerTitle`.

```
final String titulo;
```

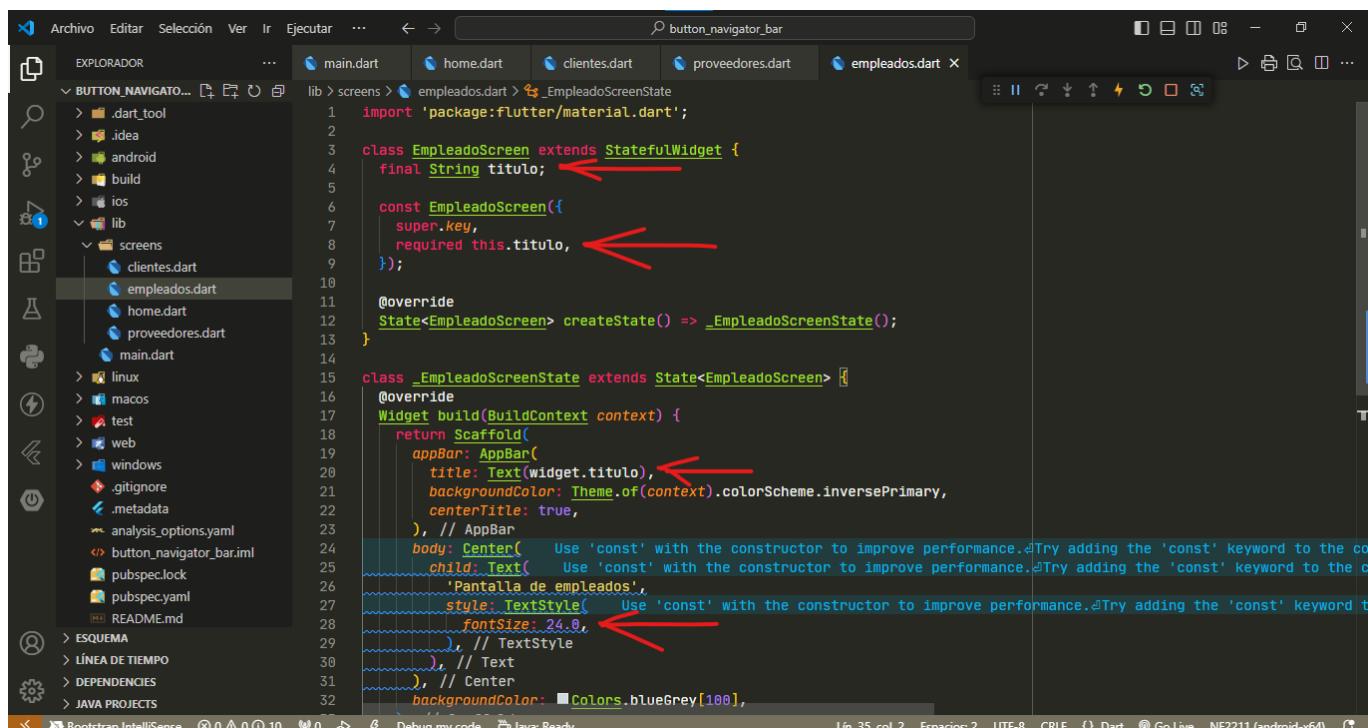
```
const ClienteScreen({  
    super.key,  
    required this.titulo,  
});
```

```
@override  
State<ClienteScreen> createState() => _ClienteScreenState();
```

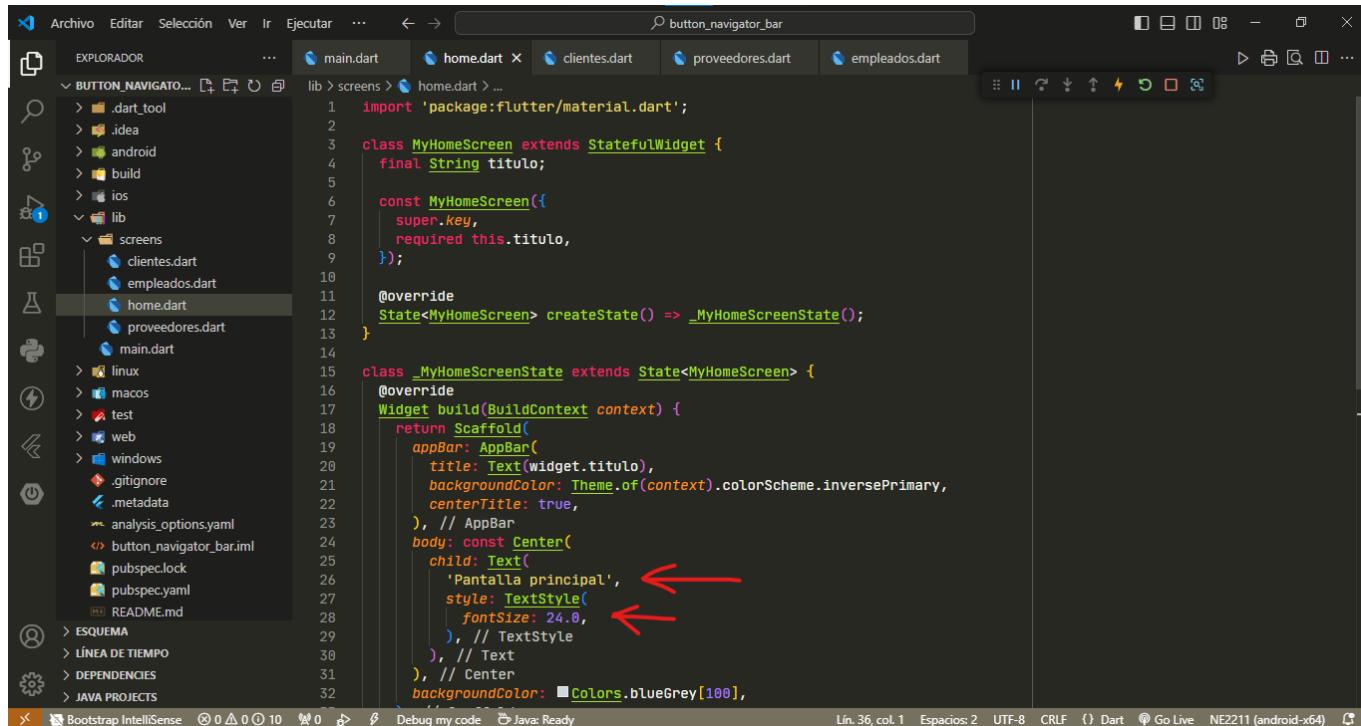
```
class _ClienteScreenState extends State<ClienteScreen> {  
    @override  
    Widget build(BuildContext context) {  
        return Scaffold(  
            appBar: AppBar(  
                title: Text(widget.titulo),  
                backgroundColor: Theme.of(context).colorScheme.inversePrimary,  
                centerTitle: true,  
            ), // AppBar  
            body: Center( // Use 'const' with the constructor to improve performance.  
                child: Text( // Use 'const' with the constructor to improve performance.  
                    'Pantalla de clientes',  
                    style: TextStyle( // Use 'const' with the constructor to improve performance.  
                        fontSize: 24.0, // Try adding the 'const' keyword to the  
                        color: Colors.blueGrey[100],  
                    ), // Text  
                ), // Center  
                backgroundColor: Colors.blueGrey[100],  
            );  
    }  
}
```



```
lib>screens>proveedores.dart>_ProveedorScreenState
1 import 'package:flutter/material.dart';
2
3 class ProveedorScreen extends StatefulWidget {
4   final String titulo;
5
6   const ProveedorScreen({
7     super.key,
8     required this.titulo,
9   });
10
11 @override
12 State<ProveedorScreen> createState() => _ProveedorScreenState();
13 }
14
15 class _ProveedorScreenState extends State<ProveedorScreen> {
16   @override
17   Widget build(BuildContext context) {
18     return Scaffold(
19       appBar: AppBar(
20         title: Text(widget.titulo),
21         backgroundColor: Theme.of(context).colorScheme.inversePrimary,
22         centerTitle: true,
23       ), // AppBar
24       body: Center( Use 'const' with the constructor to improve performance. Try adding the 'const' keyword to the co
25         child: Text( Use 'const' with the constructor to improve performance. Try adding the 'const' keyword to the c
26           'Pantalla de proveedores',
27           style: TextStyle( Use 'const' with the constructor to improve performance. Try adding the 'const' keyword t
28             fontSize: 24.0, ),
29         ), // Text
30     ), // Center
31     backgroundColor: Colors.blueGrey[100],
32   )
33 }
```



```
lib>screens>empleados.dart>_EmpleadoScreenState
1 import 'package:flutter/material.dart';
2
3 class EmpleadoScreen extends StatefulWidget {
4   final String titulo;
5
6   const EmpleadoScreen({
7     super.key,
8     required this.titulo,
9   });
10
11 @override
12 State<EmpleadoScreen> createState() => _EmpleadoScreenState();
13 }
14
15 class _EmpleadoScreenState extends State<EmpleadoScreen> {
16   @override
17   Widget build(BuildContext context) {
18     return Scaffold(
19       appBar: AppBar(
20         title: Text(widget.titulo),
21         backgroundColor: Theme.of(context).colorScheme.inversePrimary,
22         centerTitle: true,
23       ), // AppBar
24       body: Center( Use 'const' with the constructor to improve performance. Try adding the 'const' keyword to the co
25         child: Text( Use 'const' with the constructor to improve performance. Try adding the 'const' keyword to the c
26           'Pantalla de empleados',
27           style: TextStyle( Use 'const' with the constructor to improve performance. Try adding the 'const' keyword t
28             fontSize: 24.0, ),
29         ), // Text
30     ), // Center
31     backgroundColor: Colors.blueGrey[100],
32   )
33 }
```



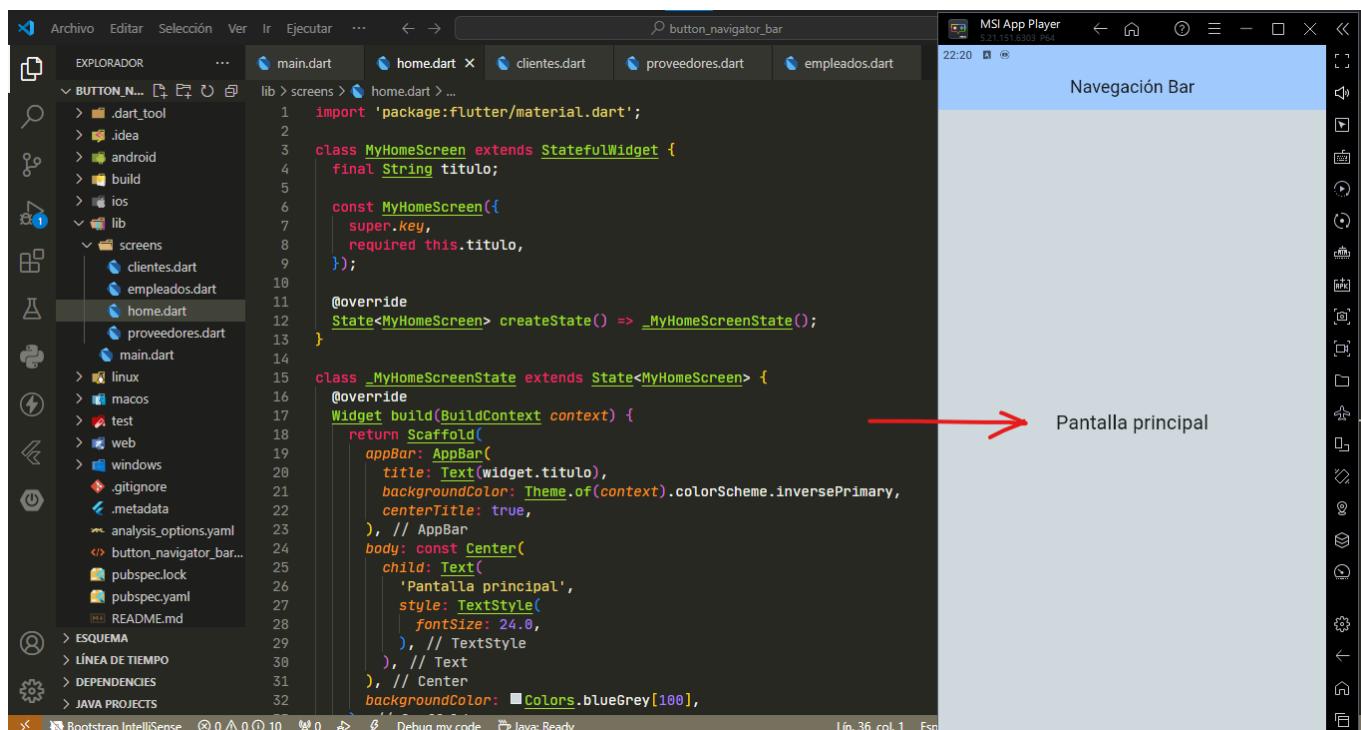
```
import 'package:flutter/material.dart';

class MyHomeScreen extends StatefulWidget {
    final String titulo;

    const MyHomeScreen({
        super.key,
        required this.titulo,
    });

    @override
    State<MyHomeScreen> createState() => _MyHomeScreenState();
}

class _MyHomeScreenState extends State<MyHomeScreen> {
    @override
    Widget build(BuildContext context) {
        return Scaffold(
            appBar: AppBar(
                title: Text(widget.titulo),
                backgroundColor: Theme.of(context).colorScheme.inversePrimary,
                centerTitle: true,
            ), // AppBar
            body: const Center(
                child: Text(
                    'Pantalla principal',
                    style: TextStyle(
                        fontSize: 24.0,
                    ), // TextStyle
                ), // Text
            ), // Center
            backgroundColor: Colors.blueGrey[100],
        );
    }
}
```



MSI App Player 5.21.191.6303 Png

Navegación Bar

Pantalla principal

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

class MyHomeScreen extends StatefulWidget {
    final String titulo;

    const MyHomeScreen({
        super.key,
        required this.titulo,
    });

    @override
    State<MyHomeScreen> createState() => _MyHomeScreenState();
}

class _MyHomeScreenState extends State<MyHomeScreen> {
    @override
    Widget build(BuildContext context) {
        return Scaffold(
            appBar: AppBar(
                title: Text(widget.titulo),
                backgroundColor: Theme.of(context).colorScheme.inversePrimary,
                centerTitle: true,
            ), // AppBar
            body: const Center(
                child: Text(
                    'Pantalla principal',
                    style: TextStyle(
                        fontSize: 24.0,
                    ), // TextStyle
                ), // Text
            ), // Center
            backgroundColor: Colors.blueGrey[100],
        );
    }
}
```

```

class MyHomeScreen extends StatefulWidget {
  const MyHomeScreen({ ...
  @override
  State<MyHomeScreenState> createState() => _MyHomeScreenState();
}

class _MyHomeScreenState extends State<MyHomeScreenState> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text(widget.title),
        bottomNavigationBar: Widget? // Red arrow points here
      );
    } // Scaffold
}

```

A bottom navigation bar to display at the bottom of the scaffold.

Snack bars slide from underneath the bottom navigation bar while bottom sheets are stacked on top.

The [bottomNavigationBar] is rendered below the [persistentFooterButtons] and the [body].

```

class MyHomeScreen extends StatefulWidget {
  const MyHomeScreen({ ...
  @override
  State<MyHomeScreenState> createState() => _MyHomeScreenState();
}

class _MyHomeScreenState extends State<MyHomeScreenState> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text(widget.title),
        backgroundColor: Theme.of(context).colorScheme.primary,
        centerTitle: true,
      ),
      body: const Center(
        child: Text(
          'Pantalla principal',
          style: TextStyle(
            fontSize: 24.0,
          ),
        ),
      ),
      bottomNavigationBar: BottomNavigationBar(
        items: [
          BottomNavigationBarItem(
            icon: Icon(Icons.home),
            label: 'Home'
          ),
          BottomNavigationBarItem(
            icon: Icon(Icons.search),
            label: 'Search'
          ),
          BottomNavigationBarItem(
            icon: Icon(Icons.favorite),
            label: 'Favorites'
          )
        ],
      ),
    );
  }
}

```

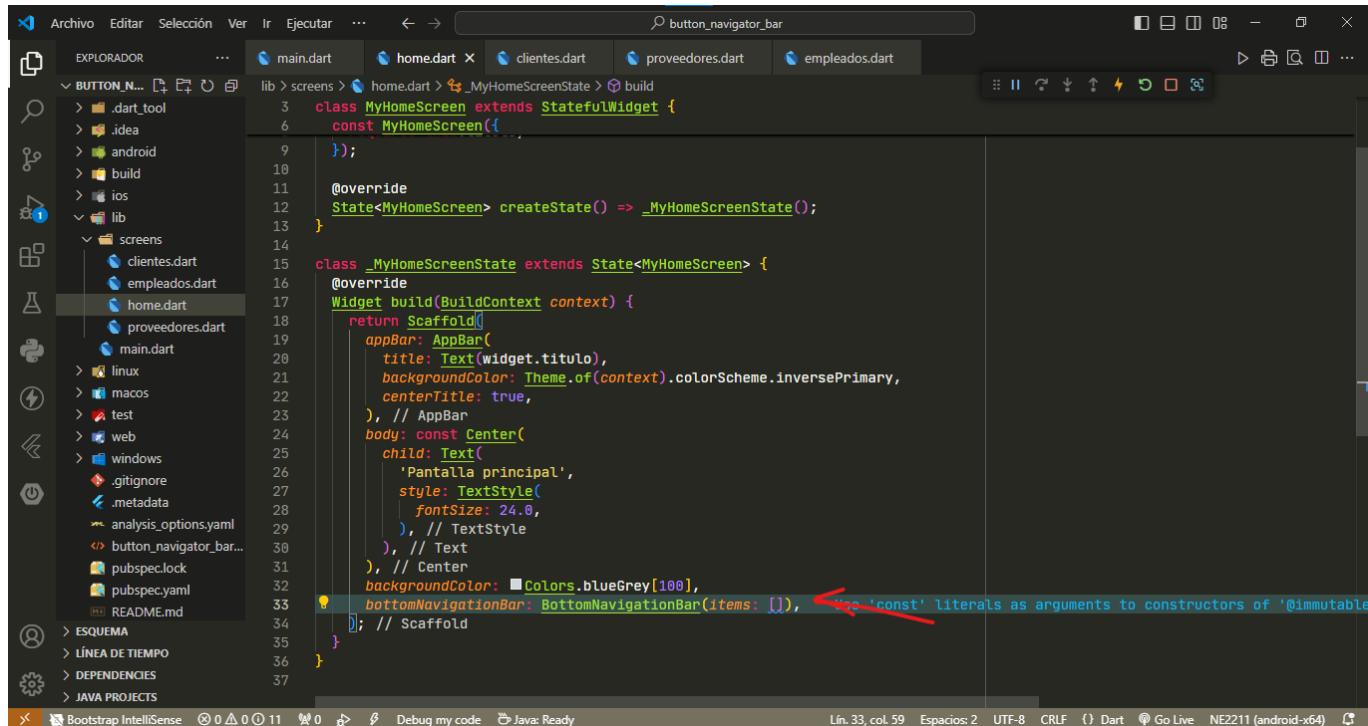
(if required List<BottomNavigationBarItem> items, Key? key, void Function(BottomNavigationBarItem)? onTap, Color? type, Color? fixedColor, Color? backgroundColor, double iconSize = 24.0, Color? selectedItemColor, Color? unselectedItemColor, IconThemeData? selectedIconTheme, IconThemeData? unselectedIconTheme, double selectedFontSize = 14.0, double unselectedFontSize = 12.0, TextStyle? selectedLabelStyle, TextStyle? unselectedLabelStyle, bool? showSelectedLabels, MouseCursor? mouseCursor, bool? enableFeedback, BottomNavigationBarLayout? landscapeLayout, bool useLegacyColorScheme = true}) → BottomNavigationBar

Creates a bottom navigation bar which is typically used as a [Scaffold]'s [Scaffold.bottomNavigationBar] argument.

The length of [items] must be at least two and each item's icon and label must not be null.

If [type] is null then [BottomNavigationBarBarType.fixed] is used when

Try correcting the name to one that is defined, or defining the name.

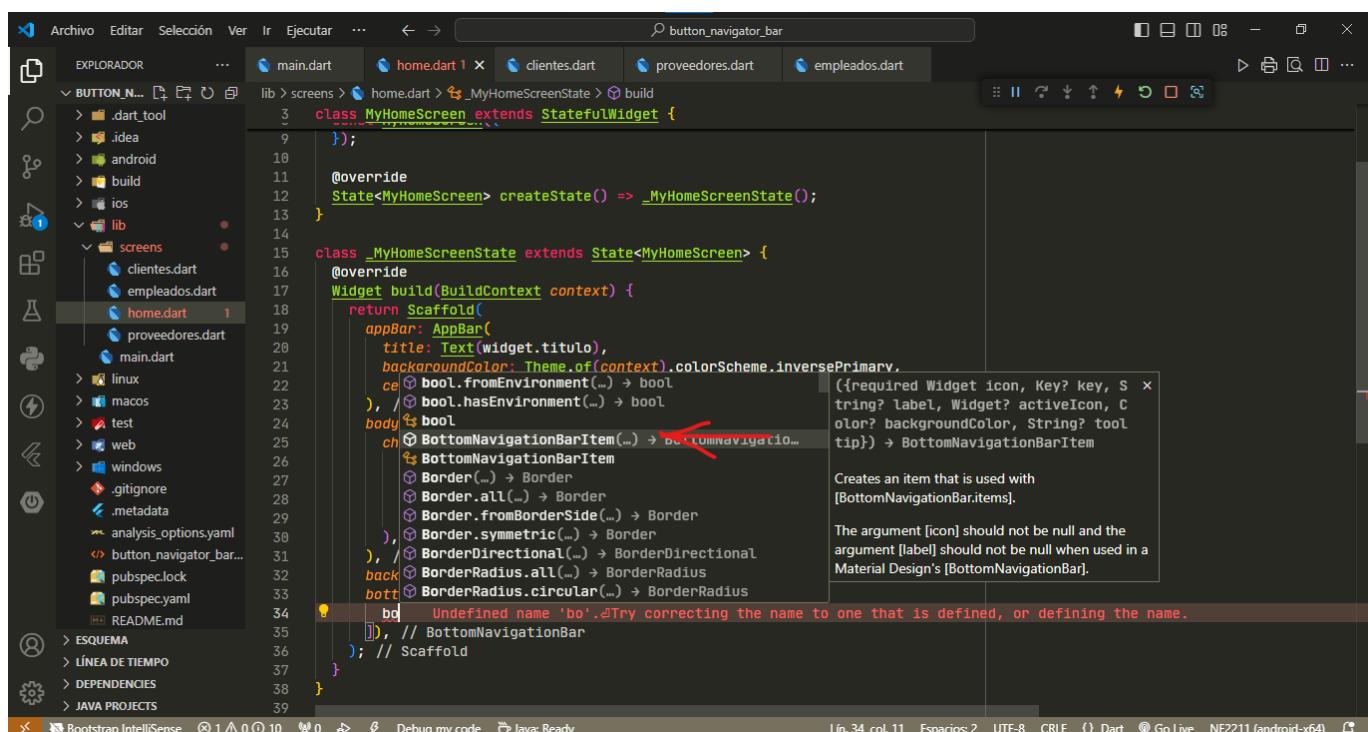


Bootstrap IntelliSense 0 ▲ 0 ▽ 11 Debug my code Java: Ready

Lín. 33, col. 59 Espacios: 2 UTF-8 CRLF () Dart ⚡ Go Live NE2211 (android-x64)

```

 3 class MyHomeScreen extends StatefulWidget {
 4   const MyHomeScreen({ ...
 5 });
 6 
 7   @override
 8   State<MyHomeScreenState> createState() => _MyHomeScreenState();
 9 }
10 
11 class _MyHomeScreenState extends State<MyHomeScreen> {
12   @override
13   Widget build(BuildContext context) {
14     return Scaffold(
15       appBar: AppBar(
16         title: Text(widget.title),
17         backgroundColor: Theme.of(context).colorScheme.inversePrimary,
18         centerTitle: true,
19       ), // AppBar
20       body: const Center(
21         child: Text(
22           'Pantalla principal',
23           style: TextStyle(
24             fontSize: 24.0,
25           ), // TextStyle
26         ), // Text
27       ), // Center
28       backgroundColor: Colors.blueGrey[100],
29       bottomNavigationBar: BottomNavigationBar(items: []), // ← 'const' literals as arguments to constructors of '@immutable' ...
30     ); // Scaffold
31   }
32 }
33 
```



Bootstrap IntelliSense 1 ▲ 0 ▽ 10 Debug my code Java: Ready

Lín. 34, col. 11 Espacios: 2 UTF-8 CRLF () Dart ⚡ Go Live NE2211 (android-x64)

```

 3 class MyHomeScreen extends StatefulWidget {
 4   const MyHomeScreen({ ...
 5 });
 6 
 7   @override
 8   State<MyHomeScreenState> createState() => _MyHomeScreenState();
 9 }
10 
11 class _MyHomeScreenState extends State<MyHomeScreen> {
12   @override
13   Widget build(BuildContext context) {
14     return Scaffold(
15       appBar: AppBar(
16         title: Text(widget.title),
17         backgroundColor: Theme.of(context).colorScheme.inversePrimary,
18         centerTitle: true,
19       ), // AppBar
20       body: const Center(
21         child: Text(
22           'Pantalla principal',
23           style: TextStyle(
24             fontSize: 24.0,
25           ), // TextStyle
26         ), // Text
27       ), // Center
28       backgroundColor: Colors.blueGrey[100],
29       bottomNavigationBar: BottomNavigationBar(items: []), // ← 'const' literals as arguments to constructors of '@immutable' ...
30     ); // Scaffold
31   }
32 }
33 
```

Creates an item that is used with [BottomNavigationBar.items].

The argument [icon] should not be null and the argument [label] should not be null when used in a Material Design's [BottomNavigationBar].

Undefined name 'bo'. Try correcting the name to one that is defined, or defining the name.

The screenshot shows the Android Studio interface with the code editor open. The code is for a `MyHomeScreenState` class:

```

3  class MyHomeScreenState extends StatefulWidget {
4    ...
5  }
6
7  @override
8  State<MyHomeScreenState> createState() => _MyHomeScreenState();
9
10 class _MyHomeScreenState extends State<MyHomeScreenState> {
11   ...
12   Widget build(BuildContext context) {
13     return Scaffold(
14       appBar: AppBar(
15         title: Text(widget.title),
16         backgroundColor: Theme.of(context).colorScheme.inversePrimary,
17         centerTitle: true,
18       ), // AppBar
19       body: const Center(
20         child: Text(
21           'Pantalla principal',
22           style: TextStyle(
23             ...
24           ), // TextStyle
25         ), // Text
26       ), // Center
27       backgroundColor: Colors.blueGrey[100],
28       bottomNavigationBar: BottomNavigationBar(items: [
29         BottomNavigationBarItem(icon: , label: ), // Expected an identifier.
30         ...
31       ]), // BottomNavigationBar
32     ); // Scaffold
33   }
34 }
35 
```

A red arrow points to the line `BottomNavigationBarItem(icon: , label:)`, indicating a syntax error: "Expected an identifier".

The screenshot shows the Android Studio interface with the code editor open. The code is the same as above, but now it is being inspected. Red arrows point to the following parts of the code:

- `const BottomNavigationBarItem(`
- `icon: Icon(Icons.home),`
- `label: 'Inicio',`
- `const BottomNavigationBarItem(`
- `icon: Icon(Icons.person),`
- `label: 'Clientes',`
- `const BottomNavigationBarItem(`
- `icon: Icon(Icons.person_add),`
- `label: 'Proveedores',`
- `const BottomNavigationBarItem(`
- `icon: Icon(Icons.people_alt),`
- `label: 'Empleados',`

These arrows highlight the inspection results for each navigation item.

The screenshot shows the Android Studio interface with the code editor open to the `home.dart` file. The code defines a `MyHomeScreenState` class that extends `State<MyHomeScreen>`. It initializes a `BottomNavigationBar` with four items: 'Inicio', 'Clientes', 'Proveedores', and 'Empleados'. The `currentIndex` is set to 0. Red arrows point to the `backgroundColor` and `label` properties for each item. The bottom navigation bar is displayed on the right side of the screen.

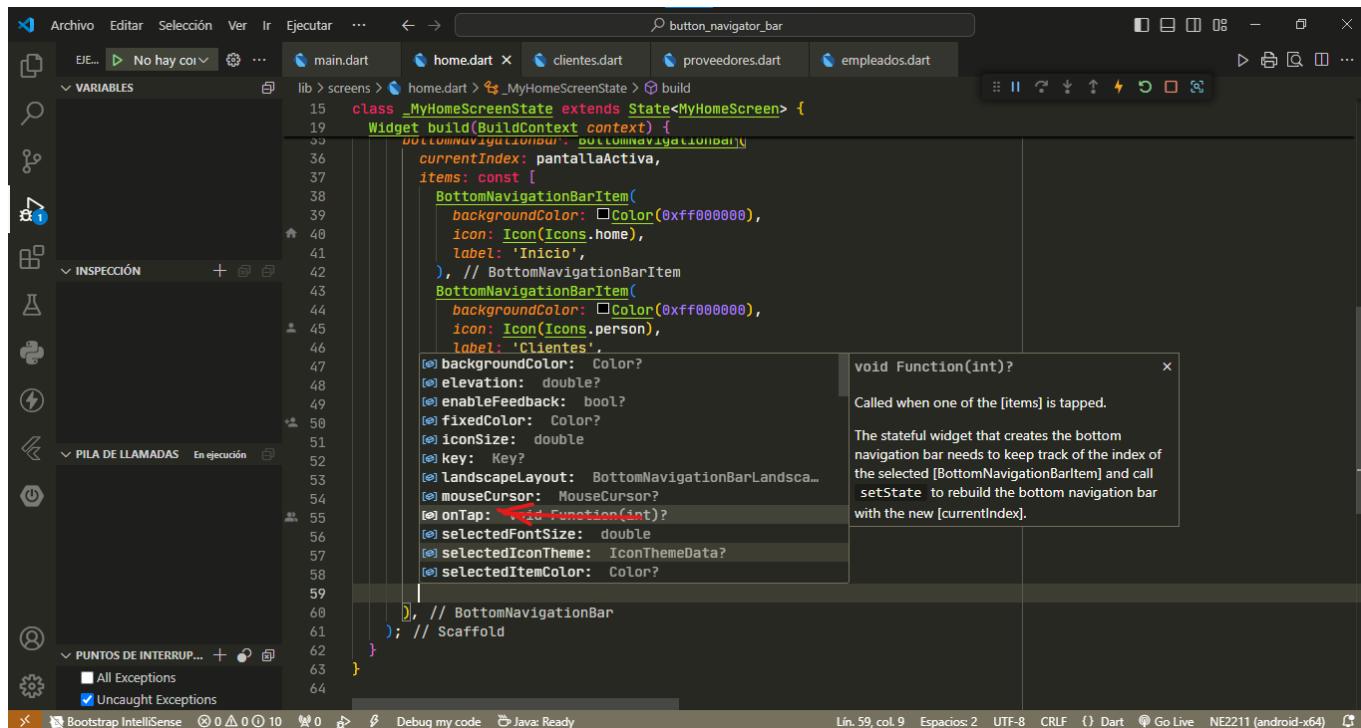
```
class _MyHomeScreenState extends State<MyHomeScreen> {
    Widget(BuildContext context) {
        // Center
        backgroundColor: Colors.blueGrey[100],
        bottomNavigationBar: BottomNavigationBar(
            currentIndex: 0,
            items: const [
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    icon: Icon(Icons.home),
                    label: 'Inicio',
                ), // BottomNavigationBarItem
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    icon: Icon(Icons.person),
                    label: 'Clientes',
                ), // BottomNavigationBarItem
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    icon: Icon(Icons.person_add),
                    label: 'Proveedores',
                ), // BottomNavigationBarItem
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    icon: Icon(Icons.people_alt),
                    label: 'Empleados',
                ), // BottomNavigationBarItem
            ],
        ); // BottomNavigationBar
    } // Scaffold
}
```

The screenshot shows the Android Studio interface with the code editor open to the `home.dart` file. The code defines a `MyHomeScreen` class that extends `StatefulWidget`. It overrides the `createState` method to return a `_MyHomeScreenState` object. The `_MyHomeScreenState` class has an `int pantallaActiva` variable. Red arrows point to the `pantallaActiva` variable and the `currentIndex` property of the `bottomNavigationBar`. The bottom navigation bar is displayed on the right side of the screen.

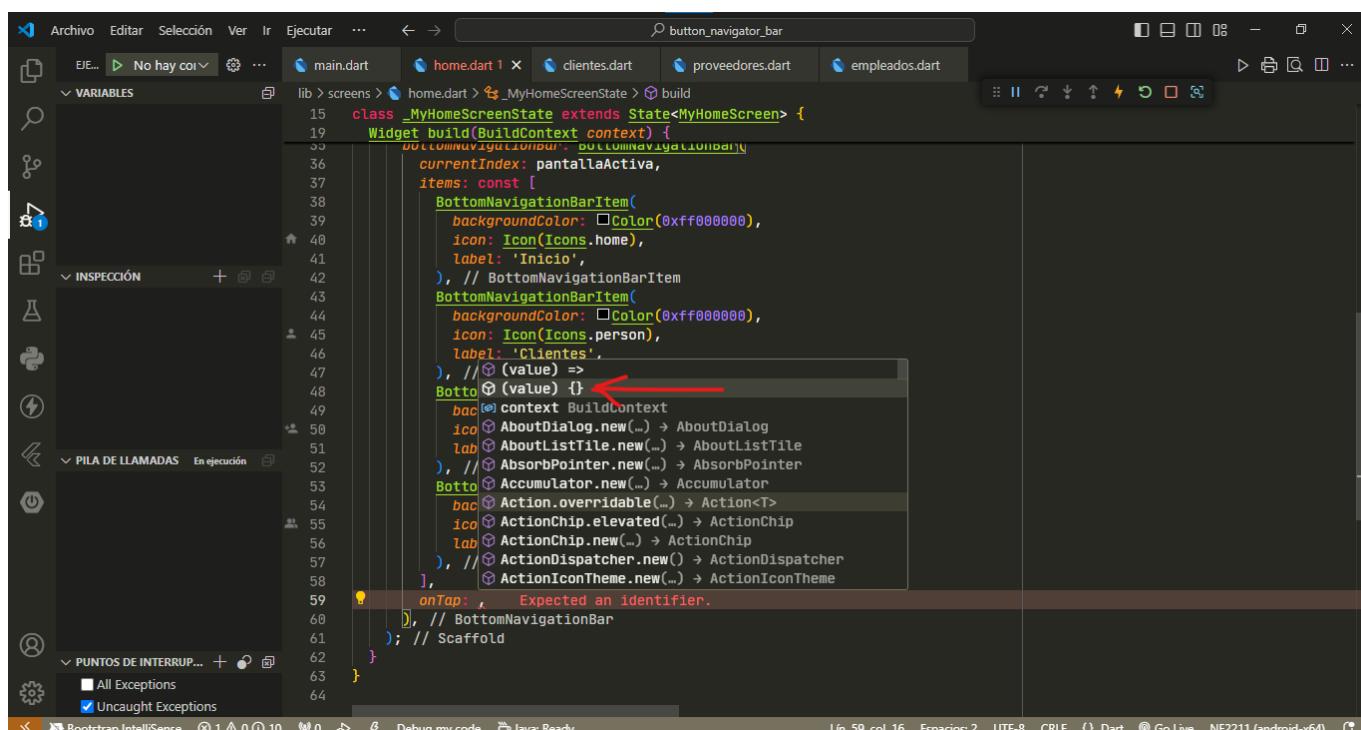
```
@override
State<MyHomeScreen> createState() => _MyHomeScreenState();
}

class _MyHomeScreenState extends State<MyHomeScreen> {
    int pantallaActiva = 0;

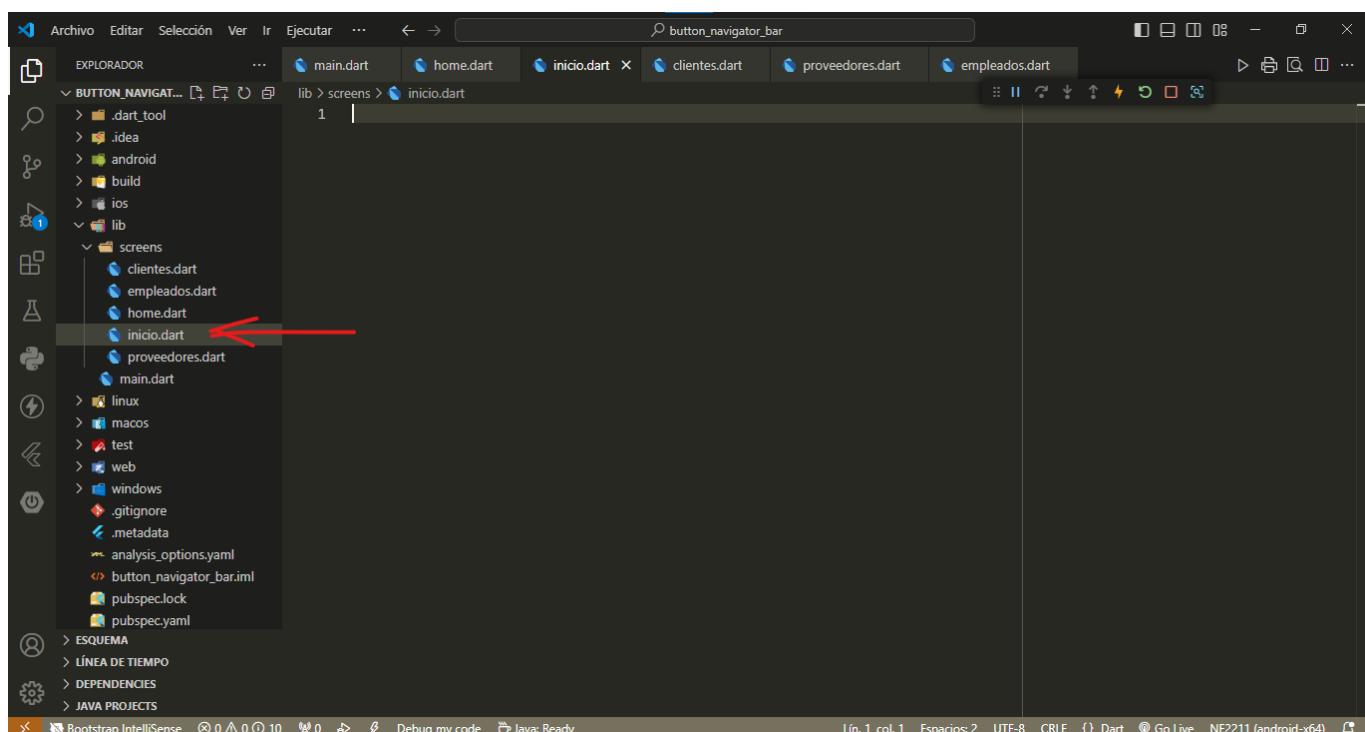
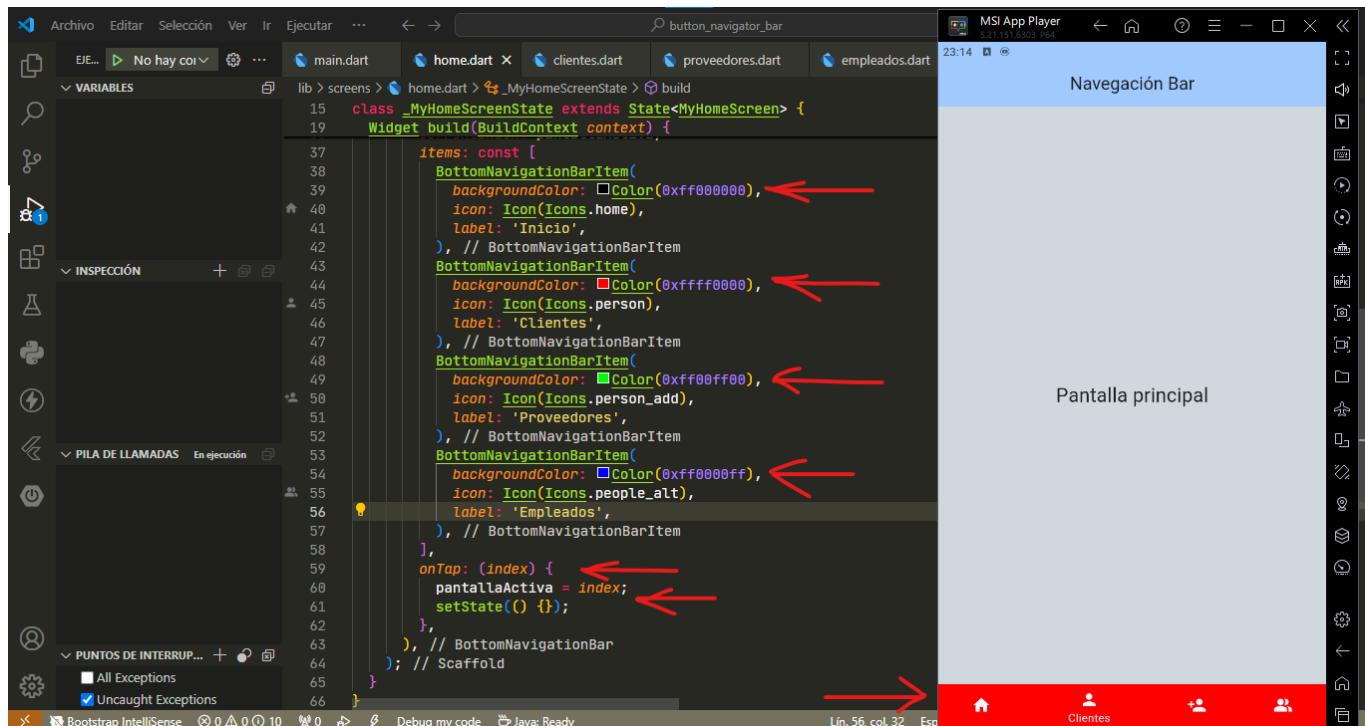
    @override
    Widget build(BuildContext context) {
        return Scaffold(
            appBar: AppBar(
                title: Text(widget.titulo),
                backgroundColor: Theme.of(context).colorScheme.inversePrimary,
                centerTitle: true,
            ), // AppBar
            body: const Center(
                child: Text(
                    'Pantalla principal',
                    style: TextStyle(
                        fontSize: 24.0,
                    ), // TextStyle
                ), // Text
            ), // Center
            backgroundColor: Colors.blueGrey[100],
            bottomNavigationBar: BottomNavigationBar(
                currentIndex: pantallaActiva,
                items: const [
                    BottomNavigationBarItem(
                        backgroundColor: Color(0xff000000),
                        icon: Icon(Icons.home),
                        label: 'Inicio',
                    ), // BottomNavigationBarItem
                ],
            ); // BottomNavigationBar
    }
}
```

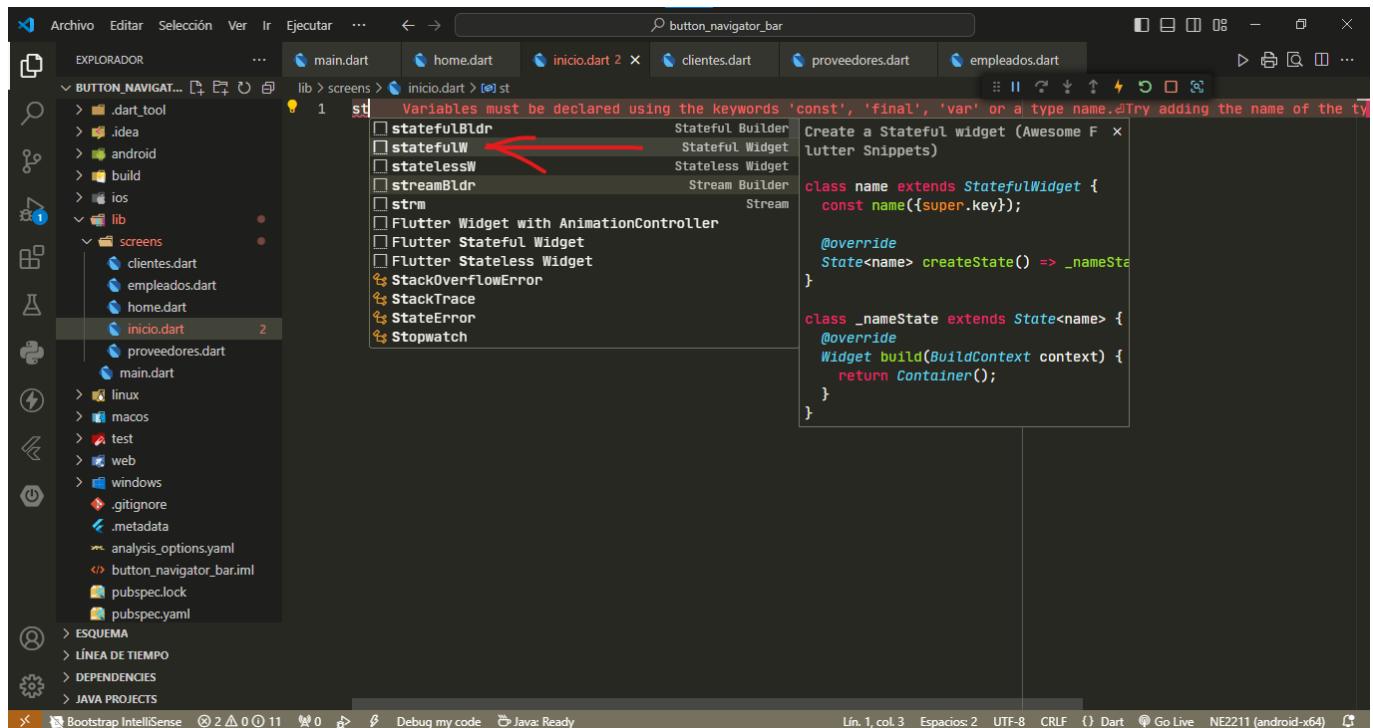


```
class _MyHomeScreenState extends State<MyHomeScreen> {
    Widget build(BuildContext context) {
        final currentIndex = pantallaActiva,
            items = const [
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    icon: Icon(Icons.home),
                    label: 'Inicio',
                ), // BottomNavigationBarItem
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    icon: Icon(Icons.person),
                    label: 'Clientes',
                ),
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    elevation: double,
                    enableFeedback: bool,
                    fixedColor: Color,
                    iconSize: double,
                    key: Key,
                    landscapeLayout: BottomNavigationBarLandscape,
                    mouseCursor: MouseCursor,
                    onTap: void Function(int)?,
                    selectedFontSize: double,
                    selectedIconTheme: IconThemeData,
                    selectedItemColor: Color?
                ),
            ],
        );
    }
}
```



```
class _MyHomeScreenState extends State<MyHomeScreen> {
    Widget build(BuildContext context) {
        final currentIndex = pantallaActiva,
            items = const [
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    icon: Icon(Icons.home),
                    label: 'Inicio',
                ), // BottomNavigationBarItem
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    icon: Icon(Icons.person),
                    label: 'Clientes',
                ),
                BottomNavigationBarItem(
                    backgroundColor: Color(0xff000000),
                    onTap: ,
                ),
            ],
        );
    }
}
```

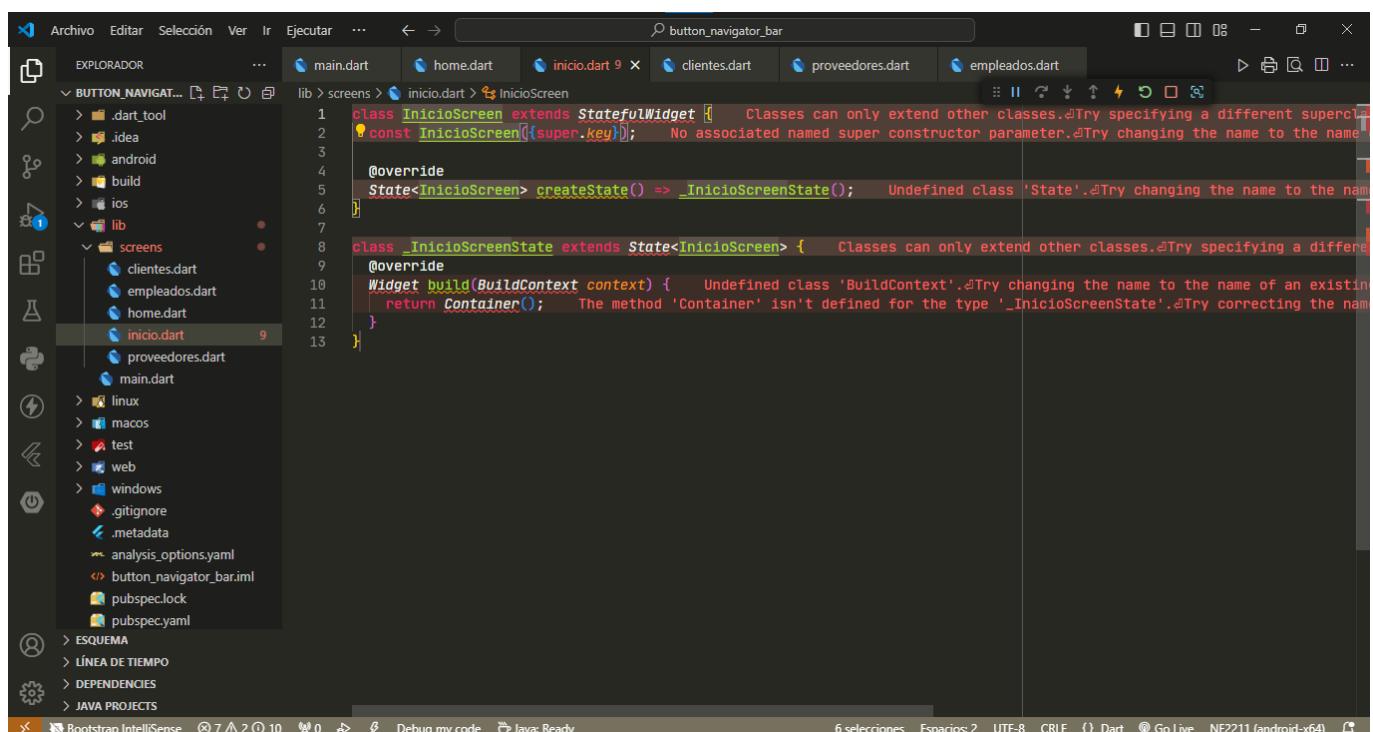




The screenshot shows the Android Studio interface with the code editor open. The code being edited is `inicio.dart`:

```
1 stl Variables must be declared using the keywords 'const', 'final', 'var' or a type name. Try adding the name of the type to the imports.
2 statefulBldr Stateful Builder
3 statefulW Stateful Widget
4 statelessW Stateless Widget
5 streamBldr Stream Builder
6 strm Stream
7 Flutter Widget with AnimationController
8 Flutter StatefulWidget
9 Flutter StatelessWidget
10 StackOverflowError
11 StackTrace
12 StateError
13 Stopwatch
```

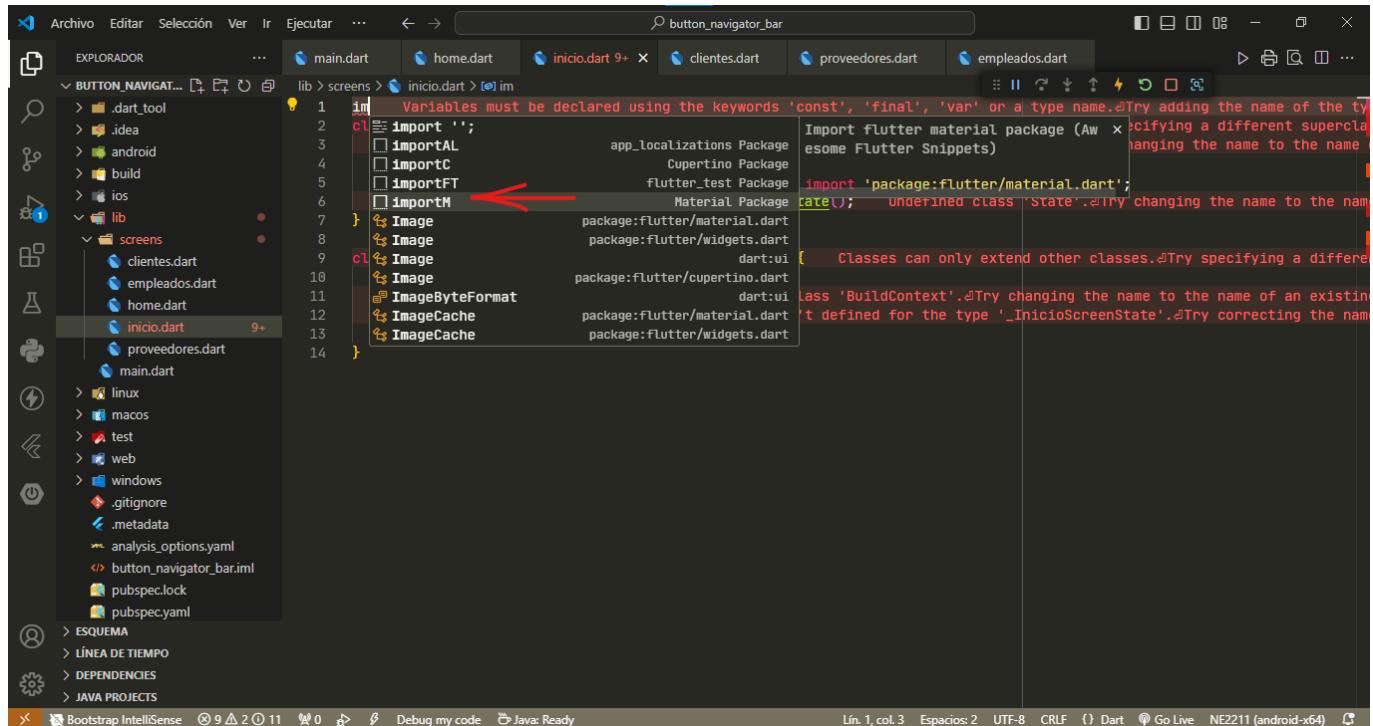
A red arrow points to the identifier `statefulW` in the code. A tooltip above the cursor provides the error message: "Variables must be declared using the keywords 'const', 'final', 'var' or a type name. Try adding the name of the type to the imports." Below the code editor, the status bar shows "Bootstrap IntelliSense" and other project details.



The screenshot shows the Android Studio interface with the code editor open. The code being edited is `inicio.dart`:

```
1 class InicioScreen extends StatefulWidget {
2     const InicioScreen({super.key});
3
4     @override
5     State<InicioScreen> createState() => _InicioScreenState();
6 }
7
8 class _InicioScreenState extends State<InicioScreen> {
9     @override
10    Widget build(BuildContext context) {
11        return Container();
12    }
13 }
```

An IDE error is shown at the top of the code editor: "Classes can only extend other classes. Try specifying a different superclass." The file path `lib > screens > inicio.dart` is visible above the code editor. The status bar at the bottom shows "Bootstrap IntelliSense" and other project details.

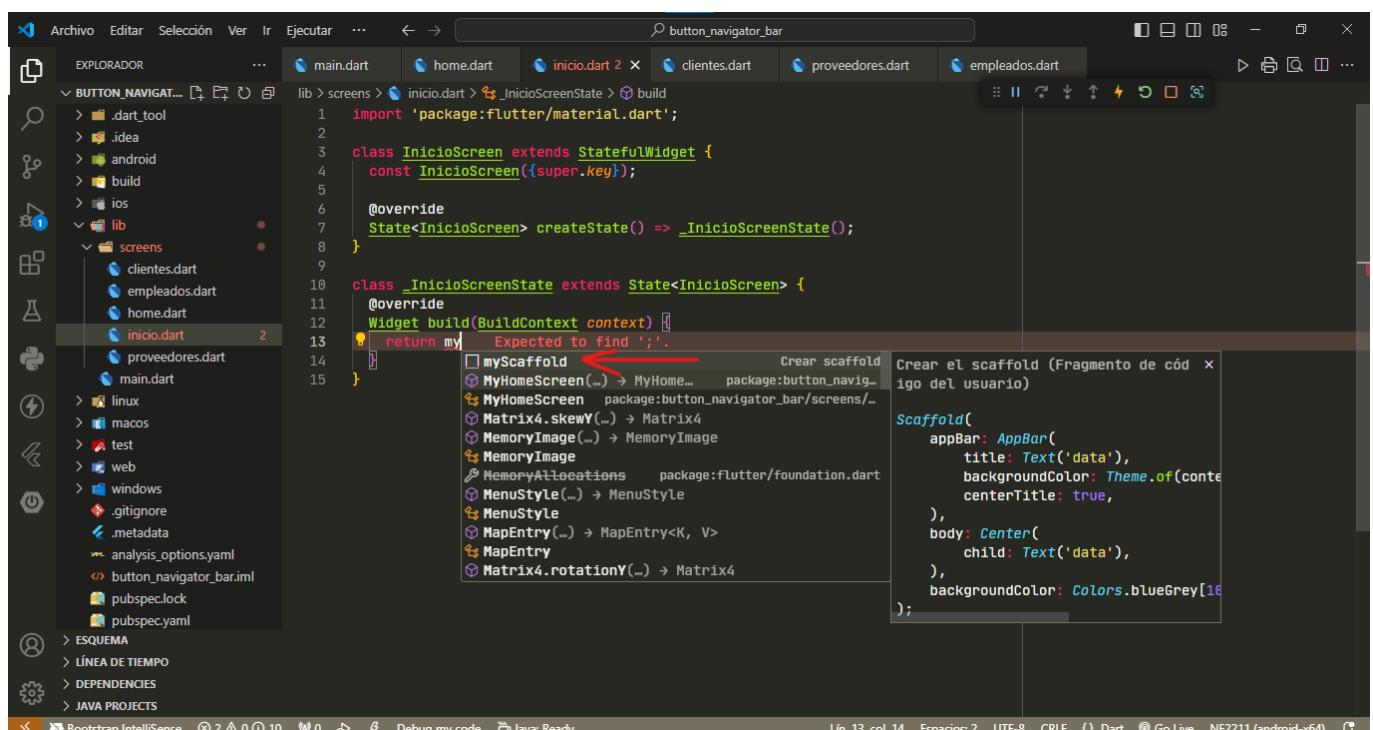


The screenshot shows an IDE interface with a search bar at the top containing "button_navigator_bar". The left sidebar displays project files like main.dart, home.dart, inicio.dart, clientes.dart, proveedores.dart, and empleados.dart. The right pane shows the content of inicio.dart. A red arrow points to the word "importM" in line 6, which is underlined in red. A tooltip above the word provides error information: "Variables must be declared using the keywords 'const', 'final', 'var' or a type name. Try adding the name of the type to the import statement." Below the code editor, the status bar shows "Bootstrap IntelliSense" and other build-related details.

```

1 import '';
2 class InicioScreenState extends State<InicioScreen> {
3   const InicioScreenState({super.key});
4
5   @override
6   State<InicioScreenState> createState() => _InicioScreenState();
7 }
8
9 class _InicioScreenState extends State<InicioScreenState> {
10  @override
11  Widget build(BuildContext context) {
12    return myScaffold;
13  }
14}
15

```



This screenshot shows the same IDE environment. A red arrow points to the variable "myScaffold" in line 14, which is also underlined in red. A tooltip appears, suggesting "Expected to find ';'". To the right of the tooltip, a larger box displays code snippets for "Crear scaffold" and "Crear el scaffold (Fragmento de código del usuario)". These snippets show examples of how to use the Scaffold widget, including its properties like appBar, title, and body. The status bar at the bottom indicates "Lin. 13, col. 14" and "Bootstrap IntelliSense".

```

1 import 'package:flutter/material.dart';
2 class InicioScreenState extends State<InicioScreen> {
3   const InicioScreenState({super.key});
4
5   @override
6   State<InicioScreenState> createState() => _InicioScreenState();
7 }
8
9 class _InicioScreenState extends State<_InicioScreenState> {
10  @override
11  Widget build(BuildContext context) {
12    return myScaffold;
13  }
14}
15

```

Annotations in the screenshot:

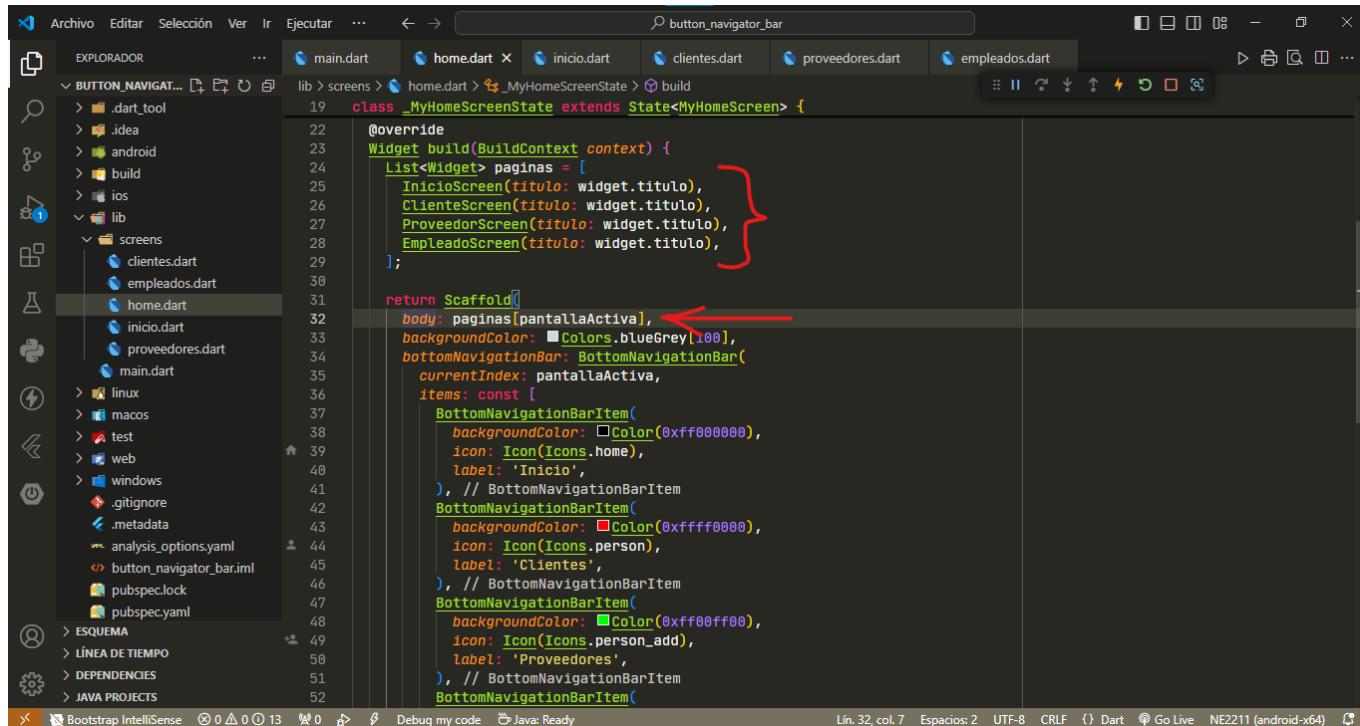
- A red arrow points to the declaration of the `final String titulo;` field in the `InicioScreen` class.
- A red arrow points to the constructor parameter `required this.titulo,` in the `InicioScreen` class.
- A red arrow points to the `title: Text(widget.titulo),` line in the `build` method of `InicioScreenState`.
- A red arrow points to the `fontSize: 24.0,` line in the `style: TextStyle(` block of the `build` method.

```
lib > screens > inicio.dart > ...  
1 import 'package:flutter/material.dart';  
2  
3 class InicioScreen extends StatefulWidget {  
4   final String titulo;  
5  
6   const InicioScreen({  
7     super.key,  
8     required this.titulo,  
9   });  
10  
11 @override  
12 State<InicioScreen> createState() => _InicioScreenState();  
13 }  
14  
15 class _InicioScreenState extends State<InicioScreen> {  
16   @override  
17   Widget build(BuildContext context) {  
18     return Scaffold(  
19       appBar: AppBar(  
20         title: Text(widget.titulo),  
21         backgroundColor: Theme.of(context).colorScheme.inversePrimary,  
22         centerTitle: true,  
23       ), // AppBar  
24       body: Center(  
25         child: Text(  
26           'Pantalla principal',  
27           style: TextStyle(  
28             Use 'const' with the constructor to improve performance. Try adding the 'const' keyword to the con  
29             fontSize: 24.0, Use 'const' with the constructor to improve performance. Try adding the 'const' keyword to the co  
30           ), // TextStyle  
31         ), // Center  
32         backgroundColor: Colors.blueGrey[100],  
33       ), // Center  
34     );  
35   }  
36 }  
37  
Lín. 1, col. 40 Espacios: 2 UTF-8 CRLF () Dart Go Live NE2211 (android-x64)
```

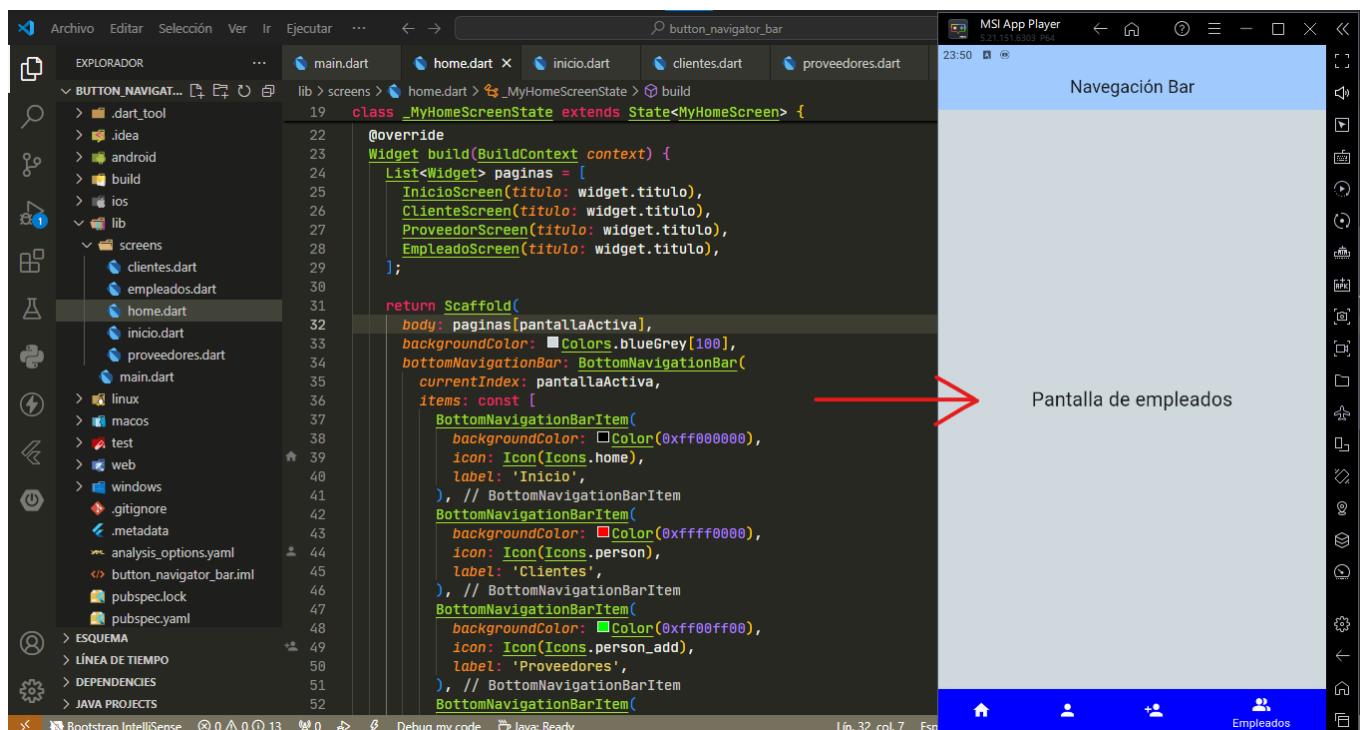
Annotations in the screenshot:

- A red arrow points to the declaration of the `List<Widget> paginas = [];` variable in the `MyHomeScreen` class.

```
lib > screens > home.dart > _MyHomeScreenState  
1 class MyHomeScreen extends StatefulWidget {  
2   const MyHomeScreen({  
3     required this.titulo,  
4   });  
5  
6   @override  
7   State<MyHomeScreen> createState() => _MyHomeScreenState();  
8 }  
9  
10 class _MyHomeScreenState extends State<MyHomeScreen> {  
11   int pantallaActiva = 0;  
12  
13   List<Widget> paginas = [];  
14  
15   @override  
16   Widget build(BuildContext context) {  
17     return Scaffold(  
18       appBar: AppBar(  
19         title: Text(widget.titulo),  
20         backgroundColor: Theme.of(context).colorScheme.inversePrimary,  
21         centerTitle: true,  
22       ), // AppBar  
23       body: const Center(  
24         child: Text(  
25           'Pantalla principal',  
26           style: TextStyle(  
27             fontSize: 24.0,  
28           ), // TextStyle  
29         ), // Center  
30         backgroundColor: Colors.blueGrey[100],  
31       ), // Center  
32       bottomNavigationBar: BottomNavigationBar(  
33     );  
34   }  
35 }  
36  
Lín. 18, col. 29 Espacios: 2 UTF-8 CRLF () Dart Go Live NE2211 (android-x64)
```



```
lib > screens > home.dart > _MyHomeScreenState > build
19 class _MyHomeScreenState extends State<MyHomeScreen> {
20   @override
21   Widget build(BuildContext context) {
22     List<Widget> paginas = [
23       InicioScreen(titulo: widget.titulo),
24       ClienteScreen(titulo: widget.titulo),
25       ProveedorScreen(titulo: widget.titulo),
26       EmpleadoScreen(titulo: widget.titulo),
27     ];
28
29     return Scaffold(
30       body: paginas[pantallaActiva], ←
31       backgroundColor: Colors.blueGrey[100],
32       bottomNavigationBar: BottomNavigationBar(
33         currentIndex: pantallaActiva,
34         items: const [
35           BottomNavigationBarItem(
36             backgroundColor: Color(0xff000000),
37             icon: Icon(Icons.home),
38             label: 'Inicio',
39           ), // BottomNavigationBarItem
40           BottomNavigationBarItem(
41             backgroundColor: Color(0xffff0000),
42             icon: Icon(Icons.person),
43             label: 'Clientes',
44           ), // BottomNavigationBarItem
45           BottomNavigationBarItem(
46             backgroundColor: Color(0xff00ff00),
47             icon: Icon(Icons.person_add),
48             label: 'Proveedores',
49           ), // BottomNavigationBarItem
50           BottomNavigationBarItem(
51             backgroundColor: Color(0xffff00ff),
52             icon: Icon(Icons.person),
53             label: 'Empleados',
54           ), // BottomNavigationBarItem
55         ],
56       ),
57     );
58   }
59 }
```



Pantalla de empleados

```
lib > screens > home.dart > _MyHomeScreenState > build
19 class _MyHomeScreenState extends State<MyHomeScreen> {
20   @override
21   Widget build(BuildContext context) {
22     List<Widget> paginas = [
23       InicioScreen(titulo: widget.titulo),
24       ClienteScreen(titulo: widget.titulo),
25       ProveedorScreen(titulo: widget.titulo),
26       EmpleadoScreen(titulo: widget.titulo),
27     ];
28
29     return Scaffold(
30       body: paginas[pantallaActiva], ←
31       backgroundColor: Colors.blueGrey[100],
32       bottomNavigationBar: BottomNavigationBar(
33         currentIndex: pantallaActiva,
34         items: const [
35           BottomNavigationBarItem(
36             backgroundColor: Color(0xff000000),
37             icon: Icon(Icons.home),
38             label: 'Inicio',
39           ), // BottomNavigationBarItem
40           BottomNavigationBarItem(
41             backgroundColor: Color(0xffff0000),
42             icon: Icon(Icons.person),
43             label: 'Clientes',
44           ), // BottomNavigationBarItem
45           BottomNavigationBarItem(
46             backgroundColor: Color(0xff00ff00),
47             icon: Icon(Icons.person_add),
48             label: 'Proveedores',
49           ), // BottomNavigationBarItem
50           BottomNavigationBarItem(
51             backgroundColor: Color(0xffff00ff),
52             icon: Icon(Icons.person),
53             label: 'Empleados',
54           ), // BottomNavigationBarItem
55         ],
56       ),
57     );
58   }
59 }
```