

Experiment No:5

Aim:To apply navigation routing and gestures in Flutter App.

Code:

Meeting History Page:

```
import 'package:flutter/material.dart';
import 'package:intl/intl.dart';
import 'package:zoom_meet/resources/firestore_methods.dart';
import 'package:zoom_meet/utils/colors.dart';

class HistoryMeetingScreen extends StatelessWidget {
  const HistoryMeetingScreen({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        centerTitle: true,
        backgroundColor: backgroundColor,
        title: const Text('Meeting History'),
      ),
      body: StreamBuilder(
        stream: FirestoreMethods().meetingHistory,
        builder: (context, snapshot) {
          if (snapshot.connectionState == ConnectionState.waiting) {
            return const Center(child: CircularProgressIndicator());
          }

          return ListView.builder(
            itemCount: (snapshot.data! as dynamic).docs.length,
            itemBuilder: (context, index) => ListTile(
              title: Text(
                'Room Id: ${((snapshot.data! as dynamic).docs[index]['meetingName'])}',
              ),
              subtitle: Text(
                'Joined On: ${DateFormat.yMMMMd().format((snapshot.data! as dynamic).docs[index]['createdAt'].toDate())}',
              ),
              trailing: IconButton(
                onPressed: () {
                  FirestoreMethods().deleteMeetingHistory(snapshot.data!.docs[index].id);
                },
              ),
            ),
          );
        },
      ),
    );
  }
}
```

```

        },
        icon: const Icon(Icons.delete),
      ),
    ),
  );
}),
);
}
}

```

Settings Screen:

```

import 'package:flutter/material.dart';
import 'package:zoom_meet/resources/auth_methods.dart';
import 'package:zoom_meet/utils/colors.dart';
import 'package:zoom_meet/widgets/custom_button.dart';

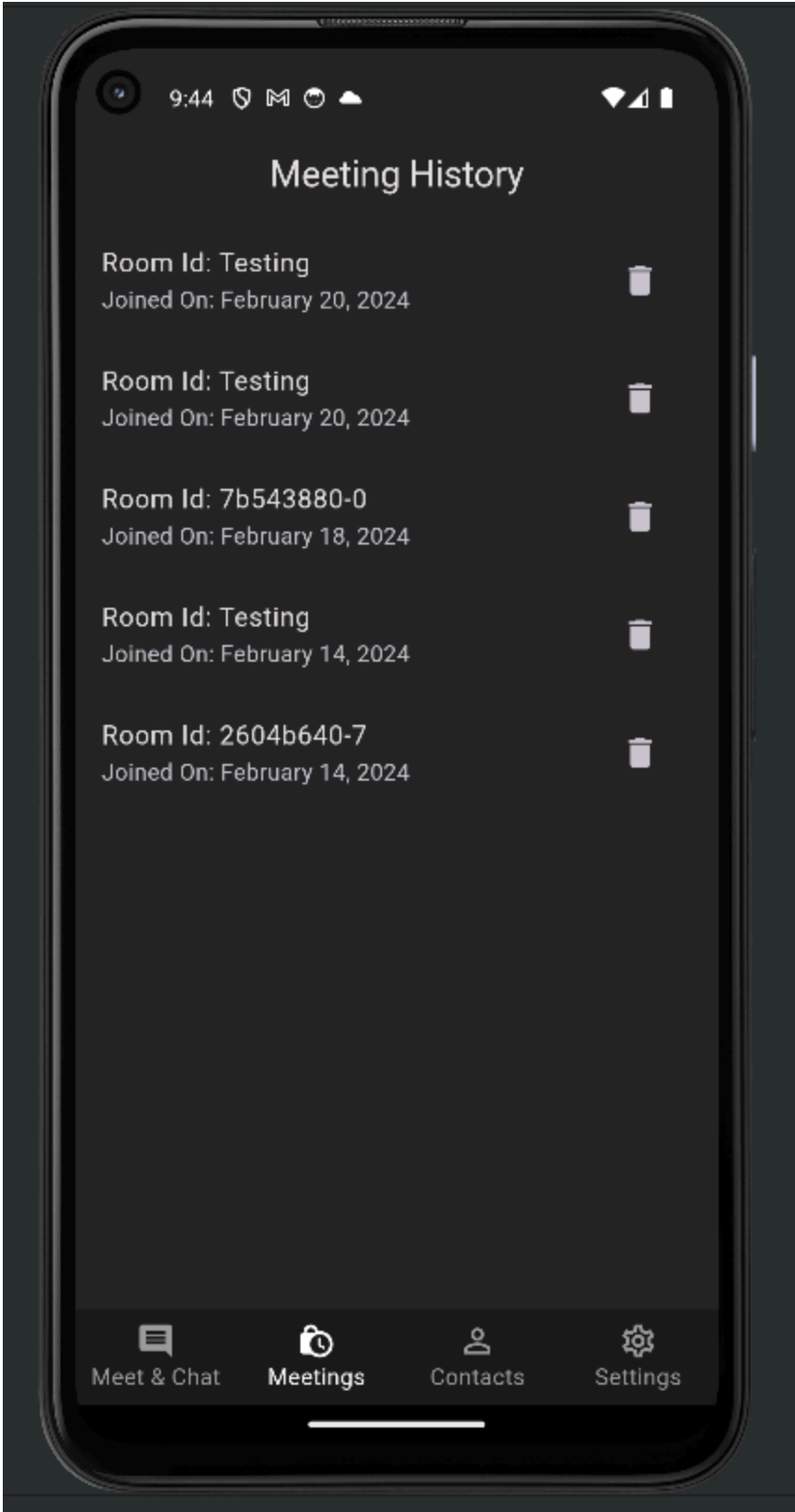
class SettingsScreen extends StatelessWidget {
  const SettingsScreen({super.key});

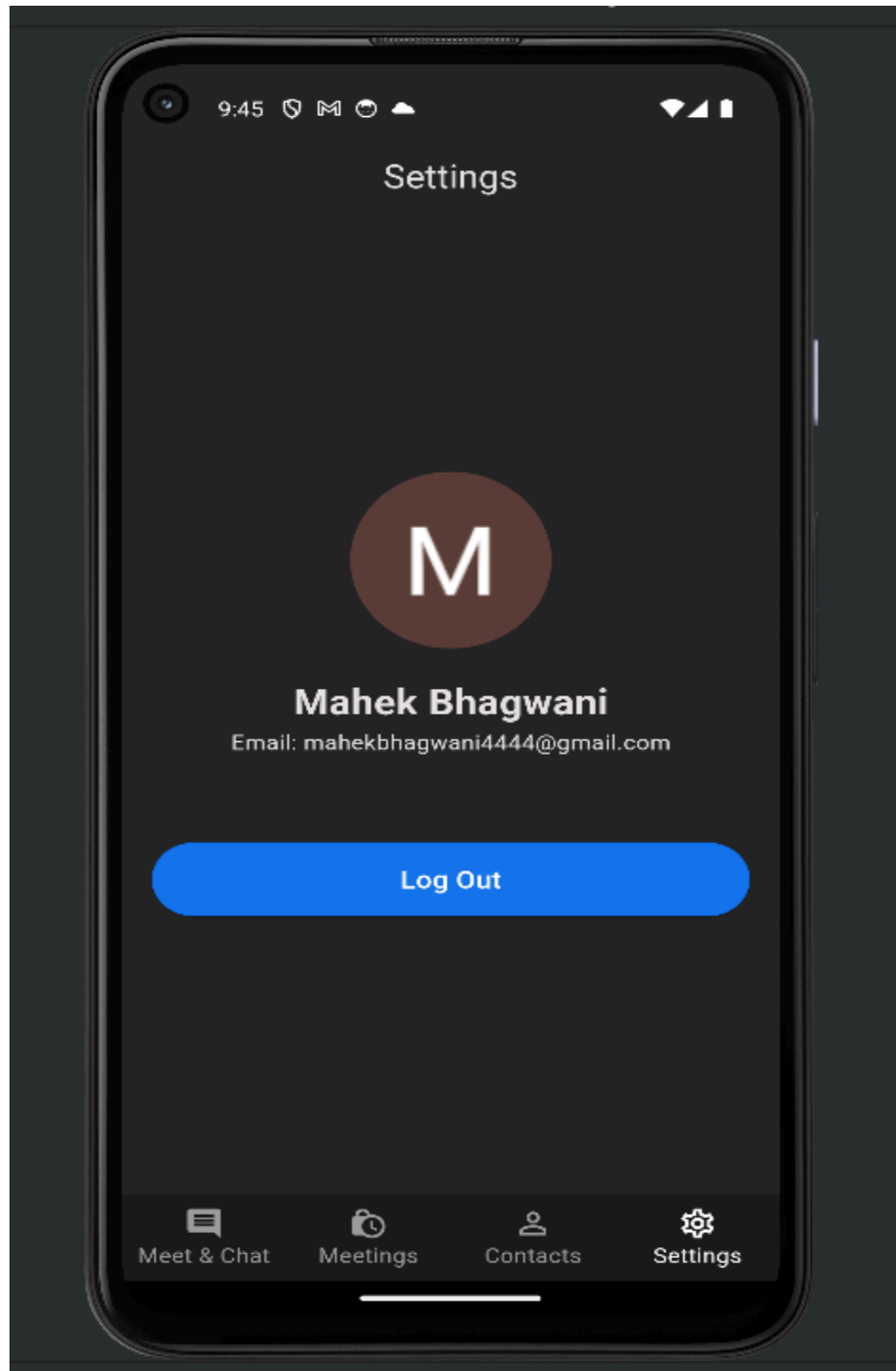
  @override
  Widget build(BuildContext context) {
    final AuthMethods _authMethods = AuthMethods();
    return Scaffold(
      appBar: AppBar(
        centerTitle: true,
        backgroundColor: backgroundColor,
        title: const Text('Settings'),
      ),
      body: Column(
        mainAxisAlignment: MainAxisAlignment.center,
        crossAxisAlignment: CrossAxisAlignment.center,
        children: [
          CircleAvatar(
            radius: 60,
            backgroundImage: NetworkImage(_authMethods.user.photoURL!),
          ),
          const SizedBox(height: 20),
          Text(
            _authMethods.user.displayName!,
            style: const TextStyle(
              fontWeight: FontWeight.bold,
              fontSize: 24,
            ),
          ),
        ],
      ),
    );
  }
}

```

```
Text('Email: ${_authMethods.user.email}'),  
const SizedBox(height: 40),  
CustomButton(  
  text: 'Log Out',  
  onPressed: () => AuthMethods().logout(),  
),  
],  
),  
);  
}  
}
```

Outputs:





Conclusion: In this experiment I learnt about navigation and routing in flutter and successfully implemented it in my project/application.