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| --- | --- |
| Experiment No.: 3 | Develop Flutter Application with Navigation Properties. |
| Aim: | To develop Flutter Application with Navigation Properties. |
| Lab Outcome | Design and Develop interactive Flutter App by using widgets, layouts, gestures and animation |

import 'package:flutter/material.dart';

void main() {

  runApp(TabBarDemo());

}

class TabBarDemo extends StatefulWidget {

  @override

  \_TabBarDemoState createState() => \_TabBarDemoState();

}

class \_TabBarDemoState extends State<TabBarDemo> {

  int \_currentIndex = 0;

*final* List<Widget> \_children = [

    Tab1(),

    Tab2(),

    Tab3(),

  ];

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'TabBar Demo',

      home: Scaffold(

        appBar: AppBar(

          title: Text('TabBar Demo'),

        ),

        body: \_children[\_currentIndex],

        bottomNavigationBar: BottomNavigationBar(

          currentIndex: \_currentIndex,

          onTap: onTabTapped,

          items: [

            BottomNavigationBarItem(

              icon: Icon(Icons.home),

              label: 'Home',

            ),

            BottomNavigationBarItem(

              icon: Icon(Icons.business),

              label: 'Business',

            ),

            BottomNavigationBarItem(

              icon: Icon(Icons.school),

              label: 'School',

            ),

          ],

        ),

        drawer: Drawer(

          child: ListView(

            padding: EdgeInsets.zero,

            children: <Widget>[

              DrawerHeader(

                child: Text('Drawer Header'),

                decoration: BoxDecoration(

                  color: Colors.blue,

                ),

              ),

              ListTile(

                title: Text('Item 1'),

                onTap: () {

*// Update the state of the app*

*// ...*

*// Then close the drawer*

                  Navigator.pop(context);

                },

              ),

              ListTile(

                title: Text('Item 2'),

                onTap: () {

*// Update the state of the app*

*// ...*

*// Then close the drawer*

                  Navigator.pop(context);

                },

              ),

            ],

          ),

        ),

      ),

    );

  }

  void onTabTapped(int index) {

    setState(() {

      \_currentIndex = index;

    });

  }

}

class Tab1 extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return Center(

      child: Text('Home'),

    );

  }

}

class Tab2 extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return Center(

      child: Text('Business'),

    );

  }

}

class Tab3 extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return Center(

      child: Text('School'),

    );

  }

}