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import 'dart:async';
import 'dart:convert';
import 'dart:typed_data';
import 'package:flutter/services.dart';

import 'package:flutter/material.dart';
import 'package:flutter_bluetooth_serial/flutter_bluetooth_serial.dart';

class CreateCourse extends StatefulWidget {
  final BluetoothDevice server;

  const CreateCourse({required this.server});

  @override
  _CreateCourse createState() => new _CreateCourse();
}

class _CreateCourse extends State<CreateCourse> {

  BluetoothConnection? connection;

  final TextEditingController textEditingController =
  new TextEditingController();

  final myController1 = TextEditingController();
  final myController2 = TextEditingController();
  final myController3 = TextEditingController();
  final myController4 = TextEditingController();

  bool isConnecting = true;
  bool get isConnected => (connection?.isConnected ?? false);

  bool isDisconnecting = false;

  bool SendingData = false;

  @override
  void initState() {
    super.initState();

    BluetoothConnection.toAddress(widget.server.address).then((_connection) {
      print('Connected to the device');
      connection = _connection;
      setState(() {
        isConnecting = false;
        isDisconnecting = false;
      });

      connection!.input!.listen(_DataReceived).onDone(() {
        if (isDisconnecting) {
          print('Disconnecting locally!');
        } else {
          print('Disconnected remotely!');
        }
      })
    });
  }
}

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    });
  }).catchError((error) {
    print('Cannot connect, exception occurred');
    print(error);
  });
}

@override
void dispose() {
  // Avoid memory leak    if (isConnected) {
    isDisconnecting = true;
    connection?.dispose();
    connection = null;
  }
  myController1.dispose();
  myController2.dispose();
  myController3.dispose();
  myController4.dispose();

  super.dispose();
}

@override
Widget build(BuildContext context) {

  final serverName = widget.server.name ?? "Unknown";
  return Scaffold(
    appBar: AppBar(
      backgroundColor: Colors.green,
      title: (isConnecting
        ? Text('Connecting to ' + serverName + '...', style: TextStyle(color:
Colors.black))
        : isConnected
        ? Text('Live connection with ' + serverName, style: TextStyle(color:
Colors.black))
        : Text('Disconnected from ' + serverName, style: TextStyle(color:
Colors.black))),
      backgroundColor: Colors.green,
      body: Center(
        child: SingleChildScrollView(
          child: Column(
            children: <Widget>[
              Container(
                child: Text(
                  'Enter the desired PUTR settings here ',
                  style: TextStyle(
                    fontWeight: FontWeight.bold,
                    fontSize: 16,
                    color: Colors.black,
                    letterSpacing: 2,
                  ),
                ),
              ),
            ],
          ),
        ),
      ),
    ),
    padding: const EdgeInsets.only(top: 30),

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        },
        shape: RoundedRectangleBorder(
            borderRadius: BorderRadius.circular(30.0),
            side: BorderSide(color: Colors.black),
        ),
        color: Colors.green,
        child: Text(
            'Set',
            style: TextStyle(
                fontWeight: FontWeight.bold,
                fontSize: 30,
                color: Colors.black,
                letterSpacing: 3,
            ),
        ),
    ),
),
],
),
)
)
);
}

void _DataReceived(Uint8List data) {
    // Allocate buffer
    int backspacesCounter = 0;
    data.forEach((byte) {
        if (byte == 8 || byte == 127) {
            backspacesCounter++;
        }
    });
    Uint8List buffer = Uint8List(data.length - backspacesCounter);
    int bufferIndex = buffer.length;

    //backspace control
    backspacesCounter = 0;
    for (int i = data.length - 1; i >= 0; i--) {
        if (data[i] == 8 || data[i] == 127) {
            backspacesCounter++;
        } else {
            if (backspacesCounter > 0) {
                backspacesCounter--;
            } else {
                buffer[--bufferIndex] = data[i];
            }
        }
    }
}
}

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String dataString = String.fromCharCode(buffer);
if(dataString == "done")
{
    SendingData = false;
}
print(dataString);
}

void _sendData(String text) async {
    text = text.trim();
    textEditingController.clear();

    if (text.length > 0) {
        try {
            connection!.output.add(Uint8List.fromList(utf8.encode(text + "\r\n")));
            await connection!.output.allSent;
        } catch (e) {
            // Ignore error, but notify state
            setState(() {});
        }
    }
}
}
```