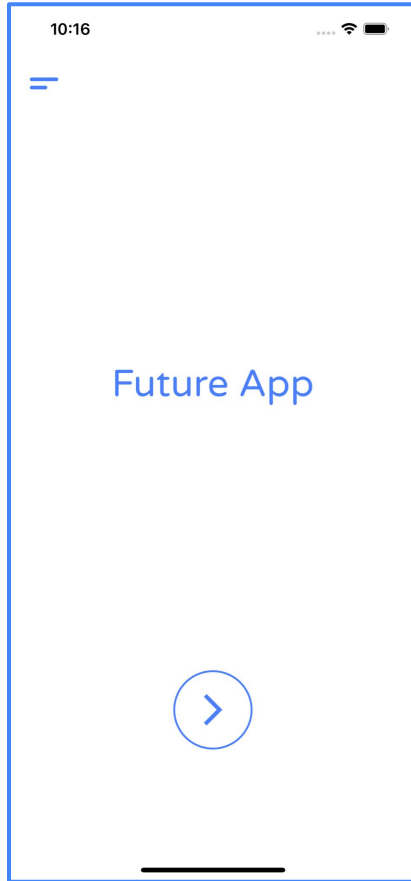


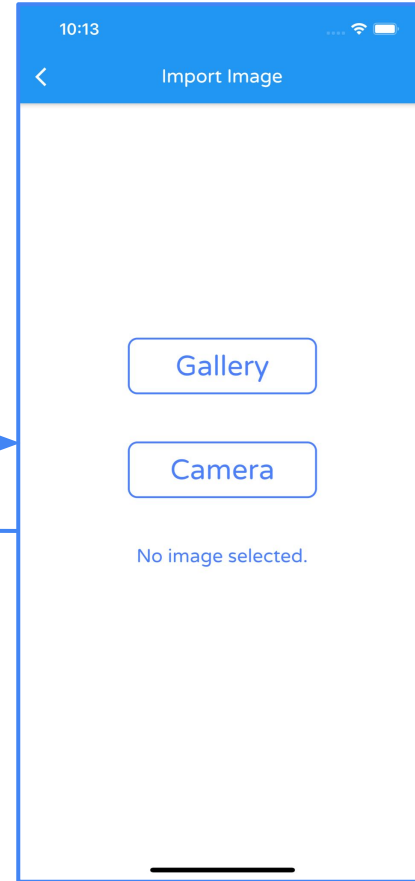
Day 4

1. Navigating between different screens
 2. Exploring Stateful widgets
3. Implementing Stateful widget to pass data between two screens

SplashScreen



ImportScreen



navigator.push();

navigator.pop();

Navigation between Screens

```
Navigator.push(  
    context,  
    MaterialPageRoute(builder: (context) => ImportScreen()),  
);
```

```
Navigator.pop(context);
```

Stateful widget

State changes with time.

Structure

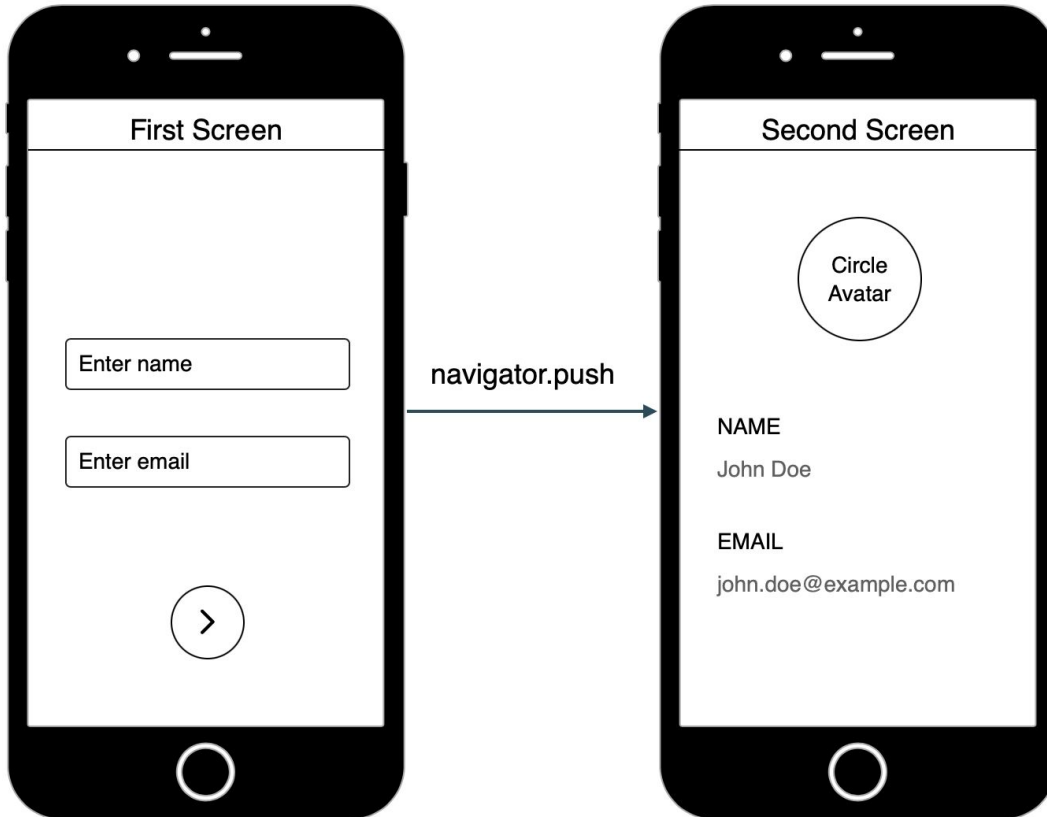
```
class MyApp extends StatefulWidget {
  const MyApp({
    Key? key,
  }) : super(key: key);

  @override
  State<MyApp> createState() => _MyAppState();
}

class _MyAppState extends State<MyApp> {
  // variables and functions are defined here

  @override
  Widget build(BuildContext context) {
    return const MaterialApp(
      // UI implementation goes here
    );
  }
}
```

Let's dig in



Assignment

Implement the app created in the lecture.