Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

Source :- api_service.dart

```
import 'dart:convert';
import 'package:http/http.dart' as http;
class Post { final int userId; final int id;
final String title; final String body;
required this.userId, required this.id, required this.title, required this.body,
factory Post.fromJson(Map<String, dynamic> json) { return Post(
userId: json['userId'], id: json['id'],
title: json['title'], body: json['body'],
);
}
class ApiService {
static const String baseUrl = 'https://jsonplaceholder.typicode.com/todos/1';
static Future<List<Post>> fetchPosts() async {
final response = await http.get(Uri.parse('$baseUrl/posts'));
if (response.statusCode == 200) {
List<dynamic> jsonResponse = json.decode(response.body); return jsonResponse.map((post) =>
Post.fromJson(post)).toList();
} else {
throw Exception('Failed to load posts');
```

Source :- data_screen.dart

```
import 'package:flutter/material.dart';
import 'package:resetapi/api service.dart';
class DataScreen extends StatefulWidget {
@override
_DataScreenState createState() => _DataScreenState();
class _DataScreenState extends State<DataScreen> {
late Future<List<Post>> posts;
@override
void initState() { super.initState();
posts = ApiService.fetchPosts();
@override
Widget build(BuildContext context) { return Scaffold(
appBar: AppBar(title: Text('Posts'),
),
body: Center(
child: FutureBuilder<List<Post>>(
```



Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

```
future: posts,
builder: (context, snapshot) {
if (snapshot.hasData) {
return ListView.builder(
itemCount: snapshot.data!.length,
itemBuilder: (context, index) {
return Card(
elevation: 3,
margin: EdgeInsets.all(10),
child: Padding(
padding: EdgeInsets.all(10),
child: Column(
crossAxisAlignment: CrossAxisAlignment.start, children: [
Text(
'Post ${index + 1}:', // Add label here style: TextStyle(
fontWeight: FontWeight.bold, fontSize: 16,
),
),
SizedBox(height: 5), Text(
snapshot.data![index].title, style: TextStyle(
fontWeight: FontWeight.bold, fontSize: 18,
),
),
SizedBox(height: 5), Text(snapshot.data![index].body),
),
),
);
},
} else if (snapshot.hasError) { return Text("${snapshot.error}");
// By default, show a loading spinner. return CircularProgressIndicator();
),
),
);
}
```



Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

Output:-

Posts

Post 10:

optio molestias id quia eum

quo et expedita modi cum officia vel magni doloribus qui repudiandae vero nisi sit quos veniam quod sed accusamus veritatis error

Post 11:

et ea vero quia laudantium autem

delectus reiciendis molestiae occaecati non minima eveniet qui accusamus in eum beatae sit

vel qui neque voluptates ut commodi qui incidunt ut animi commodi

Post 12:

in quibusdam tempore odit est dolorem

Itaque id aut magnam praesentium quia et ea odit et ea voluptas et sapiente quia nihil amet occaecati quia id voluptatem incidunt ea est distinctio odio

Post 13:

dolorum ut in voluptas mollitia et saepe quo animi

aut dicta possimus sint mollitia voluptas commodi quo doloremque

Posts

Post 36:

fuga nam accusamus voluptas reiciendis itaque

ad mollitia et omnis minus architecto odit voluptas doloremque maxime aut non ipsa qui alias veniam blanditiis culpa aut quia nihil cumque facere et occaecati qui aspernatur quia eaque ut aperiam inventore

Post 37:

provident vel ut sit ratione est

debitis et eaque non officia sed nesciunt pariatur vel voluptatem iste vero et ea numquam aut expedita ipsum nulla in voluptates omnis consequatur aut enim officiis in quam qui

explicabo et eos deleniti nostrum ab id repellendus

animi esse sit aut sit nesciunt assumenda eum voluptas quia voluptatibus provident quia necessitatibus ea rerum repudiandae quia voluptatem delectus fugit aut id quia ratione optio eos iusto veniam lure

Post 39:

eos dolorem iste accusantium est eaque quam

corporis rerum ducimus vel eum accusantium

Marwadi University Marwadi Chandarana Group

FACULTY OF ENGINEERING AND TECHNOLOGY

Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

Experiment 12

AIM:- Create and application Parsing JSON data from REST API in Flutter.

Source :- Main.dart

```
Code:-
```

```
import 'package:flutter/material.dart';
import 'package:resetapi/data_screen.dart';
void main() { runApp(MyApp());
}
class MyApp extends StatelessWidget {
@override
Widget build(BuildContext context) {
return MaterialApp( debugShowCheckedModeBanner: false, title: 'Flutter REST API Demo',
theme: ThemeData(
primarySwatch: Colors.blue,
),
home: DataScreen(),
);
}
```

Source :- api_service.dart

Code:-

import 'dart:convert';



Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

```
import 'package:http/http.dart' as http;
class Post { final int userId; final int id;
final String title; final String body;
Post({
required this.userId, required this.id, required this.title, required this.body,
});
factory Post.fromJson(Map<String, dynamic> json) { return Post(
userId: json['userId'], id: json['id'],
title: json['title'], body: json['body'],
);
}
}
class ApiService {
static const String baseUrl = 'https://jsonplaceholder.typicode.com/todos/1';
static Future<List<Post>> fetchPosts() async {
final response = await http.get(Uri.parse('$baseUrl/posts'));
if (response.statusCode == 200) {
List<dynamic> jsonResponse = json.decode(response.body); return jsonResponse.map((post) =>
Post.fromJson(post)).toList();
} else {
throw Exception('Failed to load posts');
}
}
```

Source:-data screen.dart

```
import 'package:flutter/material.dart';
import 'package:resetapi/api_service.dart';
class DataScreen extends StatefulWidget { @override
_DataScreenState createState() => _DataScreenState();
class _DataScreenState extends State<DataScreen> {
late Future<List<Post>> posts;
@override
void initState() { super.initState();
posts = ApiService.fetchPosts();
@override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar( title: Text('Posts'),
body: Center(
child: FutureBuilder<List<Post>>( future: posts,
builder: (context, snapshot) { if (snapshot.hasData) {
return ListView.builder(
itemCount: snapshot.data!.length, itemBuilder: (context, index) {
```



Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

```
return Card( elevation: 3,
margin: EdgeInsets.all(10),
child: Padding(
padding: EdgeInsets.all(10),
child: Column(
crossAxisAlignment: CrossAxisAlignment.start,
children: [
Text(
'Post ${index + 1}:', // Add label here style: TextStyle(
fontWeight: FontWeight.bold, fontSize: 16,
),
),
SizedBox(height: 5), Text(
snapshot.data![index].title, style: TextStyle(
fontWeight: FontWeight.bold, fontSize: 18,
),
SizedBox(height: 5), Text(snapshot.data![index].body),
],
),
),
);
},
} else if (snapshot.hasError) { return Text("${snapshot.error}");
// By default, show a loading spinner. return CircularProgressIndicator();
},
),
),
);
```

post_model.dart:

```
class Post {
final int userId;
final int id;
final String title;
final String body;
Post({
  required this.userId, required this.id, required this.title, required this.body,
});
factory Post.fromJson(Map<String, dynamic> json) { return Post(
  userId: json['userId'], id: json['id'],
  title: json['title'], body: json['body'],
);
}
```



Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

dev_dependencies: flutter_test: sdk: flutter http: ^0.13.3

Output:-

Posts

Post 10:

optio molestias id quia eum

quo et expedita modi cum officia vel magni doloribus qui repudiandae vero nisi sit quos veniam quod sed accusamus veritatis error

Post 11:

et ea vero quia laudantium autem

delectus reiciendis molestiae occaecati non minima eveniet qui voluptatibus accusamus in eum beatae sit

vel qui neque voluptates ut commodi qui incidunt ut animi commodi

Post 12:

in quibusdam tempore odit est dolorem

itaque id aut magnam praesentium quia et ea odit et ea voluptas et sapiente quia nihil amet occaecati quia id voluptatem Incidunt ea est distinctio odio

Post 13:

dolorum ut in voluptas mollitia et saepe quo animi

aut dicta possimus sint mollitia voluptas commodi quo doloremque

Posts

Post 36:

fuga nam accusamus voluptas reiciendis itaque

ad mollitia et omnis minus architecto odit voluptas doloremque maxime aut non ipsa qui alias veniam blanditiis culpa aut quia nihil cumque facere et occaecati qui aspernatur quia eaque ut aperiam inventore

Post 37:

provident vel ut sit ratione est

debitis et eaque non officia sed nesciunt pariatur vel voluptatem iste vero et ea numquam aut expedita ipsum nulla in voluptates omnis consequatur aut enim officiis in quam qui

Post 38

explicabo et eos deleniti nostrum ab id repellendus

animi esse sit aut sit nesciunt assumenda eum voluptas quia voluptatibus provident quia necessitatibus ea rerum repudiandae quia voluptatem delectus fugit aut id quia ratione optio eos iusto veniam iure

Post 39:

eos dolorem iste accusantium est eaque quam

corporis rerum ducimus vel eum accusantium

Marwadi University Marwadi Chandarana Group

FACULTY OF ENGINEERING AND TECHNOLOGY

Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

Experiment 13

AIM:- Create and application using Hardware Interaction in Flutter.

Source :- Main.dart

Code:-

```
import 'package:flutter/material.dart';
import 'home_screen.dart';
void main(){
runApp(MyApp());
}
class MyApp extends StatelessWidget {
const MyApp({super.key});
@override
Widget build(BuildContext context) {
return MaterialApp(
debug Show Checked Mode Banner: false,\\
title: "Text To Speech",
theme: ThemeData(
primarySwatch: Colors.indigo,
),
home: HomeScreen(),
);
```



Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

homescreen.dart:

```
import 'dart:async';
import 'package:flutter/material.dart';
import 'package:flutter_tts/flutter_tts.dart';
class HomeScreen extends StatefulWidget {
const HomeScreen({super.key});
@override
State<HomeScreen> createState() => _HomeScreenState();
class _HomeScreenState extends State<HomeScreen> {
final FlutterTts flutterTts = FlutterTts();
final TextEditingController textController = TextEditingController();
@override
void dispose() {
textController.dispose();
super.dispose();
} Future<void> speak(String text) async{
await flutterTts.setLanguage('en-US');
await flutterTts.setPitch(1.0);
await flutterTts.setSpeechRate(0.5);
await flutterTts.speak(text);
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: Text("Text To Speech"),
body: Padding(
padding: EdgeInsets.all(20),
child: Column(
crossAxisAlignment: CrossAxisAlignment.stretch,
children: [
TextField(
controller: textController,
decoration: InputDecoration(
hintText: 'Enter Text',
border: OutlineInputBorder(),
maxLines: 4,
SizedBox(height: 30,),
ElevatedButton(onPressed: () {
speak(textController.text);
},
child: Text('Speak'),
),
],
),
),
```



Department of Computer Engineering

01CE0610 - APP DEVLOPMENT USING FLUTTER

); } }

Output:-

11:00:12	O 122 28 at 151 (C) 743
ext To Speech	1
Enter Text	
	Speak

Hello		
	Speak	