

Forms

What is a Form in Flutter?

A *Form* is a container widget that groups multiple form fields and provides validation, saving, and resetting functionality.

Forms allow you to:

- Collect user input
- Validate input (email, password, empty fields)
- Save or reset data
- Manage multiple input fields together

Examples usage:

- Login forms
- Registration forms
- Feedback forms

Component / Field	Type	Purpose / Description
Form	Widget	Groups multiple form fields and manages validation, saving, and resetting
 GlobalKey<FormState>	Key	An identifier that provides access to the form's state
FormState	Class	Holds the form state and exposes validate, save, and reset methods
 TextFormField	Widget	Text input field with built-in validation
 TextField	Widget	Text input field without built-in validation
 Radio	Widget	Individual radio button (single choice)
 RadioListTile	Widget	Single-choice selection from multiple options
 RadioGroup	Widget	Group of Radio/RadioListTile sharing the same groupValue
 Checkbox	Widget	Selects a boolean (true/false) value
 CheckboxListTile	Widget	Checkbox with built-in label and layout
 SwitchListTile	Widget	Toggle input (on/off)
 Slider	Widget	Numeric range selection

Date Picker <i>(showDatePicker)</i>	Function	Opens date selection dialog
Time Picker <i>(showTimePicker)</i>	Function	Opens time selection dialog
DropdownButtonFormField	Widget	Dropdown selection field with validation support
TextEditingController	Controller	Reads, modifies, and clears text input
FocusNode	Controller	Controls focus between input fields
InputDecoration	Class	Styles input fields (labels, hints, icons, borders)
validator	Function	Validates user input and returns error message
onSaved	Callback	Saves field value when form is submitted
onChanged	Callback	Triggered when field value changes
autovalidateMode	Property	Enables automatic validation
FormState.validate()	Method	Validates all fields in the form
FormState.save()	Method	Saves values from all form fields
FormState.reset()	Method	Resets all fields to initial values