TECHX 3.0 ASSIGNMENT
APP DEVELOPMENT ASSIGNMENT

ASSIGNMENT OVERVIEW:

We are aiming to make a boilerplate structure for a notes app, we are not targeting a full fledged notes app but some of the very basic features like taking input from the user, displaying the notes, adding new notes and deleting old notes and showing a title of the app at top.

Note that we will not be storing the notes in the mobile's memory, i.e., when the app closes all the notes will also disappear.
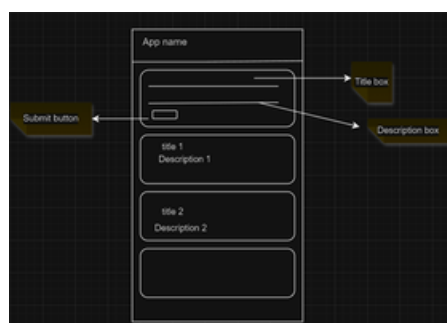
STRUCTURE OF APP

At top we will show name of the app

Then a box will have two text field for user input, one for title of note and one for description, followed by a button to save these values.

Then we will display all of the notes saved by the user along with some predetermined values.

Before getting started, it's important to remember that encountering errors or challenges is normal part of learning Flutter. It might seem difficult at first, but with practise, you'll get the hang of it!

1. Download Flutter SDK and Android Studio along with an IDE of your choice from the first resource.
2. Read from the second and third resources, and learn about stateless and stateful widgets, other basic widgets, building layouts and try making structure of a single note, modify it however you want. In this you have to make a stateless widget that contains two Text widgets, title and description. Make the title appear to have larger size than description.
3. Now on the main page, we will have a stateful widget. Use scaffold's parameters to make an App Bar.
4. Now, we will initialize an empty list of type Map<String, String> (you can also create a notes model if you like) that displays the notes.
5. Inside the scaffold, use a Column. The first widget inside the column is the note input widget. It will be a container, with 2 textfields and a submit button. Make sure you assign <u>controllers</u> for both the textfields.
6. After the input widget, we will use <u>Expanded</u> to contain the <u>ListView.builder</u> where we will return the note widget we created in the second step.
7. Make a function that handles what happens after the submit button is pressed. We do not need any parameters since we can easily access the text from the controllers.
8. The function adds another Map<String, String> into the list, clears the controllers and calls <u>setState</u> to rebuild the list.
9. You have made your very own project and now eligible to get your certificate

This is what your app will look like:
 <u>App video Link</u>

You can get your certificates from this only but if you liked doing what you are doing you can go ahead and more features to it
Modify the way you take input from user, get input in a separate screen and use a floating action button
You can also store data locally on your device by using <u>packages</u> like like SharedPreferences or Hive.
If you want to go ahead and make it even more complex you can make these notes available on different devices via syncing with a server.
If you wish to add these features in your app then complete the initial setup and get a guide from us after submission to add more features and also you can get source code if you want for complete app for reference.

RESOURCES

- <u>Flutter Installation</u>
- <u>UI in Flutter</u>
- <u>Layout Turorial</u>