F02P. Scaffolding

Requirements

- Make a Flutter Stateful Widget app:

1. It is a Google-style app (MaterialApp).

2. It has three buttons (items) at the NavigationBar.

3. When a user clicks one of the buttons, the display is changed accordingly.

Practice 1

- Use code examples and think about how to implement the requirements.
  - You can discuss how to implement the application with your team members.
  - You can use LLM to get hints.
  - You can use the `selectstring1.dart` if you need a hint.

Practice 2 (HW)

- This time, you should solve the problem independently without any help.

  - Add two Floating Action Buttons (+ and -).

  - Add Text button, its value is currentIndex.

  - When the + button is clicked, increase the currentIndex; when

Self-grading for HW

- You solved this problem using only Practice 1 (100%).

- You solved this problem with outside help (80%).

- You solved this problem by reading the Practice 2 answer (40%).