**ADD TO CART**

Basically, the app starts with a **login screen** where the user types their email and password. After logging in, instead of jumping straight to the main app, I added a **splash screen** – kind of like a short welcome page with their email and a loading spinner.

Then the user gets to the **home screen**, which is a simple **to-do list app**. Here they can add tasks, mark them as done, or delete them. I also made sure the tasks stay saved on the phone, even if the app is closed. And there’s a logout button that takes them back to the login page.

So in short, the flow is: **Login → Splash → To-Do List Home**.

**FUNCTIONALITIES**

**Email & Password Login** → used a **Form with TextFormFields** in Flutter. The email field checks if the input looks like a real email, and the password field hides the text .

**Forgot Password** → made a **popup (AlertDialog)** where the user can type their email, and it shows a message like “reset link sent.”

**Splash Screen** → used a **separate screen** used a navigator.push replacement with a loading spinner and a 2-second **Timer**. After that, it automatically moves to the Home page.

**Adding Tasks** → used a **TextField with a button**. When the user types something and presses “Add,” it gets added to a list of tasks.

**Editing / Marking Done** → Each task has a **checkbox**. When the user checks it, the text gets a line through it to show it’s completed.

**Deleting Tasks** → Each task has a **delete button (trash icon)** that removes it from the list.

**Saving Tasks** → used **SharedPreferences**, which is local storage inside the phone. This way, the tasks don’t disappear when the app is closed and reopened.

Basically i used Container, Rows , Coloumns , Buttons , Listviewbuilder , Card , List Tile. Did decoration with Style. Used Sized Box for fixed sizes. Used function for add task , edit task , delete task and to save task used padding for padding between widgets