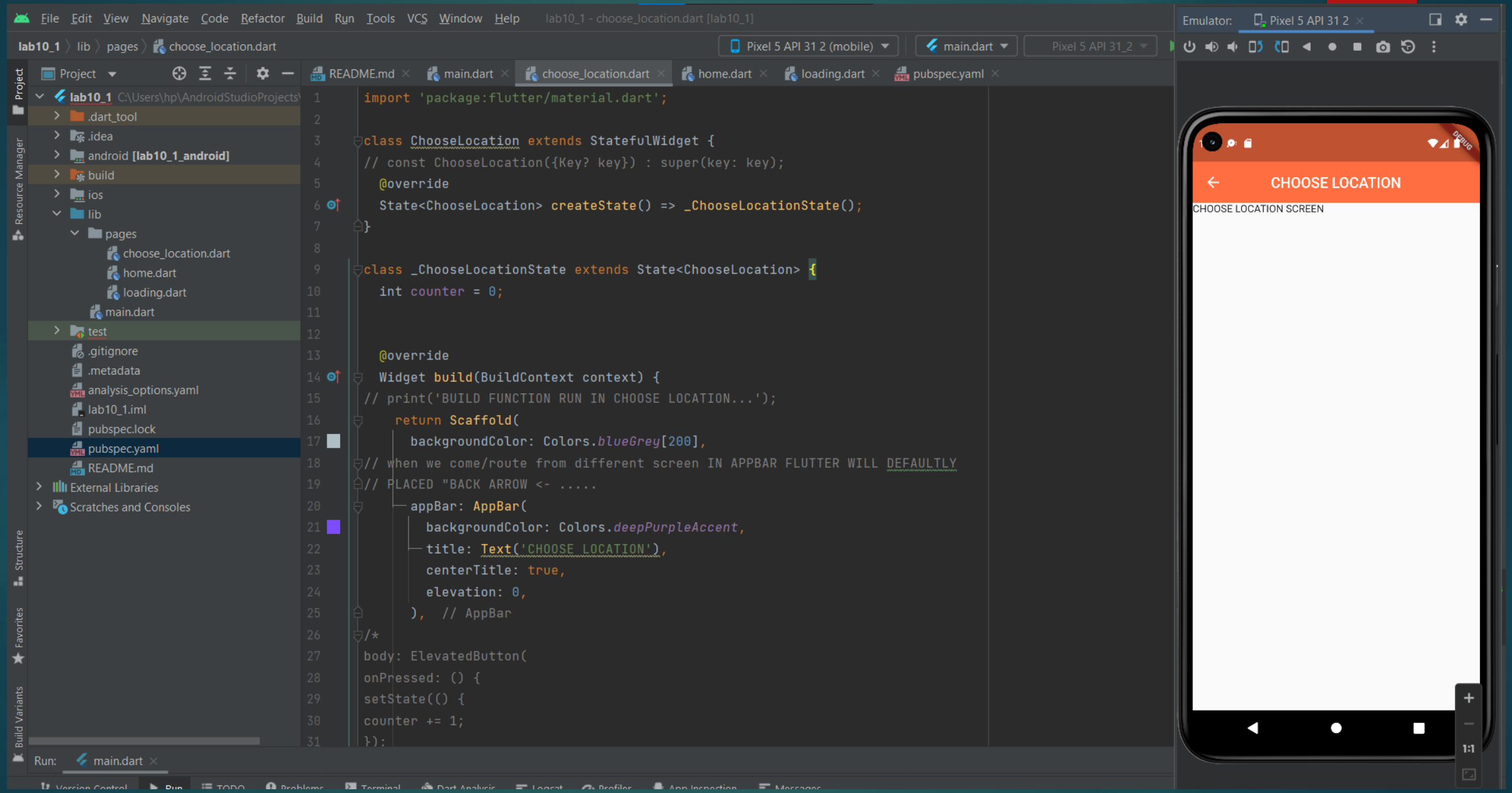
-: Lab 10 :-


File Edit View Navigate Code Refactor Build Run Tools VCS Window Help
lab10_1 - choose_location.dart [lab10_1]
lab10_1 lib pages choose_location.dart
Pixel 5 API 31 2 (mobile)
main.dart
Pixel 5 API 31_2
Project
README.md
main.dart
choose_location.dart
home.dart
loading.dart
pubspec.yaml
lab10_1 C:\Users\hp\AndroidStudioProjects\
.dart_tool
.idea
android [lab10_1_android]
build
ios
lib
pages
choose_location.dart
home.dart
loading.dart
main.dart
test
.gitignore
.metadata
analysis_options.yaml
lab10_1.iml
pubspec.lock
pubspec.yaml
README.md
External Libraries
Scratches and Consoles
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) {
// print('BUILD FUNCTION RUN IN CHOOSE LOCATION...');
return Scaffold(
backgroundColor: Colors.blueGrey[200],
// when we come/route from different screen IN APPBAR FLUTTER WILL DEFAULTLY
// PLACED "BACK ARROW <- .....
appBar: AppBar(
backgroundColor: Colors.deepPurpleAccent,
title: Text('CHOOSE LOCATION'),
centerTitle: true,
elevation: 0,
), // AppBar
/*
body: ElevatedButton(
onPressed: () {
setState(() {
counter += 1;
});
Run: main.dart
Emulator: Pixel 5 API 31 2
CHOOSE LOCATION
CHOOSE LOCATION SCREEN

https://github.com/nilkanth4077/SDP