

P4. Weather

- Weather is a weather app to get weather information around the world.
- Using this app, we can check the weather locally or anywhere.

1. Data structure

- This application does not use a special data structure.
- It uses Json format received from the weather API server.

2. Service functions

geolocator package

- This app requires the geolocator package.

```
dependencies:  
  geolocator: ^14.0.1
```

```
import 'package:geolocator/geolocator.dart';
```

NetworkHelper (networking.dart)

- This class is a helper class that retrieves information using a URL.

```
class NetworkHelper {  
  NetworkHelper(this.url);  
  
  final String url;  
  
  Future getData() async {  
    http.Response response = await http.get(Uri.parse(url));  
    if (response.statusCode == 200) {  
      String data = response.body;  
      return jsonDecode(data);  
    } else {  
      print(response.statusCode);  
    }  
  }  
}
```

Location (location.dart)

- The Location class has two service functions

```
import 'package:geolocator/geolocator.dart';

class Location {
  double latitude = 0.0;
  double longitude = 0.0;

  Future<Position> _determinePosition() async { ... }
  Future<void> getCurrentLocation() async {...}
}
```

_determinePosition

- This function gets permission from the platform and gets the current position.

```
Future<Position> _determinePosition() async {  
  bool serviceEnabled;  
  LocationPermission permission;  
  
  serviceEnabled = await Geolocator.isLocationServiceEnabled();  
  permission = await Geolocator.checkPermission();  
  if (permission == LocationPermission.denied) {  
    ...  
  }  
  Return await Geolocator.getCurrentPosition();  
}
```

getCurrentLocation

- This function gets the current location from `_determinePosition` to set the location values in the `Location` class.

```
Future<void> getCurrentLocation() async {  
  try {  
    var p = await _determinePosition();  
    this.latitude = p.latitude;  
    this.longitude = p.longitude;  
    print('latitude: $latitude, longitude: $longitude');  
  } catch (e) {  
    print('$e -> Something is wrong!');  
  }  
}
```


WeatherModel (weather.dart)

- The WeatherModel class has four service functions.
 - `getCityWeather`
 - `getLocationWeather`
 - `getWeatherIcon`
 - `getMessage`

getCityWeather

- It returns the weather information from the weather API server.

```
Future<dynamic> getCityWeather(String cityName) async {  
    var str = '$openWeatherMapURL?q=$cityName&appid=$apiKey&units=imperial';  
    print(str);  
    NetworkHelper networkHelper = NetworkHelper(str);  
  
    var weatherData = await networkHelper.getData();  
    return weatherData;  
}
```

getLocationWeather

- It gets (1) the current location, (2) creates a URI string, and (3) retrieves the weather information.

```
Future<dynamic> getLocationWeather() async {  
  Location location = Location();  
  await location.getCurrentLocation(); <-- (2) Location.  
  
  var str =  
    '$openWeatherMapURL?lat=${location.latitude}... <--- (2) URI string  
  try {  
    NetworkHelper networkHelper = NetworkHelper(str);  
    var weatherData = await networkHelper.getData(); <--- (3) retrieve  
  } catch (e) {
```

getWeatherIcon

- It returns the corresponding icon from the condition.

```
String getWeatherIcon(int condition) {  
    if (condition < 300) {  
        return ...;  
    } else if (condition < 400) {  
        return ...;  
    }  
    ...  
    } else if (condition <= 804) {  
        return ...;  
    } else {  
        return ...;  
    }  
}
```

getMessage

- It returns the message from the temp.

```
String getMessage(int temp) {  
    if (temp > 25) {  
        return 'It\'s time';  
  
        ...  
    } else {  
        return 'Bring a just in case';  
    }  
}
```

3. User interface

- `main.dart`
- `LoadingScreen (loading_screen.dart)`
- `LocationScreen (location_screen.dart)`
- `CityScreen (city_screen.dart)`

main.dart



- It has a straightforward stateless Flutter program structure.
- It doesn't store any states; it only gets Json data from the weather server.

```
void main() => runApp(MyApp());  
  
class MyApp extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      theme: ThemeData.dark(),  
      home: LoadingScreen(),  
    );  
  }  
}
```


LoadingScreen

(loading_screen.dart)

- When the program starts, we will see a screen with a white, animated double-bouncing circle.
- The animation continuously loops, giving users a visual cue that something is loading.

```
Widget build(BuildContext context) {  
  return Scaffold(  
    body: Center(  
      child: SpinKitDoubleBounce(  
        color: Colors.white,  
        size: 100.0,  
      ),  
    ),  
  );  
}
```

getLocationData

- It retrieves weather information to switch to the LocationScreen widget.

```
void getLocationData() async {  
  var weatherFuture = WeatherModel().getLocationWeather();  
  var minimumDelay = Future.delayed(Duration(seconds: 2));  
  var results = await Future.wait([weatherFuture, minimumDelay]);  
  var weatherData = results[0];  
  
  if (mounted) {  
    Navigator.push(context, MaterialPageRoute(builder: (context) {  
      return LocationScreen(locationWeather: weatherData);  
    }));  
  }  
}
```

LocationScreen

(location_screen.dart)

- It has a three-row structure.
 - The first row has two TextButtons to get input from users.
 - The second row has two Texts to display the results.
 - The third row has another Text to display information.

widget structure

```
return Scaffold(  
  body: Container(  
    child: SafeArea(  
      child: Column(  
        children: <Widget>[  
          Row( // first row two TextButton  
            children: <Widget>[TextButton(...), TextButton(...),],  
          ),  
          Padding(  
            child: Row( // second row two texts  
              children: <Widget>[Text(...), Text(...),],  
            ),  
          ),  
          Padding( // last  
            child: Text(...),  
          ),  
        ],  
      ),  
    ),  
  ),  
);
```

First row with two TextButtons

- The first TextButton is to get the weather information of the current location.

```
TextButton(  
  onPressed: () async {  
    var weatherData = await weather.getLocationWeather();  
    updateUI(weatherData);  
  },
```

- The second TextButton is to switch to the CityScreen.

```
TextButton(  
  onPressed: () async {  
    var typedName = await Navigator.push(  
      context,  
      MaterialPageRoute(  
        builder: (context) {  
          return CityScreen();  
        },  
      ),  
    );  
  });
```

Second row with two Texts

- The second row shows the temperature with an icon.

```
children: <Widget>[  
  Text(  
    '$temperature°',  
    style: kTempTextStyle,  
  ),  
  Text(  
    weatherIcon,  
    style: kConditionTextStyle,  
  ),  
],
```


Third row with a Text

- This text contains the weather message and the name of the city.

```
child: Text(  
  '$weatherMessage in $cityName',  
  textAlign: TextAlign.right,  
  style: kMessageTextStyle,  
),
```

updateUI

- This function redraws widgets after updating weather information.

```
void updateUI(dynamic weatherData) {  
    setState(() {  
        ...  
        double temp = weatherData['main']['temp'];  
        temperature = temp.toInt();  
        var condition = weatherData['weather'][0]['id'];  
        weatherIcon = weather.getWeatherIcon(condition);  
        weatherMessage = weather.getMessage(temperature);  
        cityName = weatherData['name'];  
    });  
}
```

CityScreen

(city_screen.dart)



SafeArea

- Modern phones have irregular screen shapes and system UI elements** that can overlap with your app content:
- We can use SafeArea as invisible padding that automatically adjusts based on the device:

Widget Structure

First TextButton (<)

- When the button is pressed, it returns to the caller widget.

```
child: TextButton(  
  onPressed: () {  
    Navigator.pop(context);  
  },  
  child: Icon(  
    Icons.arrow_back_ios,  
    size: 50.0,  
  ),  
)
```

Second TextField

```
child: TextField(  
  style: TextStyle(  
    color: Colors.black,  
  ),  
  decoration: kTextFieldInputDecoration,  
  onChanged: (value) {  
    cityName = value;  
  },  
)
```

Third TextButton("Get Weather")

```
TextButton(  
  onPressed: () {  
    Navigator.pop(context, cityName);  
  },  
  child: Text(  
    'Get Weather',  
    style: kButtonTextStyle,  
  ),  
),
```

3. Program Structure

- This application does not use software architecture for simplifying the structure.
 - The services directory contains the service functions.
 - The screens directory contains the widget pages.


```
.
├── fonts
│   └── SpartanMB-Black.otf
├── images
│   ├── city_background.jpg
│   └── location_background.jpg
├── lib
│   ├── generated_plugin_registrant.dart
│   ├── main.dart
│   ├── screens
│   │   ├── city_screen.dart
│   │   ├── loading_screen.dart
│   │   └── location_screen.dart
│   ├── services
│   │   ├── location.dart
│   │   ├── networking.dart
│   │   └── weather.dart
│   └── theme
│       └── constants.dart
└── pubspec.yaml
```

Self-grading for HW

- You analyze the whole code once (30%).
- You analyze the whole code twice using a different method (60%).
 - Make a summary of widgets that you did not know before (what and how to use them).
- You understand how the code works (80%).
- You can use the programming techniques in this example to make team and individual