

5B Responding to gestures

We've already exercised the `onPressed` event handler in several buttons and found it a fairly simple idea. Now that we've learned more about gestures, let's turn our attention to some more challenging gestures.

Tapping a FilmBrief

What do we do if we want to tap on something that doesn't have an `onPressed` handler? We could wrap it in a `GestureDetector` and listen for the `Tap` event.

In `Landing`, we're showing a `FilmBrief` for each of our films. The user could select a film by pressing a button. This is okay I guess, but it would be a lot cooler if they could just tap anywhere on the `FilmBrief` itself. Let's make that happen with a `GestureDetector`.

1. Run and test. You will see a list of `FilmBriefs` - The poster, movie title, and tagline. Tap on a few. Nothing happens, right?
2. Edit `FilmBrief`. Find the `build()` method. It returns a widget, probably a `Column` at this point.
3. Wrap that outer widget with a `GestureDetector`.
4. Run and test. It looks like nothing changed.
5. In the `GestureDetector`, add an `onTap` event:

```
onTap: () => print("Tapped"),
```

6. Run and test again. Look in the `Debug Console` in your IDE for your print messages.
7. Let's make sure it's detecting which film was tapped. Change that `print()` statement to also print the film name.
8. Run and test. If you can see a different film `print()`ed out for every tap on a `FilmBrief`, you can be finished.