#### **EXPERIMENT NO 5**

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AIM-To apply navigation, routing and gestures in Flutter App

#### **THEORY**

Navigation in Flutter allows users to move between different screens (or pages) in the app. Flutter uses the Navigator widget to handle navigation between routes (screens).

# Types of Navigation

- Push Navigation (Forward Navigation)  $\rightarrow$  Moves to a new screen. Pop Navigation (Backward Navigation)  $\rightarrow$  Moves back to the previous screen.
- PushReplacement → Replaces the current screen with a new one. ■ PushAndRemoveUntil → Moves to a new screen and removes previous screens from the stack.

Routing in Flutter manages different screens in the app. It helps organize and structure navigation efficiently.

# Types of Routing

- 1. Direct Route Navigation (MaterialPageRoute)-Used for simple page-to page navigation.
- 2. Named Routes (Predefined Routes in main.dart)-Defined in the MaterialApp widget and used throughout the app.

Flutter uses the GestureDetector widget to detect user interactions like taps, swipes, pinches, and long presses. This is essential for making an app interactive.

### Common Gestures & Their Uses:

- Tap → Detects simple taps on a widget.
- Double Tap → Recognizes double-clicking.

```
SYNTAX
Navigator
Navigator.push(
context,
MaterialPageRoute(builder: (context) =>
SecondPage()), );
Navigator.pushReplacement(
context,
MaterialPageRoute(builder: (context) => NewPage()),
);
Routing
void main() {
runApp(MaterialApp(
initialRoute: '/',
routes: {
'/': (context) => HomePage(),
'/profile': (context) => ProfilePage(),
},
));
}
Gestures
GestureDetector(
```

onTap: () {

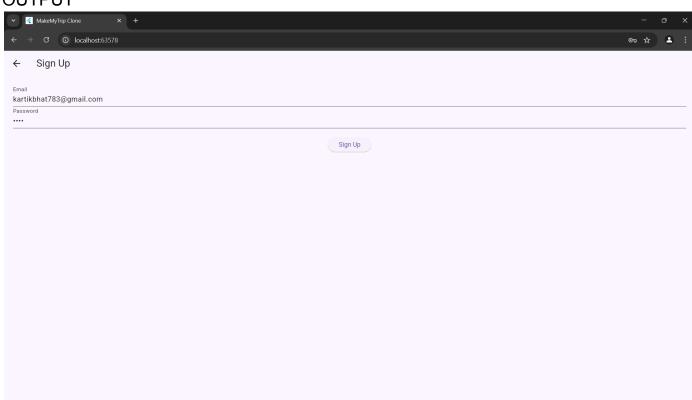
```
print("Widget Tapped!");
},
child: Container(
width: 100,
height: 100,
color: Colors.blue,
),
);
Widget Properties
Navigator
context \rightarrow The current build context for navigation.
MaterialPageRoute → Creates a transition animation between
pages. builder \rightarrow Defines the widget to navigate to.
Navigator.push() \rightarrow Pushes a new screen on top of the stack.
Navigator.pop() \rightarrow Removes the top screen and goes back.
Navigator.pushReplacement() → Replaces the current screen with a
new one.
Routing
initialRoute \rightarrow Sets the first screen when the app starts.
routes → Defines a map of route names and corresponding widgets.
Navigator.pushNamed() → Navigates using a predefined route.
Navigator.pop() → Closes the current screen and returns to the
previous one. Gestures
onDoubleTap → Detects a double tap.
onLongPress \rightarrow Detects when the user presses and holds.
onHorizontalDragStart → Detects when a horizontal drag begins.
```

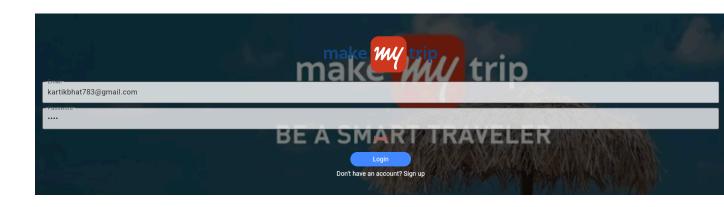
on HorizontalDragUpdate  $\to$  Detects movement during a horizontal drag. on HorizontalDragEnd  $\to$  Detects when a horizontal drag stops.

### CODE

```
// Navigate to Home Page
Navigator.pushReplacement(
context,
MaterialPageRoute(builder: (context) => const TwitterHomePage()),
);
}
```

# **OUTPUT**





### CODE

To go the user profile

```
onTap: () {
  Navigator.push(
  context,
  MaterialPageRoute(builder: (context) => const UserProfilePage()), );
},
```

# **OUTPUT**

