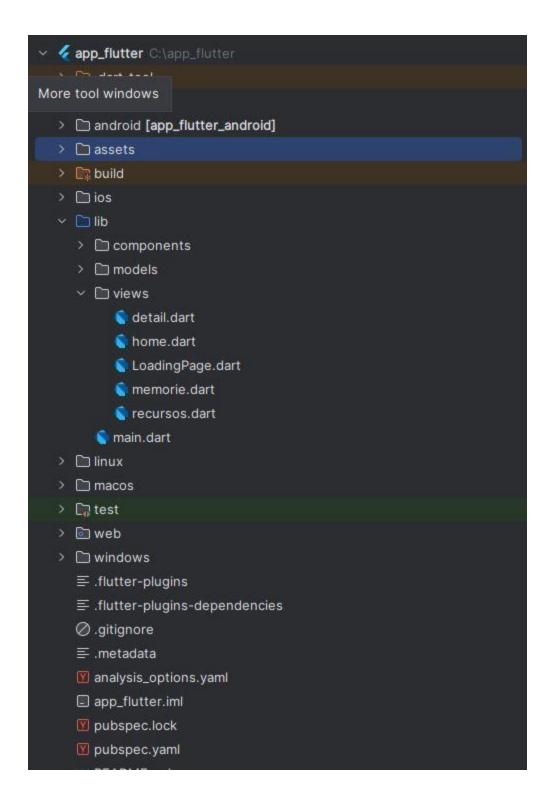


# DESARROLLO DE APP MOVILES I GONZALEZ DIAZ ANSELMO ALEXIS Aarón Hernández García

1.

Inicio de sesión

## 1. Estructura del Proyecto



#### 2. Main.dart

```
nain.dart ×
               nome.dart
                               recursos.dart
                                                 LoadingPage.dart
                                                                       m pubspec.yaml
      import 'package:app_flutter/views/LoadingPage.dart';
      import 'package:app_flutter/views/home.dart';
      import 'package:app_flutter/views/recursos.dart';
      import 'package:flutter/material.dart';
      void main() {
        runApp(MyApp());
      class MyApp extends StatelessWidget {
        @override
        Widget build(BuildContext context) {
          return MaterialApp(
            debugShowCheckedModeBanner: false,
            home: Recursos(),
```

#### 3. Home.dart

#### 4. Recursos.dart

```
nain.dart
              nome.dart
                              🌎 recursos.dart 💉 🌎 LoadingPage.dart
                                                                                       memorie.dart
     wimport 'package:flutter/material.dart';

    ∨ class Recursos extends StatefulWidget {
        State<Recursos> createState() => _RecursosState();
         SharedPreferences.getInstance().then((prefs) {
           Navigator.pushReplacement(
            backgroundColor: Colors.black, // Fondo negro
              padding: const EdgeInsets.all(20.0),
                 children: [
                        color: Colors.white, // Letras blancas
```

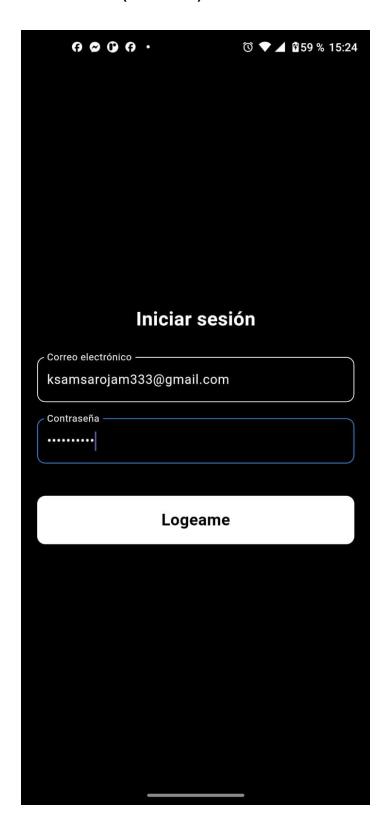
#### 5. LoadingPage.dart

```
main.dart
               nome.dart

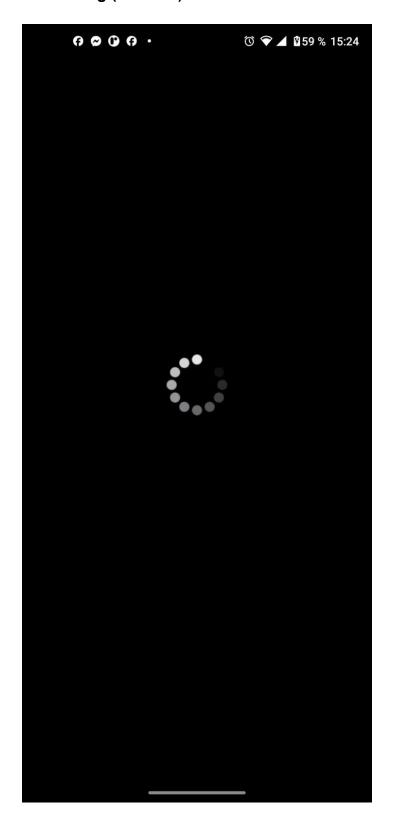
■ pubspec.yaml

                                                                                          nemorie.dart
                              recursos.dart
                                                 🔇 LoadingPage.dart 🗵
      import 'package:app_flutter/views/recursos.dart';
      import 'package:shared_preferences/shared_preferences.dart';
      class Loadingpage extends StatefulWidget {
        const Loadingpage({super.key});
        @override
        State<Loadingpage> createState() => _LoadingpageState();
      class _LoadingpageState extends State<Loadingpage> {
        @override
        void initState() {
            SharedPreferences.getInstance().then((prefs){
              bool tas_logeado = prefs.getBool('tas_logeado')??false;
              if(tas_logeado){
                Navigator.pushReplacement(
                  MaterialPageRoute(builder: (context) => const Home()),
                Navigator.pushReplacement(
                  MaterialPageRoute(builder: (context) => const Recursos()),
```

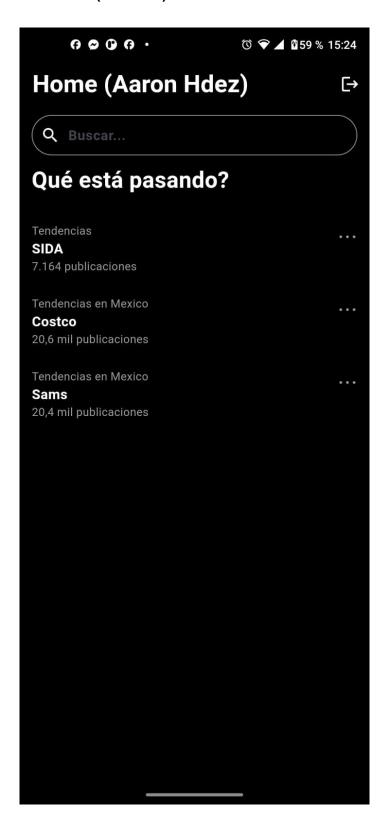
# 6. Emulador (Pantallas)



# 7. Loading (Pantalla)



## 8. Home (Pantalla)



## 9. Sida (Pantalla)

