Flutter Part2

Thursday, October 7, 2021 9:42 PM

Project Structuring:

- 1. Create a folder in lib directory. Example: pages or screens.
- 2. Move homepage.dart to pages folder.
- 3. What we can observe from below screenshot.



- 3.1 Text in center.
- 3.2 Text color: predefined: we have not provided in out code.
- 3.3 Color of appBar like Blue color
- 3.4 Drawer in left side.
- $3.5\ etcthings.$
- 4. Above changes are by default and handled by material.dart package. Handle some functionality by default
- 5. About **Themes** in Material App.

Code: Below is example of Dark Theme

If we want light theme with some color.

```
class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  @override
Widget build(BuildContext context) {
  return MaterialApp(
    home: HomePage(),
    themeMode: ThemeMode.light,
    theme: ThemeData(primarySwatch: Colors.cyan),
    darkTheme: ThemeData(
        brightness: Brightness.dark,
    ),
    );
}

My First Mudder app in 20 days by Rayat
```

6. Routes

Route is like Navigation in App, example default home page shall open, then we can go to any page.

Route is like a map

routes:{
 "/": (context)->HomePage(), // In code if we have home defined in MaterialApp as in above code then this will not work.
}

Note: Either we can default root page in routes or by defining home .

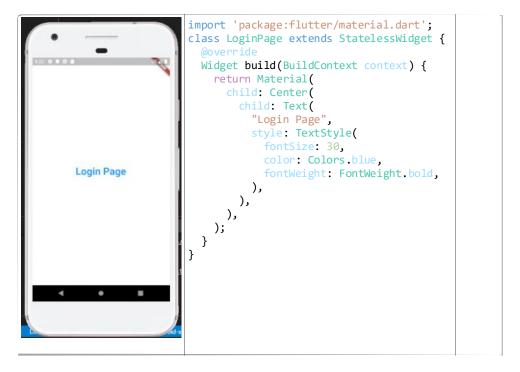
We will add login page.

7. Lets First create Login page.

Create loginpage.dart inside lib/pages folder.

Basic code to check route:

```
import 'package:flutter/material.dart';
class LoginPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Material(
      child: Center(
          child: Text("Login Page"),
      ),
     );
  }
}
```



In Above Snapshot, We have bold Login Page text, We have applied **TextStyle** to text. Also updated routes in main.dart

```
routes:{
   "/":(context)->LoginPage(), //In code if we have home defined in MaterialApp as in above code then this will not work.
   "/home": (context)->HomePage()
}
```