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MOBILE APP DEVELOPMENT

Project Name: Slilder Rating App

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Flutter Slider Application Report

This report provides a detailed explanation of the design and functionality of a simple slider application developed using Flutter.

Application Overview

The application features an interactive slider that allows users to select a value between 0 and 10. As the user moves the slider, the selected value is displayed on the screen in real-time. The application has a simple and user-friendly interface.

Main Components

1. Main Application Structure (RatingApp Class)

This class represents the entry point of the application and creates the MaterialApp widget. The application title is set as "Slider App" and the debug banner (debugShowCheckedModeBanner) is turned off.

2. Rating Screen (RatingScreen and _RatingScreenState Classes)

This section forms the main part of the user interface and includes the following elements:

- **Customized AppBar:** Designed with color gradient and shadow effects, visually enhanced title bar
- **Main Content:** A layout consisting of the slider widget and value display area

Key Widgets Used

1. Scaffold

Provides the basic structure of the application, containing appBar and body elements.

2. PreferredSize

Used to customize the size of the AppBar.

3. Container

Used to customize the AppBar appearance:

- **LinearGradient:** Provides a color transition in purple tones
- **BoxShadow:** Adds a shadow that gives depth to the AppBar

4. Slider

The main interactive element of the application:

- Value selection between 0 and 10
- 20 divisions for rating (allowing fine adjustments)
- Use of `setState` for screen updates when the value changes

5. Text Widgets

- Guidance text above the slider
- Text displaying the selected value with decimal precision

State Management

The application manages state (the `_rating` variable) using `StatefulWidget`. Whenever the user moves the slider, the `setState` method is called to trigger a UI update and display the new value on the screen.