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| Experiment No.: 2 | Apply Navigation, Routing in flutter App |
| Aim: | To apply Navigation, Routing in flutter App |
| Lab Outcome | Design and Develop interactive Flutter App by using widgets, layouts, gestures and animation |

**Routing and Navigation**

1. import 'package:flutter/material.dart';
2. void main() {
3. runApp(MyApp());
4. }
5. class MyApp extends StatelessWidget {
6. @override
7. Widget build(BuildContext context) {
8. return MaterialApp(
9. title: 'Flutter Demo',
10. theme: ThemeData(
11. primarySwatch: Colors.blue,
12. ),
13. routes: {
14. '/': (context) => HomePage(),
15. '/details': (context) => DetailsPage(),
16. },
17. );
18. }
19. }
20. class HomePage extends StatelessWidget {
21. @override
22. Widget build(BuildContext context) {
23. return Scaffold(
24. appBar: AppBar(
25. title: Text('Home'),
26. ),
27. body: Center(
28. child: ElevatedButton(
29. child: Text('Go to Details'),
30. onPressed: () {
31. Navigator.push(
32. context,
33. MaterialPageRoute(builder: (context) => DetailsPage()),
34. );
35. },
36. ),
37. ),
38. );
39. }
40. }
41. class DetailsPage extends StatelessWidget {
42. @override
43. Widget build(BuildContext context) {
44. return Scaffold(
45. appBar: AppBar(
46. title: Text('Details'),
47. ),
48. body: Center(
49. child: ElevatedButton(
50. child: Text('Go back'),
51. onPressed: () {
52. Navigator.pop(context);
53. },
54. ),
55. ),
56. );
57. }
58. }

**Splash Screen**

Step 1: Create a new Flutter project Create a new Flutter project using the flutter create command in your terminal or IDE.

Step 2: Add assets for the splash screen add the assets for your splash screen to your pubspec.yaml file. This can be an image or an animated GIF.

main.dart

import 'package:flutter/material.dart';

import 'splash\_screen.dart';

void main() {

  runApp(MyApp());

}

class MyApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Flutter Demo',

      theme: ThemeData(

        primarySwatch: Colors.blue,

      ),

      home: FutureBuilder(

        future: Future.delayed(Duration(seconds: 3)),

        builder: (context, AsyncSnapshot snapshot) {

          if (snapshot.connectionState == ConnectionState.waiting) {

            return SplashScreen();

          } else {

            return MyHomePage();

          }

        },

      ),

    );

  }

}

class MyHomePage extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Home'),

      ),

      body: Center(

        child: Text('Welcome to my app!'),

      ),

    );

  }

}

Splashscreen.dart

import 'package:flutter/material.dart';

class SplashScreen extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      backgroundColor: Colors.white,

      body: Center(

        child: Image.asset(

          'assets/splash.gif',

          fit: BoxFit.contain,

        ),

      ),

    );

  }

}