



# Piscine Mobile - 1

## Structure and Logic

*Summary: This document contains the subject matter for Module01 of the Piscine Mobile.*

*Version: 2.4*

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# Chapter I

## Instructions

- Only this page will serve as reference. Do not trust rumors.
- Read attentively the whole document before beginning.
- Your exercises will be corrected by your piscine colleagues.
- The document can be relied upon, do not blindly trust the demos or pictures example which can contain not required additions.
- Got a question? Ask your peer on the right. Otherwise, try your peer on the left.
- By Odin, by Thor ! Use your brain !!!



Intra indicates the date and the hour of closing for your repositories. This date and hour also corresponds to the beginning of the peer-evaluation period for the corresponding piscine day. This peer-evaluation period lasts exactly 24h. After 24h passed, your missing peer grades will be completed with a 0.

# Chapter II

## Specific Instructions


The project in this module will continue in the next module, so it is important to complete it thoroughly.

# **Chapter III**

## **Introduction**

# Chapter IV

## Exercise 00: BottomBar

	Exercise :
	BottomBar
	Turn-in directory : <code>mobileModule01</code>
	Files to turn in : <i>weather_app</i> and all necessary files
	Forbidden functions : None

In Module01, you will begin preparing your weather application. This application, like all the others you will complete by the end of the Piscine, must be responsive.

To start, create a new project called *weather\_app*.

Now, you will create the structure of your application with the following components:

- An AppBar that includes a search TextField and a geolocation button.
- A BottomBar with 3 tabs: “Currently”, “Today” and “Weekly”.
- Each tab should have its own content.



Your application must be responsive.

The BottomBar:

- Create a BottomBar with 3 tabs.
- Each tab should have a name and an icon (Currently, Today, Weekly).
- You should be able to switch between tabs by clicking on them or by swiping; both methods should work.

- When you switch tabs, the content of the page should change. For now, simply display the name of the tab as text, nothing more!
- When the application starts, the first tab (Currently) should be selected by default.



In Flutter:


Use the "TabBar" widget to create a TopBar with tabs.

Use the "TabBarView" widget to create the different views.

Use the "BottomAppBar" widget to create the BottomBar.

# Chapter V

## Exercise 01: TopBar

	Exercise :
	TopBar
	Turn-in directory : <code>mobileModule01</code>
	Files to turn in : <i>weather_app</i> and all necessary files
	Forbidden functions : None

The TopBar:

- It includes a search TextField.
- It includes a geolocation button.

Both the TextField and the geolocation button should work correctly!

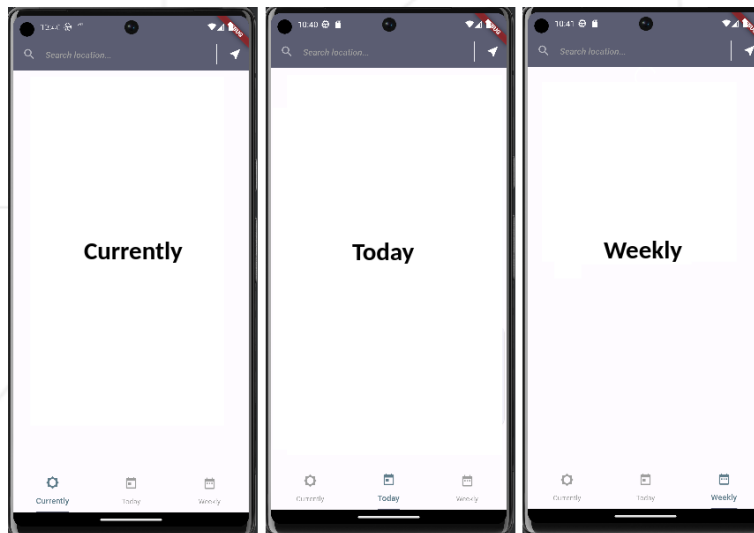
The application should display either the text entered in the TextField or the geolocation data, depending on which one is used.

Details:

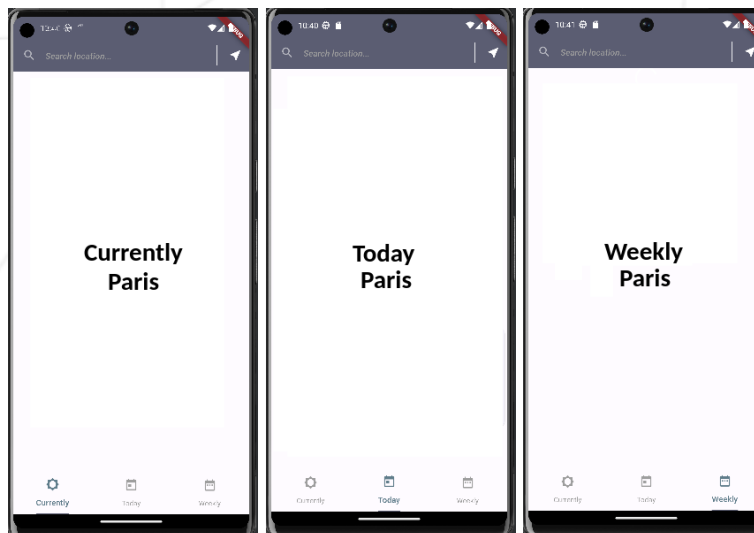
- If you enter text in the search TextField, the application should display the tab name along with the entered text in all tabs.
- If you click the geolocation button, the application should display the tab name along with the word “Geolocation” in all tabs.

At this stage, your application should look like the following basic layout:





And if you search for a location in the search bar, it should look like this:



# Chapter VI

## Submission and peer-evaluation

Turn in your assignment in your `Git` repository as usual. Only the work inside your repository will be evaluated during the defense. Don't hesitate to double check the names of your folders and files to ensure they are correct.



The evaluation process will happen on the computer of the evaluated group.