Android webview progress





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Android webview progress bar not showing. Android webview progress bar in android java. Webview with progress bar in android java. Webview progress bar in android github. Xamarin android github. Xamarin android webview progress bar. Webview with progress bar in android github.

Last Updated: 2021-10-19 With the WebView Flutter plugin you can add a WebView widget to your Android or iOS Flutter app. On iOS the WebView, while on Android the WebView and the

flutter run Your application code is in webview_in_flutter/lib\main.dart. Adding WebView Flutter plugin as a dependency Adding additional capability to a Flutter plugin to your project. Run the following commands in the terminal. \$ cd webview_in_flutter \$ flutter pub add webview flutter Resolving dependencies... async 2.8.1 (2.8.2 available) characters 1.1.0 (1.2.0 available) + plugin platform interface 2.0.2 test api 0.4.2 (0.4.8 available) + plugin platform interface 1.8.0 + webview flutter wkwebview 2.7.0 Downloading webview flutter 3.0.0... Downloading webview flutter android 2.8.0... Changed 5 dependencies! If you inspect your pubspec.yaml, you will now see it has a line in the dependencies section for the webview flutter android minSDK To use the webview flutter plugin on Android you need to set the minSDK to 19 or 20, depending which Android Platform View you want to use. More information about the Android /app/build.gradle defaultConfig { // TODO: Specify your own unique Application ID (. applicationID (. applicationId "com.example.webview in flutter" minSdkVersion 20 // MODIFY targetSdkVersion 30 versionCode flutterVersionCode flutterVersionName } In this step you will add a WebView to your application. WebViews are hosted native views, and you as an app developer have a choice on how to host these native views in your app. On Android you have a choice between Virtual Displays, currently the default for Android, and Hybrid composition. For an in depth discussion of the differences between Virtual Displays and Hybrid composition. on Hosting native Android and iOS views in your Flutter app with Platform Views. Putting a Webview on the screen Replace the content of lib/main.dart import 'package:flutter/material.dart'; void main() { runApp(const MaterialApp(home: WebViewApp(),),); } class WebViewApp extends StatefulWidget { const WebViewAppState (); } class _WebViewAppState (); } class _WebViewAppState extends State { @override Widget build(BuildContext context) { return Scaffold(appBar: AppBar(title: const Text('Flutter WebView(initialUrl: ' ',),); } Running this on iOS or Android will show a WebView as a full bleed browser window on your device, which means that the browser is shown on your device, which means that the browser is shown on your device, which means that the browser is shown on your device in fullscreen without any form of border or margin. As you scroll, you will notice parts of the page that might look a bit odd. This is because JavaScript is currently disabled and rendering flutter.dev properly requires JavaScript. Enabling Hybrid Composition If you would like to use the Hybrid Composition mode for Android devices, you can do so with a couple of minor modifications. Modify your lib/main.dart as follows: lib/main.dart as f 'package:webview_flutter/webview_flutter.dart'; void main() { runApp(const MaterialApp(home: WebViewApp(),),); } class WebViewApp(); @override void initState() => WebViewApp(); @override void initState() { // Add from here ... @override void initState() { if state createState() => WebViewApp(); } class WebViewApp(); @override void initState() { if state createState() => WebViewApp(); } class WebViewApp(); @override void initState() { if state createState() => WebViewApp(); } class WebViewApp(); } class WebViewApp(); } class WebViewApp(); @override void initState() { if state createState() => WebViewApp(); } class WebViewApp(); (Platform.isAndroid) { WebView.platform = SurfaceAndroidWebView(); } super.initState(); } // ... to here. @override Widget build(BuildContext context) { return Scaffold(appBar: AppBar(title: const Text('Flutter WebView(),), body: const WebView(),), body: const WebView(); } Don't forget to change the minSdkVersion in the build.gradle to 19 when you want to use the Hybrid composition Platform View. Running the app in either an Android to see a Webview, which displays the flutter.dev website. Alternatively run the app in either run Assuming that you have the appropriate simulator or emulator running, or a physical device attached, after compiling and deploying the app to your device, you should see something like the following: The WebView widget provides several page load progress events, which your app can listen to. During the WebView page load cycle there are three different page load events that are fired: onPageStarted, onProgress, and onPageFinished. In this step you will implement a page load indicator. As a bonus, this will show that you can render Flutter content area. Adding page load events to your app Create a new source file at lib/src/web view stack.dart and fill it with the following content: lib/src/web view stack.dart import 'package:flutter/material.dart'; import 'package:webview flutter.dart'; class WebViewStack({super.key}); @override State (var loadingPercentage = 0; description of the state (var loadingPercentage = 0 @override Widget build(BuildContext context) { return Stack(children: [WebView(initialUrl: ', onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageFinished: (url) { setState(() { loadingPercentage = 100; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 100; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, on LinearProgressIndicator(value: loadingPercentage / 100.0,),],); } This code has wrapped the WebView widget in a State class associated with a StatefulWidget. To make use of this new WebViewStack widget, modify your lib/main.dart as follows: import 'src/web_view_flutter.dart'; // Add this import void main() { runApp(const MaterialApp(),),); class WebViewApp extends StatefulWidget { const WebViewAppState(); } class _WebViewAppState(); } class _WebViewApp WebView widget with WebView Stack); } } When you run the app, depending on your network conditions, and whether the browser has cached the page you are navigating to, you will see a page loading indicator overlaid on top of the WebView content area. The WebView widget enables programmatic control with a WebViewController. This controller is made available after the construction of the WebView widget through a callback. The asynchronous nature of the availability of this controller makes it a prime candidate for Dart's asynchronous nature of the availability of this controller makes it a prime candidate for Dart's asynchronous nature of the availability of this controller makes it a prime candidate for Dart's asynchronous Completer class. import 'package:flutter/material.dart'; import 'package:webview_flutter.dart'; class WebViewStack extends StatefulWidget { const WebViewStack({required this.controller, super.key}); // Modify final Completer controller; // Add this attribute @override State createState() => _WebViewStackState(); } class _WebViewStackState(); } class _WebViewStackState(); } extends State { var loadingPercentage = 0; @override Widget build(BuildContext context) { return Stack(children: [WebViewController); }, // ... to here. onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 100; }); }, onPageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() { loadingPercentage = 100; }); }, on FageFinished: (url) { setState(() {
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Thankfully, with a WebViewController you can add this functionality to your app. Create a new source file at lib/src/navigation controls.dart and fill it with the following: import 'package:webview flutter/webview flutter/material.dart'; class NavigationControls extends StatelessWidget { const NavigationControls.dart and fill it with the following: import 'package:webview flutter/material.dart'; class NavigationControls.extends StatelessWidget { const NavigationControls.dart and fill it with the following: import 'package:webview flutter/webview flutter/material.dart'; class NavigationControls.extends StatelessWidget { const NavigationControls.dart and fill it with the following: import 'package:webview flutter/webview Completer controller; @override Widget build(BuildContext context) { return FutureBuilder(future: context, snapshot) Icon(Icons.arrow_forward_ios), Icon(Icons.replay),],); } return Row(children: [IconButton(icon: const Icon(Icons.arrow_back()) { await controller.canGoBack()) { await controller.canGoBack(), } else { ScaffoldMessenger.of(context).showSnackBar(const SnackBar(context).showSnackBar(const SnackBar(context).showSnackBar(context).showSnackBar(const SnackBar(context).showSnackBar(const SnackBar(context).showSnackBar(const SnackBar(co IconButton(icon: const Icon(Icons.arrow forward ios), onPressed: () async { if (await controller.canGoForward(); } else { ScaffoldMessenger.of(context).showSnackBar(context).s controller.reload(); },),],); } } This widget uses a FutureBuilder widget to appropriately repaint itself when the controller become available. While waiting for the controller to become available. While waiting for the controller becomes available. While waiting for the controller becomes available. controller to implement their functionality. With the updated WebViewApp near the top of the Widget tree in this app, it all together in an updated WebViewApp near the top of the Widget tree in this app, it makes sense to create it at this level. Update lib/main.dart import 'src/web view flutter.dart'; // Add this import import 'src/web view flutter.dart'; // Add t runApp(const MaterialApp(home: WebViewApp(),),); } class WebViewApp extends State { final controller = Completer(); // Instantiate the controller @override Widget build(BuildContext context) { return which enables your app to track and control the page navigation. In this step, you will register a link, the NavigationDelegate is called. The NavigationDelegate is called. NavigationDelegate callback to block navigation to YouTube.com. Note, this simplistic implementation also blocks inline YouTube content, which appears in various Flutter/material.dart; import 'dart:async'; import 'backage:flutter/material.dart'; import 'package:webview_flutter/webview_flutter.dart'; class WebViewStack extends StatefulWidget { const WebViewStack({required this.controller, super.key}); final Completer controller; @override Widget build(BuildContext); } class_WebViewStack(tate extends State { var loadingPercentage = 0; @override Widget build(BuildContext); } class_WebViewStackState(); } class_WebViewStackState extends State { var loadingPercentage = 0; @override Widget build(BuildContext); } class_WebViewStackState(); } class_WebViewStack(required this.controller; @override Widget build(BuildContext); } class_WebViewStackState(); } class_WebViewStackSt context) { return Stack(children: [WebViewController); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { loadingPercentage = 0; }); }, = 100; }); }, // Add from here ... navigationDecision.prevent; } return NavigationDecision.prevent; } return NavigationDecision.navigate; }, // ... to here.), if (loadingPercentage < 100) LinearProgressIndicator(value: loadingPercentage / 100.0,),],); } In the next step, you will add a menu item to enable testing your NavigationDelegate by using the WebViewController class. It is left as an exercise to the reader to augment the logic of the callback to only block full page navigation to YouTube.com, and still allow the inline YouTube content in the API documentation. Over the next few steps, you will craft a menu button in the AppBar widget that is used to evaluate JavaScript, invoke import 'package:flutter/material.dart'; import 'package:webview_flutter.dart'; enum_MenuOptions { navigationDelegate, } class Menu extends StatelessWidget { const Menu({required this.controller; @override Widget build(BuildContext context) { return FutureBuilder(futureBuilde controller.future, builder: (context, controller) { return PopupMenuButton(onSelected: (value) async { switch (value) { case MenuOptions.navigationDelegate: await controller),),],); } } itemBuilder: (context, controller) { return PopupMenuButton(onSelected: (value) async { switch (value) { case MenuOptions.navigationDelegate: await controller),),],); } } When the user selects the Navigate to YouTube menu option, the WebViewController's loadUrl method is executed. This navigationDelegate callback you created in the previous step. To add the menu to the WebViewApp's screen, modify lib/main.dart as follows: lib/main.dart import 'dart:async'; import 'package:flutter/material.dart'; import 'package:webview flutter/webview flutter.dart'; void main() { runApp(const MaterialApp(),),); } class WebViewApp extends StatefulWidget { const WebViewApp({super.key}); @override State createState() => WebViewAppState(); } class WebViewAppState extends State { final controller: controlle: controller: controlle: c body: WebViewStack(controller: controller: controller),); } } Run your app and tap on the Navigate to YouTube menu item. You should be greeted with a SnackBar informing you that the navigation controller can evaluate JavaScript expressions in the context of the current
page. There are two different ways to evaluate JavaScript: for JavaScript code that doesn't return a value, use runJavaScript, and for JavaScript code that does return a value, use runJavaScript code that does return a value, use runJavaScript code that does return a value, use runJavaScript code that doesn't return a value, JavascriptMode.disabled. Update the WebViewStackState class by adding the javascriptMode setting as follows: lib/src/web view stack.dart class WebViewStackState extends State { var loadingPercentage = 0; @override Widget build(BuildContext context) { return Stack(children: [WebView(initialUrl: ' ', onWebViewCreated: (webViewController) { widget.controller.complete(webViewController); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageFinished: (url) { setState(() { loadingPercentage = 100; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageFinished: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onPageStarted: (url) { setS Uri.parse(navigation.url).host; if (host.contains('youtube.com')) { ScaffoldMessenger.of(context).showSnackBar(SnackBar(snac LinearProgressIndicator(value: loadingPercentage / 100.0,),],); } Now that the WebView can execute JavaScript, you can add an option to the menu to use the runJavaScriptReturningResult method. Using either your Editor or some keyboard work, convert the Menu class to a StatefulWidget. Modify lib/src/menu.dart as follows: enum _MenuOptions { navigationDelegate, userAgent, // Add this line } class Menu extends StatefulWidget { // Convert to StatefulWidget const Menu({required this.controller, super.key}); final Completer controller; @override State () => _MenuState (); } class _MenuState extends State { @override Widget build(BuildContext context) { return FutureBuilder(future: widget.controller.future, // Modify builder: (context, controller) { return PopupMenuButton(onSelected: (value) async { switch (value) { case MenuOptions.userAgent: final userAgent = await controller.data!.loadUrl(' '); break; // Add from here ... case MenuOptions.userAgent: final userAgent = await controller.data! .runJavascriptReturningResult('navigator.userAgent'); if (!mounted) return; ScaffoldMessenger.of(context).showSnackBar(SnackBar(context) => [const PopupMenuItem(value: _MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), // Add from here ... const PopupMenuItem(value: _MenuOptions.userAgent, child: Text('Show user-agent'),), // ... to here.],); } } When you tap on the 'Show user-agent' menu option, the result of executing the JavaScript expression navigator.userAgent is shown in a Snackbar. When running the app, you might notice that the Flutter.dev page looks different. This is the result of running with JavaScript enabled. JavaScript Channels enable your app to register a SnackBar channel that will be called with the result of a XMLHttpRequest. Update the WebViewStack class as follows: lib/src/web_view_stack.dart class WebViewStack extends State { var loadingPercentage = 0; @override Widget build(BuildContext context) { const WebViewStackState(); } class _WebViewStackState(); } class _WebViewStackState(); } return Stack(children: [WebView(initialUrl: '', onWebViewController); }, onPageStarted: (url) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { setState(() { loadingPercentage = 0; }); }, onProgress: (progress) { loadingPercentage = 0; }); }, onPr }, navigationDelegate: (navigationDelegate: (navigationDecision.prevent; } return NavigationDecision.navigate; }, javascriptMode: JavascriptMode: JavascriptMode.unrestricted, javascriptChannels: _createJavascriptChannels(context), // Add this line), if (loadingPercentage < 100) LinearProgressIndicator(value: loadingPercentage < 100),],]; } // Add from here ... Set _createJavascriptChannels(BuildContext context) { return { JavascriptChannels(nonective = 100,],]; } // Add from here ... Set _createJavascriptChannels(BuildContext context) { return { JavascriptChannels(nonective = 100,],]; } // Add from here ... Set _createJavascriptChannels(BuildContext context) { return { JavascriptChannels(nonective = 100,],]; } // Add from here ... Set _createJavascriptChannels(BuildContext context) { return { JavascriptChannels(BuildContext context) { return { JavascriptChannels(BuildContext context) { return { JavascriptChannels(BuildContext context) { return { JavascriptChannels(BuildContext) { return { JavascriptChannels(ScaffoldMessenger.of(context) .showSnackBar(SnackBar(content: Text(message.message))); },), }; } // ... to here. } For each JavaScript context as a window property named with the same name as the JavaScriptChannel.name. Using this from the JavaScript context involves calling postMessage on the JavascriptChannel to send a message that is passed to the named JavascriptChannel's onMessageReceived callback handler. To make use of the JavascriptChannel added above, add another menu item that executes an XMLHttpRequest in the JavascriptChannel to send a message that is passed to the named JavascriptChannel's onMessageReceived callback handler. JavascriptChannel. Now that the WebView knows about our JavascriptChannels, you will add an example to expand the app further. To do this, add an extra functionality. Update MenuOptions with the extra menu option, by adding the javascriptChannel enumeration value, and add an implementation to the Menu class as follows: enum _MenuOptions { navigationDelegate, userAgent, javascriptChannel, // Add this line } class Menu extends State { @override state () => _MenuState extends state { @override state () => _ Widget build(BuildContext context) { return FutureBuilder(future: widget.controller.future, builder: (context, controller.data!.loadUrl(' '); break; case MenuOptions.userAgent = await controller.data! .runJavascriptReturningResult('navigator.userAgent'); if (!mounted) return;
ScaffoldMessenger.of(context).showSnackBar(SnackBar(s (req.status == 200) { let response = JSON.parse("error: " + req.status); } req.send(); '''); break; // ... to here. } , itemBuilder: (context) => [const PopupMenuItem(value: _MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),] req.status); } req.status); } const PopupMenuItem(value: _MenuOptions.javascriptChannel, child: Text('Show user-agent'),), // ... to here.],); },); } This JavaScript is executed when the user chooses the JavaScript Channel Example menu option. var req = new XMLHttpRequest(); req.open('GET', "req.onload = function() { if (req.status == 200) { SnackBar.postMessage(req.responseText); } else { SnackBar.postMessage(req.responseText); } req.status == 200) { SnackBar.postMessage(req.responseText); } req.status == 200 { SnackBar.postMessage(req.response postMessage on the SnackBar JavascriptChannel. Your app can manage cookies in the WebView by using the Cookies, and set new cookies as follows: enum MenuOptions for each of the cookie use cases as follows: enum MenuOptions { navigationDelegate, userAgent, javascriptChannel, // Add from here ... listCookies, addCookie, removeCookie, removeCo CookieManager, and mutable state in stateless widgets is a bad combination. Add the CookieManager to the resulting State class as follows: class Menu extends State() => _MenuState(); } class _MenuState extends State { final CookieManager cookieManager = CookieManager = CookieManager. In the newly added in the Menu class, along with the newly added in the Menu class, along with the newly added in the Menu class, along with the newly added cookieManager. In the newly added in the Menu class, along with the Newly added in the Menu class, along with the Newly added in the Menu class, along with the newly added in the Menu class, along with the Newly added in the Menu class, along with the Newly added in the Menu class, along with the Newly added in the Menu class, along with the Newly added in the Menu class, along with the Newly added in th by the yet to be added menu items. Get a list of all cookies You are going to use JavaScript to get a list of all the cookies. To achieve this, add a helper method, your helper method executes document.cookie in the JavaScript context, returning a list of all cookies. Add the following to the MenuState class: Future onListCookies(WebViewController, context); if (!mounted) return; ScaffoldMessenger.of(context).showSnackBar(content: Text(cookies.isNotEmpty ? cookies : 'There are no cookies.'),); } To clear all the cookies in the WebView, use the clearCookies method of the CookieManager class. The method returns a Future that resolves to true if the cookies, and false if there were no cookies to clear. Add the following to the MenuState class: Future onClearCookies() async { final hadCookies = await cookieManager.clearCookies(); String message = 'There were cookies. Now, they are gone!'; if (!hadCookies) { message = 'There were no cookies to clear.'; } if (!mounted) return; ScaffoldMessenger.of(context).showSnackBar(content: Text(message),),); } Add a cookie can be done by invoking JavaScript. The API used to add a Cookie to a JavaScript document is documented in depth on MDN. Add the following to the MenuState class: Future onAddCookie(WebViewController.runJavascript("var date = new Date(); date.setTime()+(30*24*60*60*1000)); document.cookie = "FirstName=John; expires=" + date.toGMTString();'''); if (!mounted) return; ScaffoldMessenger.of(context).showSnackBar(const SnackBar(content: Text('Custom cookie added.'),),); } Setting a cookie with the CookieManager Cookies can also be set using the CookieManager as follows. Add the following to the MenuState class: Future onSetCookie(WebViewController controller) async { await cookie/Manager.setCookie(const WebViewCookie(name: 'foo', value: 'bar', domain: 'flutter.dev'),); if (!mounted) return; ScaffoldMessenger.of(context).showSnackBar(const SnackBar(content: Text('Custom cookie is set.'),),); } Removing a cookie involves adding a cookie, with an expiry date set in the past. Add the following to the _MenuState class: Future _onRemoveCookie(WebViewController controller.runJavascript('document.cookie="FirstName=John; expires=Thu, 01 Jan 1970 00:00:00 UTC" '); if (!mounted) return; ScaffoldMessenger.of(context).showSnackBar(const SnackBar(context).showSnackBar(c remains is to add the menu options, and wire them to the helper methods you just added. Update the MenuState class as follows: class MenuState extends State { final CookieManager (); @override Widget build(BuildContext context) { return FutureBuilder(future: widget.controller.future, builder: (context, controller) { return PopupMenuButton(onSelected: (value) async { switch (value) { case MenuOptions.userAgent = await controller.data!.loadUrl(' '); break; case MenuOptions.userAgent = await controller.data!.loadUrl(' '); ScaffoldMessenger.of(context).showSnackBar(SnackBar(context), showSnackBar(context), showS Address: " + response.ip); } else { SnackBar.postMessage("Error: " + reg.status); } } reg.send();'''); break; // Add from here ... case MenuOptions.listCookies: await onListCookies: await onClearCookies: await onClearCoo case MenuOptions.setCookie: await onSetCookie(controller.data!); break; // ... to here. } }, itemBuilder: (context) => [const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value:
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It should list the Google Analytics cookies set by flutter.dev. Select Clear cookies again. It should report that the cookies were indeed cleared. Select List cookies. It should report that there are no cookies. Select Add cookie. It should report the cookie as added. Select Set cookie as set. Select List cookies, and then as a final flourish, select Remove cookie. It should report the cookie as set. load a file located at the specified path and load a page using a HTML String. If you want to load a file located at a specified path, you will need to add the path provider to the pubspec.yaml. This is a Flutter pub add path_provider Resolving dependencies... async 2.8.2 (2.9.0 available) characters 1.2.0 (1.2.1 available) clock 1.1.0 (1.2.1 available) + fi 2.0.1 + file 6.1.2 matcher 0.12.11 (0.12.12 available) material color utilities 0.1.4 (0.1.5 available) material color utilities 0.1.4 (0.1.5 available) material color utilities 0.1.4 (0.1.5 available) + fi 2.0.1 + file 6.1.2 matcher 0.12.11 (0.12.12 available) material color utilities 0.1.4 (0.1.5 available) material color utilities 0.1.4 (0.1.5 available) material color utilities 0.1.4 (0.1.5 available) + fi 2.0.1 + file 6.1.2 matcher 0.12.11 (0.12.12 available) material color utilities 0.1.4 (0.1.5 available) material color utilities 0.1.4 (0.1.5 available) = fi 2.0.1 + file 6.1.2 matcher 0.12.11 (0.12.12 available) = fi 2.0.1 + file 6.1.2 matcher path provider android 2.0.16 + path provider linux 2.1.7 + path provider macos 2.0.6 + patavailable) + win32 2.7.0 + xdg directories 0.2.0+1 Changed 13 dependencies! For loading the asset we need to specify the path to the asset in the pubspec.yaml add the following lines: your application, so that you can use the icons in # the material Icons class. uses-material-design: true # Add from here assets to your project, do the following steps: Create a new Directory with the name assets in the root folder of your project. Create a new Directory with the name www in the assets folder. Create a new File with the name styles in the www folder. Create a new File with the name style.css in the styles folder. Create a new File with the name style.css in the styles folder. example Local demo page This is an example page used to demonstrate how to load a local file or HTML string using the Flutter webview plugin. "; // ... to here. To create a File and write the HTML String to the file by providing the path as a String which is returned by the prepareLocalFile() method. Add the following methods to your code: lib/src/menu.dart Future onLoadLocalFile(); await controller.loadFile(); await controller.load getTemporaryDirectory()).path; final File indexFile.path; } Load HTML String To display a page by providing a HTML string is pretty straight forward. The WebViewController has a method you can use called loadHtmlString where you can give the HTML String as an argument. The WebView will then display the provided HTML page. Add the following method to your code: lib/src/menu.dart Future onLoadFlutterAssetExample(WebViewController, BuildContext context) async { await controller.loadFlutterAsset('assets/www/index.html'); } static Future onLoadLocalFile(); await controller.loadFile(); await controll final File indexFile = File('\$tmpDir/www/index.html'); await controller.loadHtmlString(kExamplePage); return indexFile.writeAsString(kExamplePage); return indexFile.writeAsString(kExamplePage); } // ... to here. Now that the assets are set and ready for use, and the methods with all the functionality are made, the menu can be updated. Add the following entries to the __MenuOptions { navigationDelegate, userAgent, javascriptChannel, listCookies, addCookie, setCookie, removeCookie, // Add from here ... loadFlutterAsset, loadLocalFile, loadHtmlString, // ... to here. } Now that the enum is updated you can add the menu options, and wire them to the helper methods you just added. Update the MenuState extends State { final CookieManager = CookieManager(); @override Widget build(BuildContext context) { return FutureBuilder(future: widget.controller.future, builder: (context, controller.data!.loadUrl(' '); break; case MenuOptions.userAgent = await controller.data! .runJavascriptReturningResult('navigator.userAgent'); if (!mounted) return; ScaffoldMessenger.of(context).showSnackBar(content: Text(userAgent),)); break; case_MenuOptions.javascriptChannel: await controller.data!.runJavascript(''' var req = new XMLHttpRequest(); req.open('GET', " req.onload = function() { if (req.status == 200) { let response = [SON.parse(reg.responseText); SnackBar.postMessage("IP Address: " + reg.status); } reg.send();''); break; case MenuOptions.clearCookies: await onClearCookies: await onClearCookies: await onClearCookies: " + reg.status); } reg.send();''); break; case MenuOptions.clearCookies: await onClearCookies: await onClearCook MenuOptions.addCookie: await onAddCookie(controller.data!); break; case MenuOptions.setCookie(controller.data!); break; // Add from here ... case MenuOptions.loadFlutterAsset: await onLoadFlutterAssetExample(controller.data!); break; // Add from here ... case MenuOptions.loadFlutterAsset: await onLoadFlutterAssetExample(controller.data!); break; // Add from here ... case MenuOptions.loadFlutterAssetExample(controller.data!); break; case MenuOptions.setCookie(controller.data!); break; // Add from here ... case MenuOptions.loadFlutterAssetExample(controller.data!); break; case MenuOptions.setCookie(controller.data!); break; case MenuOptions.setCookie(controller. context); break; case MenuOptions.loadLocalFile: await onLoadLocalFileExample(controller.data!, context); break; // ... to here. } }, itemBuilder: (context) => [const PopupMenuItem(value: MenuOptions.navigationDelegate, child: Text('Navigate to YouTube'),), const PopupMenuItem(value:
MenuOptions.userAgent, child: Text('Clear cookies'),), const PopupMenuItem(value: MenuOptions.userAgent'),), const PopupMenuItem(value: MenuOptions.userAgent'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: Text('Lookup IP Address'),), const PopupMenuItem(value: MenuOptions.userAgent, child: MenuOptions.listCookies, child: Text('List cookies'),), const PopupMenuItem(value: _MenuOptions.setCookie, child: Text('Add cookie'),), const PopupMenuItem(PopupMenuItem(value: MenuOptions.loadFlutterAsset, child: Text('Load Flutter Asset'),), const PopupMenuItem(value: MenuOptions.loadLocalFile, child: Text('Load local file'),), // ... to here.],); },); } Testing the assets, file, and HTML string To test if the code worked that you just implemented, you can run the code on your device and click on one of the newly added menu items. Notice how the onLoadFlutterAssetExample uses the style.css we added to change the header of the HTML file to the color blue. this codelab in the codelab repository. To learn more, try the other Flutter codelabs. [{ "type": "thumb-down", "id": "missingTheInformationINeed", "label":"Too complicated / too many steps" }, { "type": "thumb-down", "id": "outOfDate", "label":"Out of date" }, { "type": "thumb-down", "id": "samplesCodeIssue", "label":"Samples / code issue" }, { "type": "thumb-down", "id": "solvedMyProblem", "id": "solvedMyProblem", "id": "solvedMyProblem" }, { "type": "thumb-up", "id": "solvedMyProblem", "id": "solv "id": "otherUp", "label":"Other" }]

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