

## MPL Experiment 2

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**Aim:** To design Flutter UI by including common widgets.

### **Theory:**

Designing a **ChatGPT-like UI** in Flutter involves utilizing various widgets to create a clean, structured, and interactive chat interface. Layout widgets like **Container**, **Column**, **Row**, and **ListView** help organize chat bubbles, while **GestureDetector**, **InkWell**, and **TextField** enhance user interaction.

For displaying chat messages, widgets like **Text**, **Card**, and **ListView** are essential. Navigation widgets such as **Drawer**, **AppBar**, and **Navigator** ensure smooth transitions between different sections of the app. Managing state using **setState**, **Provider**, or **Riverpod** ensures real-time updates to chat messages and responses.

### **Key UI Components for a ChatGPT App**

**ListView (reversed)** – Displays chat messages in a conversation format from bottom to top.

**TextField with a Send Button** – Allows users to input messages.

**ChatBubble Widget** – Custom-designed widget to differentiate user and AI responses.

**Bottom Navigation or Drawer** – Provides easy navigation to different sections like settings, saved chats, and history.

### **Steps:**

**Step 1: Create a new Flutter project or open an existing one.**

Set up a Flutter project and add necessary dependencies like `firebase_auth` and `cloud_firestore` for chat storage.

**Step 2: Design the layout using Scaffold, incorporating AppBar and Drawer.**

- The **AppBar** contains options like settings and premium subscriptions.
- The **Drawer (LeftSlider)** helps navigate between different chat conversations.

**Step 3: Implement ListView (with reverse: true) for displaying chat messages.**

- Fetch messages from Firestore using a **StreamBuilder**.
- Display chat messages using a **ChatBubble widget**.
- Ensure new messages appear at the bottom (like ChatGPT's UI).

**Step 4: Add a TextField and a Send Button.**

- Use a `TextField` for message input.
- Implement an **onSend function** that:
  - Saves the user's message in Firestore.
  - Calls an API (e.g., Hugging Face or a local model) for AI-generated responses.
  - Stores the AI's response in Firestore.

**Step 5: Use ChatBubble Widgets to Differentiate User and AI Responses.**

- User messages appear aligned to the right.

- AI responses appear aligned to the left.

#### **Step 6: Implement a Scroll Controller to Auto-Scroll New Messages.**

- Ensure the chat screen scrolls to the bottom when a new message arrives.
- Set `reverse: true` in `ListView` to display messages from bottom to top.

#### **Step 7: Manage State Using `setState` or `Provider`.**

- Use `setState` for simple state management.
- For complex applications, integrate **`Provider` or `Riverpod`** to handle chat state across multiple screens

## Code:

```
//home.dart
import 'package:flutter/material.dart';
import 'package:firebase_auth/firebase_auth.dart';
import 'package:cloud_firestore/cloud_firestore.dart';
import '../services/api_service.dart';
import '../services/firestore_service.dart';
import '../widgets/chat_bubble.dart';
import '../widgets/empty_state.dart';
import '../widgets/bottom_bar.dart';
import 'setting.dart';
import 'left_slidder.dart';

class HomeScreen extends StatefulWidget {
  final String chatId; // Accepts chatId dynamically

  HomeScreen({required this.chatId});

  @override
  _HomeScreenState createState() => _HomeScreenState();
}

class _HomeScreenState extends State<HomeScreen> {
  final TextEditingController _messageController = TextEditingController();
  final FirebaseAuth _auth = FirebaseAuth.instance;
  final FirestoreService _firestoreService = FirestoreService();
  final ApiService _apiService = ApiService();
  final ScrollController _scrollController = ScrollController();

  void _sendMessage() async {
    final user = _auth.currentUser;
    if (user == null || _messageController.text.trim().isEmpty) return;

    String userId = user.uid;
    String chatId = widget.chatId;
    String userMessage = _messageController.text.trim();

    try {
      // Store user message in Firestore
      await _firestoreService.addMessage(userId, chatId, userMessage, true);

      setState(() {
        _messageController.clear();
      });

      // Scroll to bottom after sending message
      Future.delayed(Duration(milliseconds: 300), () {
        _scrollToBottom();
      });

      // Get response from Hugging Face API
      String aiResponse = await _apiService.getHuggingFaceResponse(userMessage);

      // Store AI response in Firestore
      await _firestoreService.addMessage(userId, chatId, aiResponse, false);

      print("✅ AI Response stored successfully!");
    } catch (e) {
      print("❌ Error sending message: $e");
    }
  }
}
```

```

}

void _scrollToBottom() {
  if (_scrollController.hasClients) {
    _scrollController.animateTo(
      0, // Since we reversed ListView, scroll to position 0
      duration: Duration(milliseconds: 300),
      curve: Curves.easeOut,
    );
  }
}

@override
Widget build(BuildContext context) {
  final user = _auth.currentUser;
  if (user == null) {
    return Scaffold(
      body: Center(child: Text("User not logged in")),
    );
  }

  return Scaffold(
    backgroundColor: Colors.black,
    appBar: AppBar(
      backgroundColor: Colors.black,
      elevation: 0,
      leading: Builder(
        builder: (context) => IconButton(
          icon: Icon(Icons.menu, color: Colors.white),
          onPressed: () {
            Scaffold.of(context).openDrawer();
          },
        ),
      ),
      actions: [
        TextButton(
          onPressed: () {},
          child: Text("Get Plus ✨", style: TextStyle(color: Colors.white)),
        ),
        IconButton(
          icon: Icon(Icons.more_vert, color: Colors.white),
          onPressed: () {},
        ),
      ],
    ),
    drawer: LeftSlider(currentChatId: widget.chatId),
    body: Column(
      children: [
        Expanded(
          child: StreamBuilder<QuerySnapshot>(
            stream: _firestoreService.getMessage(user.uid, widget.chatId),
            builder: (context, snapshot) {
              if (snapshot.connectionState == ConnectionState.waiting) {
                return Center(child: CircularProgressIndicator());
              }

              if (!snapshot.hasData || snapshot.data!.docs.isEmpty) {
                return EmptyState(); // Show empty state if no messages
              }

              return ListView(

```



```
},  
    ),  
    title: Text("Settings", style: TextStyle(color: Colors.white)),  
  ),  
  body: Padding(  
    padding: const EdgeInsets.all(16.0),  
    child: Column(  
      children: [  
        Row(  
          children: [  
            CircleAvatar(  
              radius: 30,  
              backgroundColor: Colors.blue,  
              child: Text(  
                user?.email != null ? user!.email![0].toUpperCase() : "U",  
                style: TextStyle(color: Colors.white),  
              ),  
            ),  
            SizedBox(width: 12),  
            Column(  
              crossAxisAlignment: CrossAxisAlignment.start,  
              children: [  
                Text(  
                  user?.displayName ?? "User",  
                  style: TextStyle(color: Colors.white, fontSize: 18,  
fontWeight: FontWeight.bold),  
                ),  
                SizedBox(height: 4),  
                Text(  
                  user?.email ?? "No email found",  
                  style: TextStyle(color: Colors.white70),  
                ),  
              ],  
            ),  
          ] ,  
        ),  
        SizedBox(height: 20),  
        _buildSettingItem(Icons.email, "Email", user?.email ?? "No email  
found"),  
        _buildSettingItem(Icons.phone, "Phone number", user?.phoneNumber ??  
"Not linked"),  
        _buildSettingItem(Icons.star, "Upgrade to Plus"),  
        _buildSettingItem(Icons.tune, "Customize"),  
        _buildSettingItem(Icons.storage, "Data Controls"),  
        buildSettingItem(Icons.mic, "Voice"),
```

```

        _buildSettingItem(Icons.info, "About"),
        Divider(color: Colors.grey),
        ListTile(
          leading: Icon(Icons.logout, color: Colors.red),
          title: Text("Sign out", style: TextStyle(color: Colors.red)),
          onTap: () async {
            await _auth.signOut();
            Navigator.popUntil(context, (route) => route.isFirst); // Go
back to login
          },
        ),
      ],
    ),
  ),
);
}

Widget _buildSettingItem(IconData icon, String title, [String? subtitle]) {
  return ListTile(
    leading: Icon(icon, color: Colors.white),
    title: Text(title, style: TextStyle(color: Colors.white)),
    subtitle: subtitle != null ? Text(subtitle, style: TextStyle(color:
Colors.white70)) : null,
    onTap: () {},
  );
}
}

```

//sidebar.dart

```
import 'package:flutter/material.dart';
import 'package:firebase_auth/firebase_auth.dart';
import 'package:cloud_firestore/cloud_firestore.dart';
import 'setting.dart';
import 'home.dart';

class LeftSlider extends StatelessWidget {
  final String currentChatId; // Accepts currentChatId

  LeftSlider({required this.currentChatId});

  final FirebaseAuth _auth = FirebaseAuth.instance;
  final FirebaseFirestore _firestore = FirebaseFirestore.instance;

  void _startNewChat(BuildContext context) async {
    final user = _auth.currentUser;
    if (user == null) return;

    // Generate a new chat ID
    DocumentReference newChatRef = _firestore
      .collection('users')
      .doc(user.uid)
      .collection('chats')
      .doc();

    // Create an empty chat document
    await newChatRef.set({
      'createdAt': FieldValue.serverTimestamp(),
    });

    // Navigate to HomeScreen with the new chat ID
    Navigator.pushReplacement(
      context,
      MaterialPageRoute(
        builder: (context) => HomeScreen(chatId: newChatRef.id),
      ),
    );
  }

  @override
  Widget build(BuildContext context) {
```

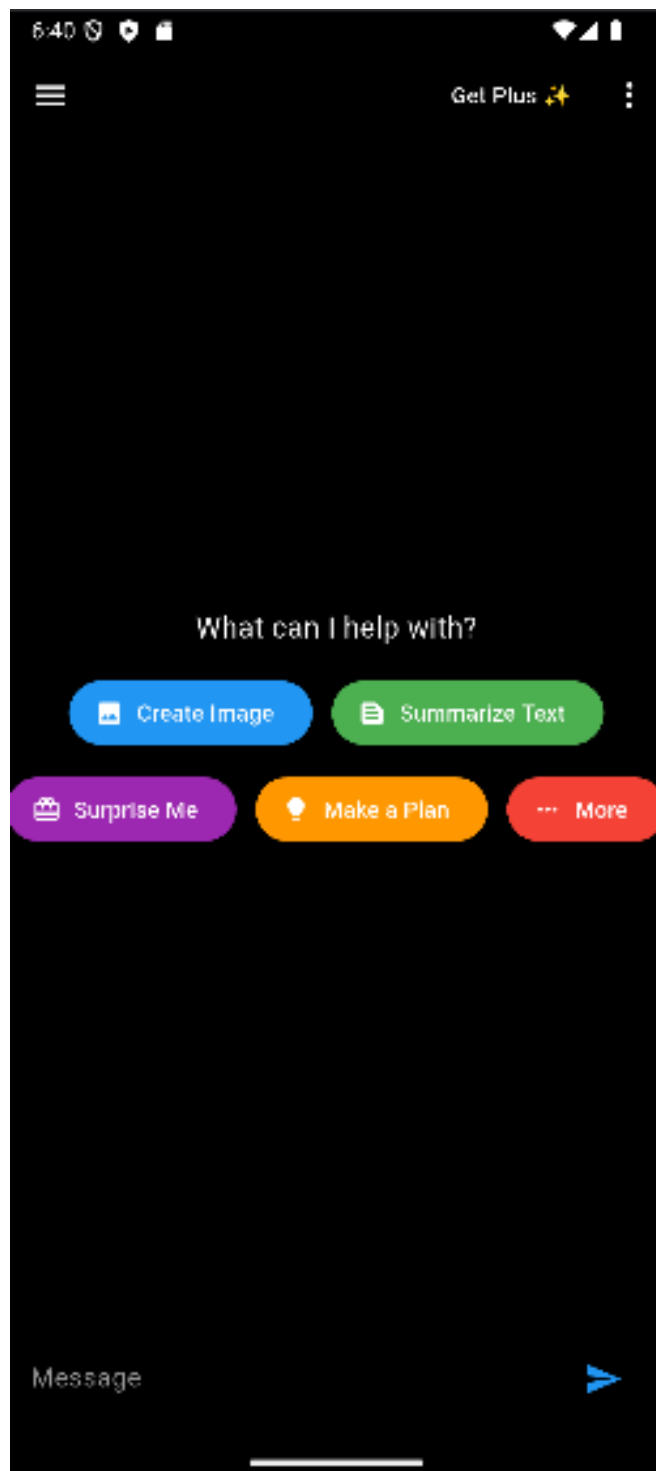


[illegible]

chat

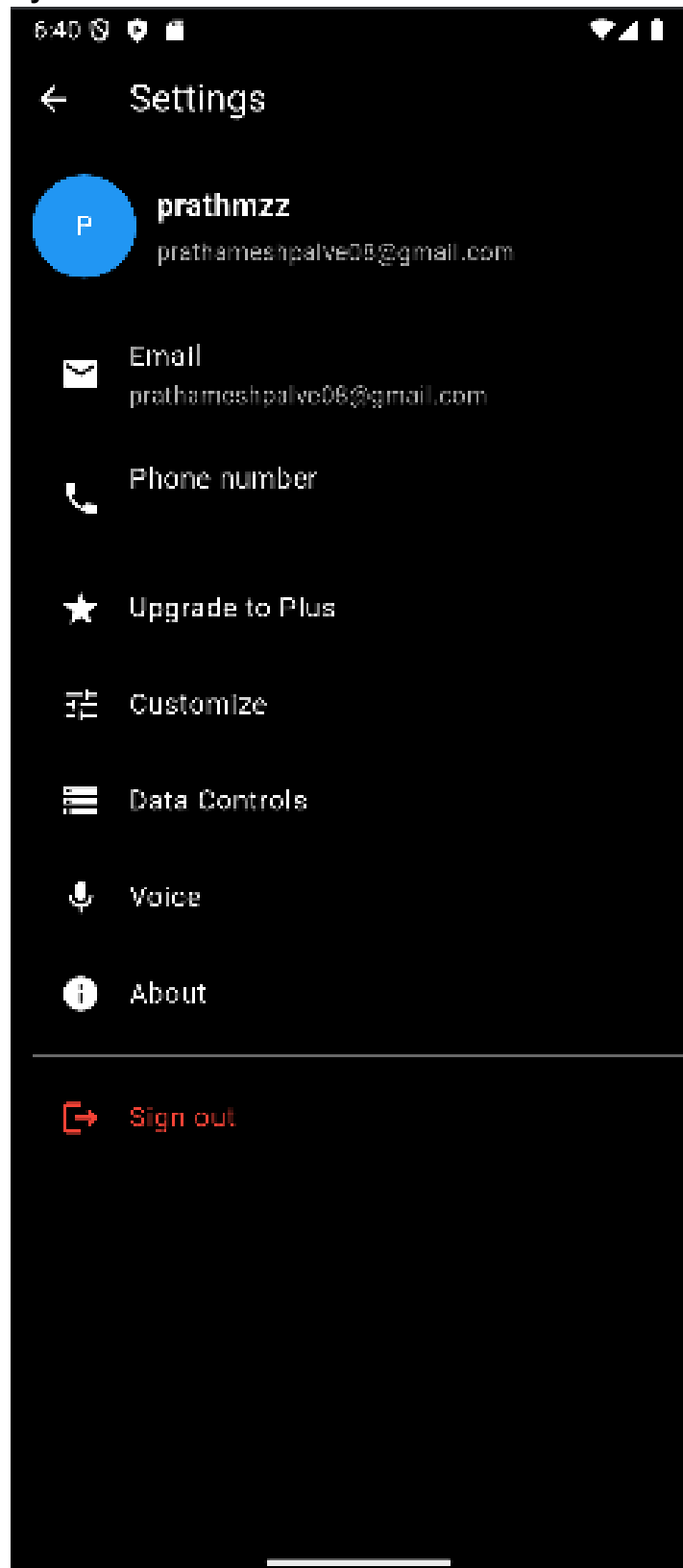
```
        ),
      );
    }
    return ListView(
      children: snapshot.data!.docs.map((doc) {
        String chatId = doc.id;
        return ListTile(
          title: Text(
            "Chat ${chatId.substring(0, 8)}",
            style: TextStyle(color: Colors.white70),
          ),
          selected: chatId == currentChatId, // Highlight active
          onTap: () {
            Navigator.pushReplacement(
              context,
              MaterialPageRoute(
                builder: (context) => HomeScreen(chatId: chatId),
              ),
            );
          },
        );
      }).toList(),
    );
  },
),
Divider(color: Colors.grey),
// Profile Section with Navigation to Settings
ListTile(
  leading: CircleAvatar(
    backgroundColor: Colors.blue,
    child: Text(_auth.currentUser?.email?.substring(0, 1) ?? "U"),
  ),
  title: Text(
    _auth.currentUser?.email ?? "User",
    style: TextStyle(color: Colors.white),
  ),
  trailing: Icon(Icons.expand_more, color: Colors.white70),
  onTap: () {
    Navigator.push(
      context,
      MaterialPageRoute(builder: (context) => SettingsScreen()),
    );
  },
),
```

```
        ),
    ],
    ),
    ),
    );
}
```



Output:  
HomePage:

## MyAccount:



Sidebar:

