Experiment 5

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

Theory:

1. Navigation:

- Navigation refers to the process of moving between different screens or pages within a Flutter app.
- In Flutter, navigation is typically managed using the Navigator class, which maintains a stack of routes.
- Each route represents a screen or page in the app, and the navigator manages the navigation stack, allowing users to move forward and backward between routes.
- Navigation can be triggered by user actions such as tapping buttons, selecting items from lists, or swiping between pages.

2. Routing:

- Routing is the mechanism used to define and manage the routes within a Flutter app.
- Routes are defined using route names and associated with corresponding widgets or screens.
- Flutter provides several routing mechanisms, including named routes, on-the-fly routes, and nested routes.
- Named routes allow developers to define routes with unique names and navigate to them using the Navigator based on these names.
- On-the-fly routes are created dynamically at runtime and pushed onto the navigation stack as needed.
- Nested routes involve embedding navigators within other navigators to create complex navigation structures, such as tab-based navigation or drawer navigation.

3. Gestures:

- Gestures refer to user interactions such as tapping, dragging, swiping, pinching, and rotating on the screen.
- Flutter provides a rich set of gesture recognition widgets and APIs to handle user gestures effectively.
- Common gesture recognition widgets include GestureDetector, InkWell, InkResponse, Draggable, Dismissible, etc.
- These widgets allow developers to detect various user gestures and trigger corresponding actions or animations in response.

• Gestures can be used to implement interactive UI elements, such as buttons, sliders, swipers, drag-and-drop interfaces, and more.

4. Gesture Detection:

- Gesture detection in Flutter involves registering gesture recognizers on widgets to detect specific user interactions.
- Gesture recognizers analyze touch input and determine whether a specific gesture has occurred, such as a tap, double-tap, long-press, drag, etc.
- Once a gesture is detected, Flutter invokes the corresponding callback function associated with the gesture recognizer.
- Developers can customize gesture detection by configuring properties such as gesture sensitivity, velocity thresholds, and touch area boundaries.

5. Gesture Handling:

- After a gesture is detected, developers can handle it by performing various actions, such as updating UI state, navigating between screens, triggering animations, or executing business logic.
- Gesture handling involves responding to user interactions in a way that provides feedback and enhances the user experience.
- Flutter's declarative programming model makes it easy to update UI elements in response to user gestures, ensuring a smooth and responsive user interface.

```
import 'package:flutter/material.dart';
import '../data/flight data.dart';
import '../widgets/show_up_animation.dart';
import '../widgets/text.dart';
class DetailScreen extends StatelessWidget {
 FlightItem data;
 DetailScreen({super.key,required this.data,required this.index});
 @override
 Widget build(BuildContext context) {
   return Scaffold(
     backgroundColor: Theme.of(context).primaryColor,
       elevation: 0,
       leading: GestureDetector(
         onTap: () =>Navigator.pop(context),
          child: Icon (Icons.arrow back outlined, color:
Theme.of(context).canvasColor,)),
        Container(
```

```
borderRadius: BorderRadius.circular(10),
  const SizedBox(width: 20,),
backgroundColor: Theme.of(context).primaryColor,
children: [
  Container (
    padding:const EdgeInsets.symmetric(horizontal: 30,),
    alignment: Alignment.centerLeft,
    child:
            Row(
      mainAxisAlignment: MainAxisAlignment.spaceBetween,
      children: [
          children: [
            TextUtil(text: data.source,color:
        Container (
          padding:const EdgeInsets.all(2),
          decoration: BoxDecoration(
              shape: BoxShape.circle,
                    Theme.of(context).primaryColor,
                    Container(
            padding: const EdgeInsets.only(top: 10),
              shape: BoxShape.circle,
              color: Theme.of(context).primaryColor,
```

```
child: Column(
                          tag: "hero$index",
                        TextUtil(text: data.duration,color:
Colors.white, size:11, weight: true,)
                    TextUtil(text: data.destination,color:
          Expanded(child: Container(
            margin: const EdgeInsets.symmetric(horizontal: 10, vertical:
            decoration: const BoxDecoration (
                color:Colors.white,
Radius.circular(30),bottom:Radius.circular(20) )
            alignment: Alignment.topCenter,
            child: Padding(
              padding: const EdgeInsets.only(top: 20),
              child: Column (
                     padding: const EdgeInsets.symmetric(horizontal:
                     child: Column(
                       children: [
                         Padding(
```

```
padding: const EdgeInsets.only(bottom: 10),
                            child: Row(
                              mainAxisAlignment:
MainAxisAlignment.spaceBetween,
                              children: [
                                        child:
35, color: Theme.of(context).indicatorColor,),
                                    TextUtil(text: "\$
                                Transform.rotate(
                                    child:
Image.asset("assets/world.png",color: Theme.of(context).primaryColor,),
MainAxisAlignment.spaceBetween,
                           children: [
                                children: [
                                 TextUtil(text:data.date, size:
15, weight: true, color: Theme.of(context).primaryColor,),
                                children: [
                                 TextUtil(text: "GATE", size: 12,),
```

```
TextUtil(text:data.gate,size:
                                  TextUtil(text:data.flightNo,size:
15, weight: true, color: Theme.of(context).primaryColor,),
                          Row (
                            mainAxisAlignment:
MainAxisAlignment.spaceBetween,
                            children: [
                                children: [
                                  TextUtil(text:data.boardingTime, size:
                                  TextUtil(text:data.seat, size:
                                children: [
15, weight: true, color: Theme.of(context).primaryColor,),
                    children: [
                       SizedBox(
                         child: Row(
                             Expanded (
                               child: SizedBox(
```

```
child: Row(
                                  children: List.generate(
                                         child: Container(
Colors.transparent : Theme.of(context).canvasColor,
                      Positioned(
Theme.of(context).primaryColor,
Theme.of(context).primaryColor,
                      children: [
pass",color: Theme.of(context).primaryColor,weight: true,)),
                            child:
Image.asset("assets/barcode.webp",fit: BoxFit.fill,),
```

```
),

),

1,

),

);

}
```

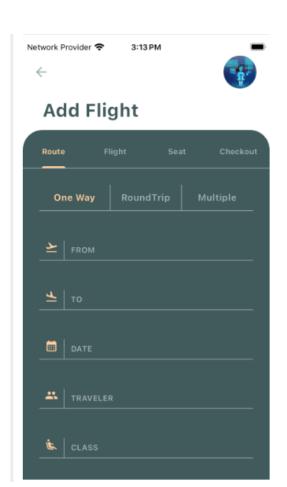
```
class FlightScreen extends StatefulWidget {
class FlightScreenState extends State<FlightScreen> {
 DateTime selectedDate=DateTime.now();
 Widget build(BuildContext context) {
     children: [
        adddatebar(),
    isLoad?Expanded(child: Padding(
       padding: const EdgeInsets.all(15),
         children: [
             child: ListView.builder(
                  itemCount: flightList.length,
                  shrinkWrap: true,
```

```
child: GestureDetector(
                          child: Stack(
                              Container (
                                margin: const EdgeInsets.only(bottom: 15),
                                  borderRadius: BorderRadius.circular(10),
Border.all(color:selctedIndex==index?Theme.of(context).indicatorColor:
                                  children: [
                                    const Spacer(),
MainAxisAlignment.spaceBetween,
                                      children: [
CrossAxisAlignment.start,
                                          children: [
flightList[0].source,color:selctedIndex==index?Theme.of(context).indicatorCol
                                            TextUtil(text:
flightList[0].sourceName,color: Colors.white,size:12,weight: true,)
CrossAxisAlignment.end,
                                          children: [
flightList[0].destination,color:selctedIndex==index?Theme.of(context).indicat
orColor: Colors.white, size: 28,),
                                            const SizedBox(height: 5,),
                                            TextUtil(text:
flightList[0].destinationName,color: Colors.white,size:12,weight: true,)
```

```
mainAxisAlignment:
MainAxisAlignment.spaceBetween,
                                       children: [
CrossAxisAlignment.start,
                                           children: [
Colors.white, size:13, weight: true,)
                                           crossAxisAlignment:
CrossAxisAlignment.end,
                                           children: [
Theme. of (context).canvasColor, size: 12, weight: true,),
flightList[0].flightNo,color: Colors.white,size:13,weight: true,)
                                     Divider (color:
                                       mainAxisAlignment:
MainAxisAlignment.spaceBetween,
                                       children: [
olor: Colors.white,),
                                             children: <TextSpan>[
${flightList[0].price}", style: TextStyle(fontWeight:
FontWeight.bold, color:selctedIndex == index?Theme.of(context).indicatorColor:
Colors.white, fontSize: 17),
```

```
padding:const EdgeInsets.all(2),
                                      shape: BoxShape.circle,
                                          stops:const [
                                            Theme.of(context).canvasColor,
                                  child:
                                    padding: const EdgeInsets.only(top: 10),
                                      shape: BoxShape.circle,
                                      children: [
                                            child:
Icon(Icons.flight takeoff, size:
Colors.white,)),
flightList[0].duration,color: Colors.white,size:11,weight: true,)
```

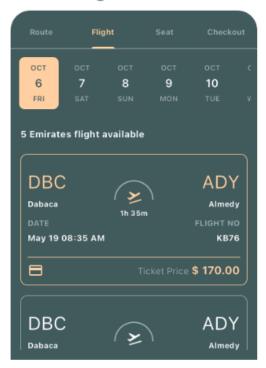
```
)):const SizedBox(),
dateTextStyle:const TextStyle(
    fontWeight: FontWeight.w600,
    fontWeight: FontWeight.w600,
monthTextStyle: TextStyle(
    fontSize: 11
onDateChange: (date) {
    selectedDate=date;
    update();
```







Add Flight





Conclusion: Therefore understood navigation, routing, gesture detection and gesture handling in Flutter and implemented the same in my Flutter application to route different pages.