MPL Experiment 5

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

Theory:

Navigation & Routing:

Flutter provides multiple ways to navigate between screens (pages):

1. Using Navigator.push() and Navigator.pop()

Push a new screen onto the stack and pop it to return to the previous one.

2. Named Routes

Define routes in MaterialApp and navigate using Navigator.pushNamed().

3. GoRouter Package

A declarative approach to handle navigation more efficiently.

Gestures:

Flutter's GestureDetector and InkWell widgets help in detecting user interactions like taps, swipes, and long presses. Some common gestures include:

- onTap: Detects a tap event.
- onDoubleTap: Recognizes double taps.
- onLongPress: Detects a long press on a widget.
- onHorizontalDrag & onVerticalDrag: Detects drag/swipe motions.

Steps:

Step 1: Create a Flutter project and define multiple screens.

Step 2: Set up named routes in MaterialApp.

Step 3: Implement navigation using Navigator.push() and Navigator.pushNamed().

Step 4: Use GestureDetector to detect taps, swipes, and long presses.

Step 5: Add buttons or swipes to navigate between screens.

Code:

```
import 'package:flutter/material.dart';
import 'package:firebase_auth/firebase_auth.dart';
import 'package:cloud_firestore/cloud_firestore.dart';
import 'package:flutter_dotenv/flutter_dotenv.dart'; // For accessing Mistral
API key
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';
```

```
class HomeScreen extends StatefulWidget {
HomeScreen({required this.chatId});
class HomeScreenState extends State<HomeScreen> {
final FirebaseAuth auth = FirebaseAuth.instance;
final ApiService apiService = ApiService();
void sendMessage() async {
  String userId = user.uid;
  String chatId = widget.chatId;
    await firestoreService.addMessage(userId, chatId, userMessage, true);
    Future.delayed(Duration(milliseconds: 300), () {
    String aiResponse = await apiService.getMistralResponse(userMessage);
    await firestoreService.addMessage(userId, chatId, aiResponse, false);
```

```
print("V AI Response stored successfully!");
   print("X Error sending message: $e");
Widget build(BuildContext context) {
 return Scaffold(
   appBar: AppBar(
     elevation: 0,
         onPressed: () {
           Scaffold.of(context).openDrawer();
     actions: [
         onPressed: () {},
         child: Text("Get Plus *, style: TextStyle(color: Colors.white)),
```

```
onPressed: () {},
    body: Column (
           child: StreamBuilder<QuerySnapshot>(
             stream: firestoreService.getMessages(user.uid, widget.chatId),
               if (!snapshot.hasData || snapshot.data!.docs.isEmpty) {
                 padding: EdgeInsets.all(16),
                 reverse: true, // 🔥 Messages appear from bottom to top
                 children: snapshot.data!.docs.map((doc) {
                   Map<String, dynamic> data = doc.data() as Map<String,</pre>
dynamic>;
isUser);
          messageController: messageController,
          onSendPressed: sendMessage,
        ),
```

Output:









