**CHAPTER 6:**

Chapter 6 of Beginning Flutter: A Hands-On Guide to App Development by Marco L. Napoli focuses on navigation and routing, essential for building multi-screen applications. The chapter introduces the concept of **Navigator** and **Routes**, explaining how they work to manage screen transitions in Flutter. Readers learn to implement basic navigation using methods like Navigator.push() and Navigator.pop(), enabling users to move between screens seamlessly.

The chapter also covers named routes, which simplify navigation in larger applications by providing a centralized way to define and manage routes. Topics like passing data between screens and handling deep linking are also addressed, ensuring that readers can build intuitive and user-friendly navigation flows. By the end of the chapter, developers gain the skills to create structured, multi-screen apps with efficient navigation systems, enhancing the user experience.