

6F Container widget deep dive

Let's work with the box model and Container widgets.

Making some elbow room in Scaffolds

The FilmDetails scene seems cramped when you look at it. All the children touch the inside of the screen. Sometimes we may want that but FilmDetails, Checkout, and Ticket seem to need some room around them.

1. Edit FilmDetails. Add this to the outermost widget. It may be a Column or it may be a SingleChildScrollView:

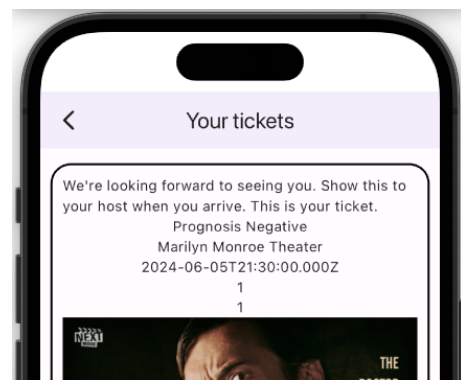
```
padding: const EdgeInsets.all(10.0),
```

2. Run and test. If you put it on a Column, it didn't work so well, did it? That's because a SingleChildScrollView doesn't have a padding property. So how do we add padding? We wrap it in something that does have padding -- like a Container.
3. Wrap your root widget in a Container. Move the padding to the Container.
4. Run and test again. Now doesn't that look nicer?
5. Now do the same in Checkout.
6. And do it again in Ticket.

Tickets need borders

7. While we're in Ticket, let's add a border around each ticket. Hint: decoration: BoxDecoration(...).
8. Add some padding inside each ticket as well.
9. Why not put rounded corners on each ticket?

To the right is a sample image. You can make it look like that or use your imagination and customize the design.



PickSeats

You thought we'd forgotten about PickSeats, didn't you? We're soon going to draw each theater with a map of the tables and seats but this map won't look good in portrait mode, only in landscape. Let's tell the user to rotate their device if it's not oriented right.

10. Edit pick_seats.dart.

11. It's currently only showing a Text("PickSeats"). Change that to "Rotate your device to see a map of the theater."

12. Put that in a Container and make it centered horizontally and vertically.

13. Run and test.

Got it displaying? Let's add some intelligence to it.

14. Add a MediaQuery to the widget to detect orientation.

15. If the orientation is portrait, show the message that you just added.

16. If the orientation is landscape, show a different Container with a text that just says "SeatMap will go here".

17. Run and test.

When you've got the right messages showing you can be finished.