

# LAB-11

## SMART DEVICE PROGRAMMING



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Batch: A4

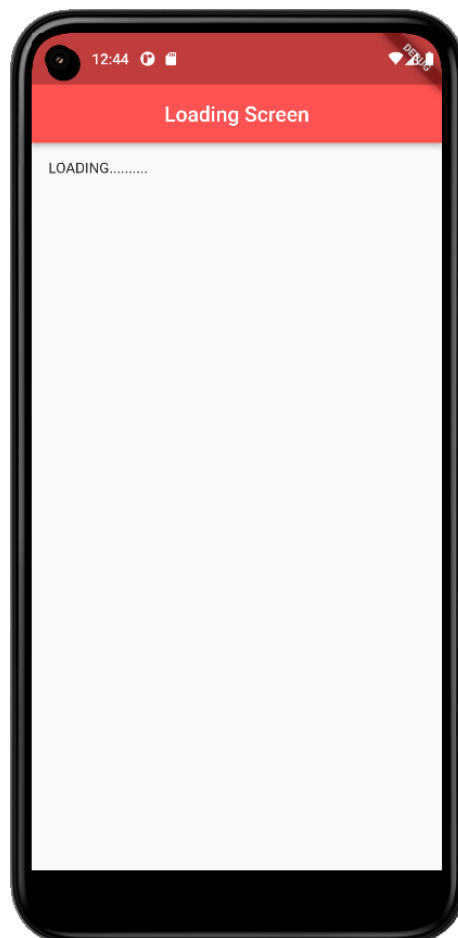
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GIT REPO:

[https://github.com/naikshrey2308/CE073\\_SDP\\_Labs](https://github.com/naikshrey2308/CE073_SDP_Labs)

## URL Typing Error

```
Future<void> getTime() async {  
  try {  
    // Make Request for time and receive response  
    Response response = await  
    get(Uri.parse(  
      'http://worldtimeapi.org/api/timezon/$url')); // Asia/Kolkata  
    Map timeData = jsonDecode(response.body);  
    // Get particular property form timeData...  
    String dateTime = timeData['datetime'];  
    String offset = timeData['utc_offset']; //not dst_offset  
    String offsetHours = offset.substring(1, 3);  
    String offsetMinutes = offset.substring(4, 6);  
    // create DateTime object  
    DateTime currenttime = DateTime.parse(dateTime);  
    currenttime = currenttime.add(Duration(  
      minutes: int.parse(offsetMinutes), hours:  
int.parse(offsetHours)));  
    //set the time property of class...  
    time = currenttime.toString();  
  }  
  catch (e) {  
    print("Caught Error:$e");  
  }  
}
```



**Code Test 2:**

## Loading.dart

```
import 'package:flutter/material.dart';
import 'package:http/http.dart';
import 'dart:convert';
import './world_time.dart';

class Loading extends StatefulWidget {
  @override
  State<Loading> createState() => _LoadingState();
}

class _LoadingState extends State<Loading> {
  String? time = 'LOADING.....';
  void setWorldTime() async {
    WorldTime timeinstance = WorldTime(location: 'kolkata', flag:
'india.png',
    url: 'Asia/Kolkata');
    await timeinstance.getTime();
    // print(timeinstance.time);
    Navigator.pushReplacementNamed(context, '/home', arguments: {
      'location': timeinstance.location,
      'flag': timeinstance.flag,
      'time': timeinstance.time,
    });
    // setState(() {
    // time = timeinstance.time;
    // });
  }
  @override
  void initState() {
    super.initState();
    setWorldTime();
  }
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: Padding(
        padding: EdgeInsets.all(60.0),
        child: Text(time.toString()),
      )
    );
  }
}
```

## choose\_location.dart

```
import 'package:flutter/material.dart';

class ChooseLocation extends StatefulWidget {
  // const ChooseLocation({Key? key}) : super(key: key);
  @override
  State<ChooseLocation> createState() => _ChooseLocationState();
}

class _ChooseLocationState extends State<ChooseLocation> {
  int counter = 0;
  @override
  Widget build(BuildContext context) {
    return Scaffold(
```

```
        backgroundColor: Colors.grey[200],
        appBar: AppBar(
          backgroundColor: Colors.redAccent,
          title: Text('CHOOSE LOCATION'),
          centerTitle: true,
          elevation: 0,
        ),
      );
    }
  }
}
```

home.dart

```
import 'package:flutter/material.dart';

class Home extends StatefulWidget {
  const Home({Key? key}) : super(key: key);

  @override
  State<Home> createState() => _HomeState();
}

class _HomeState extends State<Home> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: SafeArea(
        child: Container(
          padding: EdgeInsets.all(8.0),
          child: TextButton.icon(
            onPressed: () {
              Navigator.pushNamed(context, "/location");
            },
            icon: Icon(Icons.edit_location,
              color: Colors.redAccent,
            ),
            label: Text("Edit Location",
              style: TextStyle(
                fontSize: 18.0,
                color: Colors.redAccent,
              ),
            ),
          ),
        ),
      ),
    );
  }
}
```

**Code Test 3:**

Loading.dart

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    body: Center(
      child: SpinKitFadingCircle(
        color: Colors.redAccent,
        size: 90.0,
      ),
    ),
  );
};
```

