5A Buttons

Our user will run our app to buy seats at a movie. They need to select the movie and the day they'd like to see it. Then we'll show them what times on that day we're showing it. They'll pick the showing time and check out to get their tickets. Let's add some buttons so they can choose.
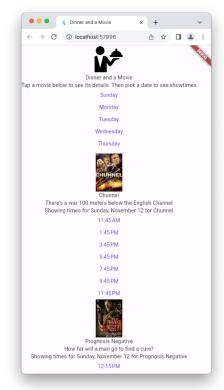
Adding buttons to DatePicker

1. Edit DatePicker. Do you see where we're showing the days of the week in Text()s?

2. Change your code to make them appear in TextButton()s instead. You'll need to add a child and an onPressed. The onPressed should just print("Make this the current day").

3. Run and test. Notice that there's some styling and a little more room, making each button finger-friendly.

Let's do the same with the times in ShowingTimes.

Adding buttons to ShowingTimes

4. Edit ShowingTimes. Find where you're creating the Text() widgets, one for each showing time.

5. Change each to a TextButton(). Again, you'll convert the text to a child widget and add an onPressed handler. This time, print("Set this as the current showing").

6. Run and test.

Got it working? Great! You're finished.