

10F Converting JSON Lab

After our user has loaded up their cart with lots of movie seats, we'll want them to check out. They'll submit their purchase by sending a JSON-encoded stream to the server. Let's encode it in this lab.

1. Edit checkout.dart. Read the cart from Global:

```
final Map<String, dynamic> _purchase = global.get("cart");
```

2. Find the _checkout() method. Before we navigate away, take the current _purchase and serialize it (encode it) to JSON.
3. Print it out to the console so we can check our work.
4. If you run and test at this point, you'll see your customer data (email, phone, credit card, etc) in the cart but no seats.

Let's load some seats in just for testing purposes.

5. Edit pick_seats.dart. Find where you're handling the FAB onPressed event. Change it to load the cart with some test data and save it to global before navigating away:

```
FloatingActionButton(  
  onPressed: () {  
    // For debugging only - Load the cart up with data  
    cart = {  
      "showing_id": 100,  
      "seats": [7, 8, 10, 22],  
    };  
    global.set("cart", cart);  
    Navigator.pushNamed(context, "/checkout");  
  },  
)
```

6. Run and test. PickSeats loads some test data into the cart and sends you to Checkout. When you press the FAB in checkout, you should see your serialized JSON data in the debug console.

If you see your showing_id, seats, and customer data serialized, you can be finished. In the next lab we'll be submitting that data as a purchase.