CSM3114 Lab 1

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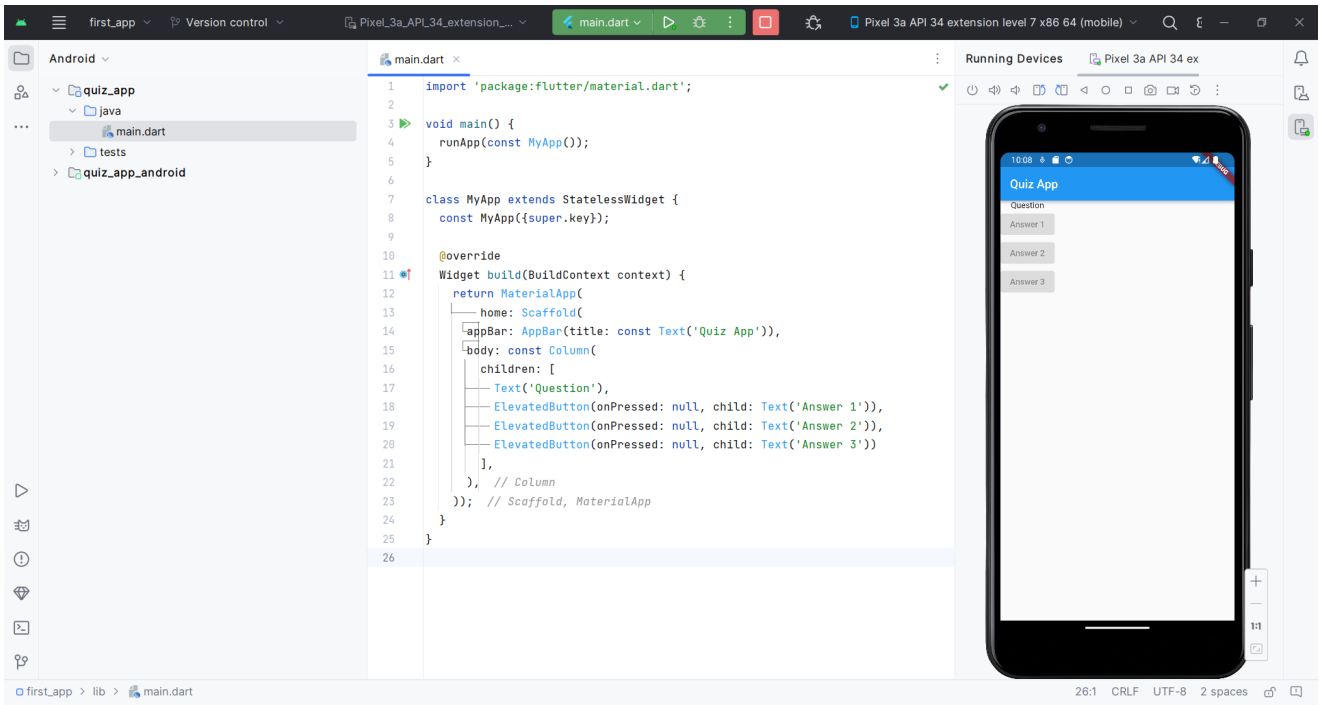
1 Creating a simple quiz application

1.2 Adding a Layout Widget for Quiz app



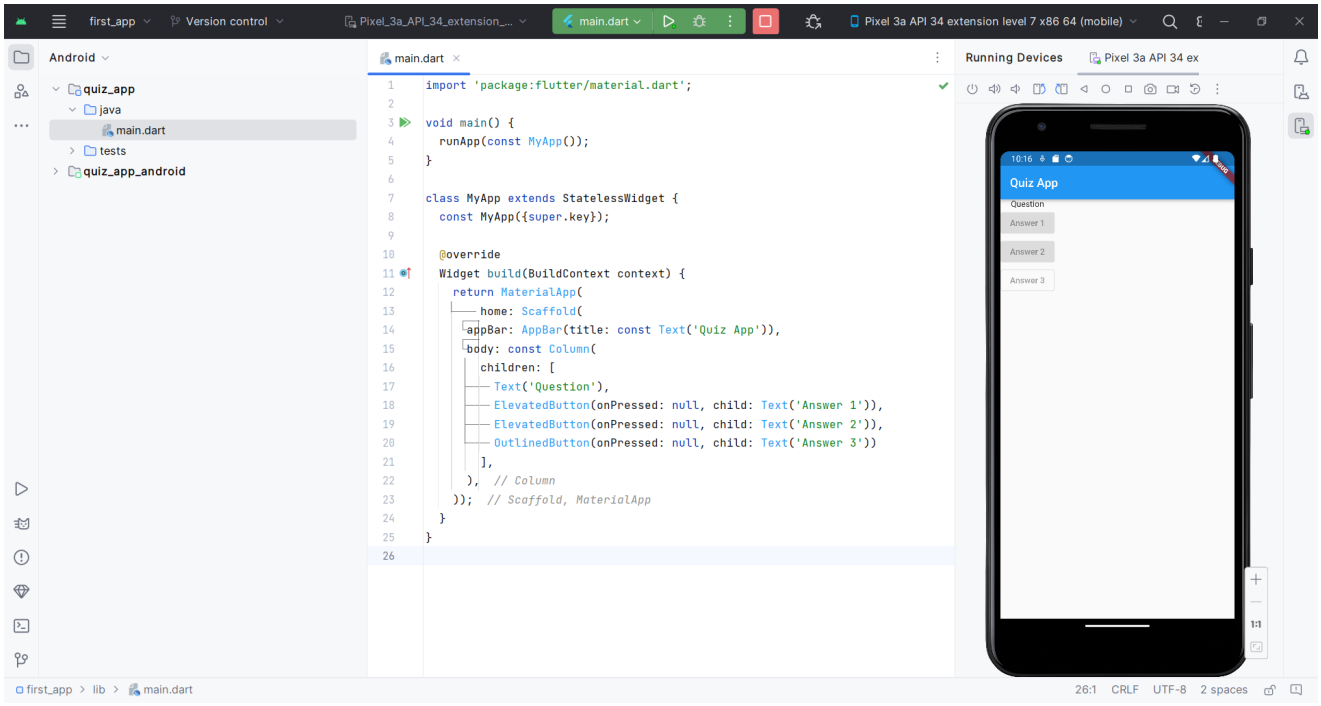

```dart
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(title: const Text('Quiz App')),
        body: const Column(
          children: [
            Text('Question'),
            ElevatedButton(onPressed: null, child: Text('Answer 1')),
            ElevatedButton(onPressed: null, child: Text('Answer 2')),
            ElevatedButton(onPressed: null, child: Text('Answer 3'))
          ],
        ),  // Column
      ));  // Scaffold, MaterialApp
  }
}
```

1.3 Exercise: Replace the `ElevatedButton` widget with `OutlineButton` widget

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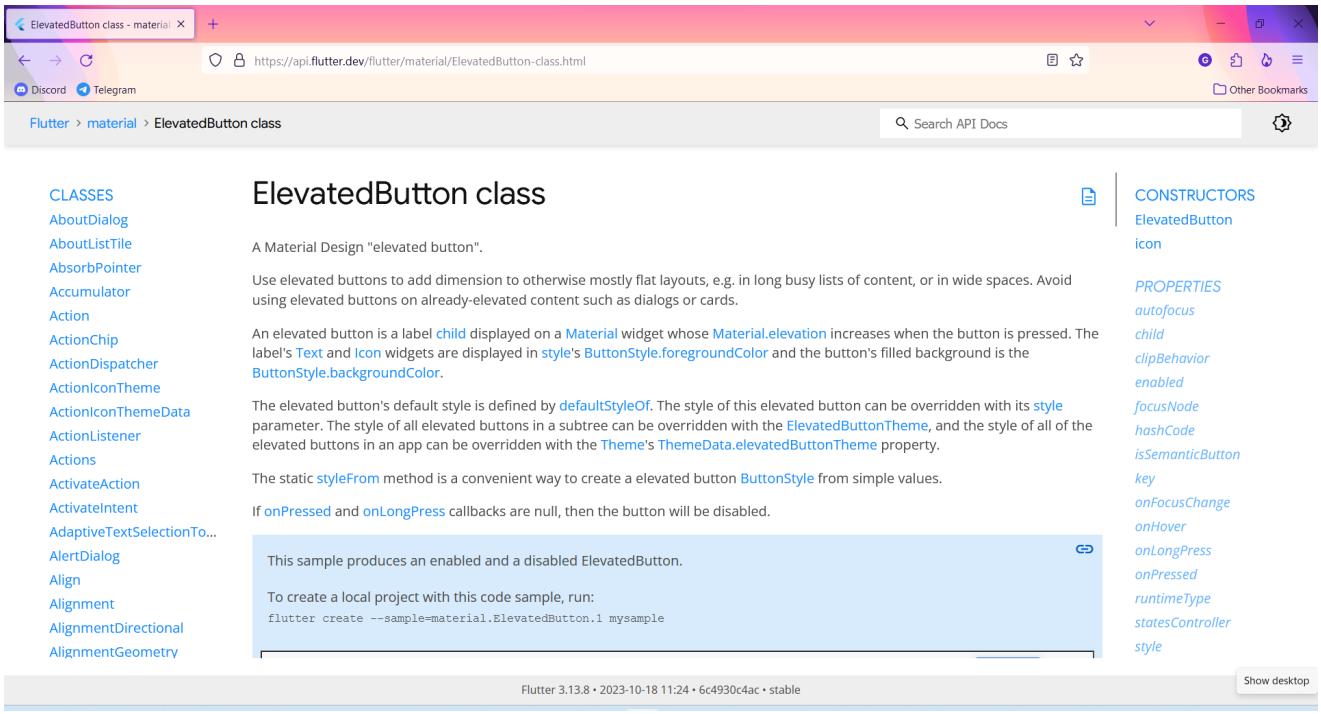
          ],
        ),  // Column
      ));  // Scaffold, MaterialApp
  }
}
```

2 The Flutter Official Documentation

2.1 Finding the Flutter Official Documentation



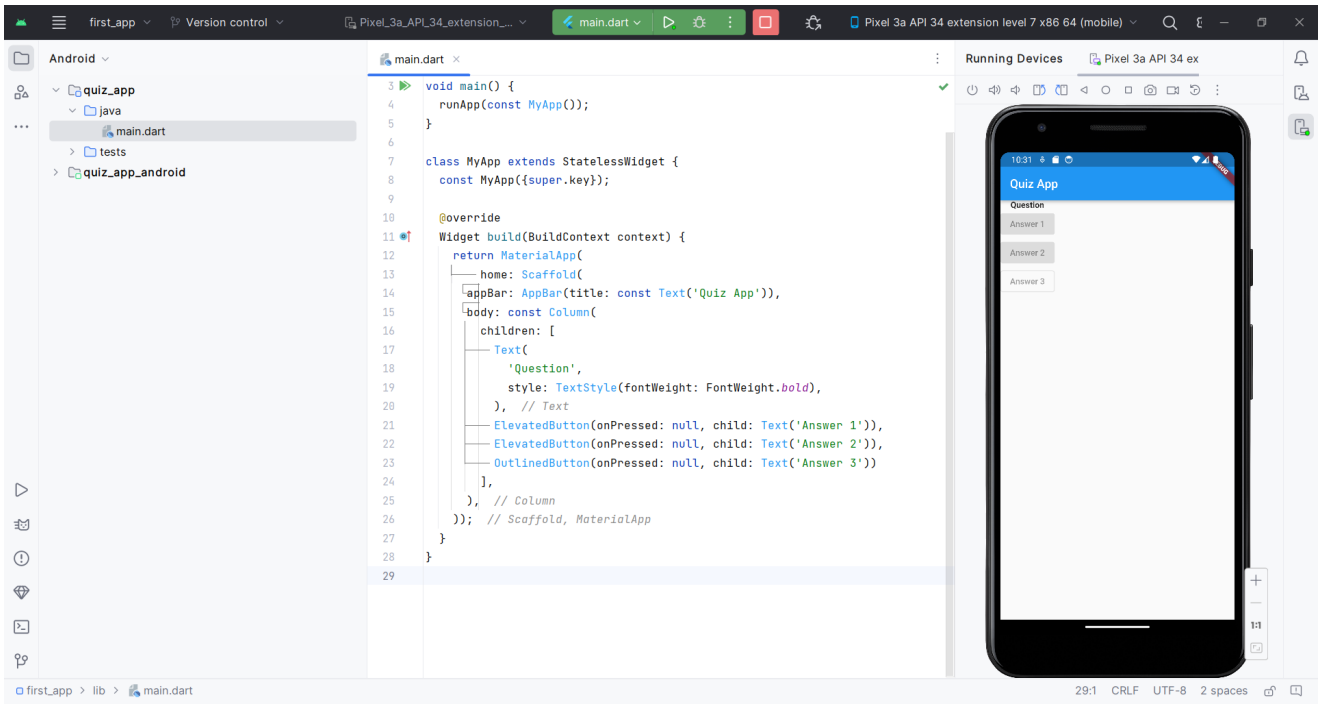
2.2 Exploring Text Widget

```
package:flutter/src/widgets/text.dart
Text Text(
  String data, {
  Key? key,
  TextStyle? style,
  StrutStyle? strutStyle,
  TextAlign? textAlign,
  TextDirection? textDirection,
  Locale? locale,
  bool? softWrap,
  TextOverflow? overflow,
  double? textScaleFactor,
  int? maxLines,
  String? semanticsLabel,
  TextWidthBasis? textWidthBasis,
  TextHeightBehavior? textHeightBehavior,
  Color? selectionColor,
})

Containing class: Text

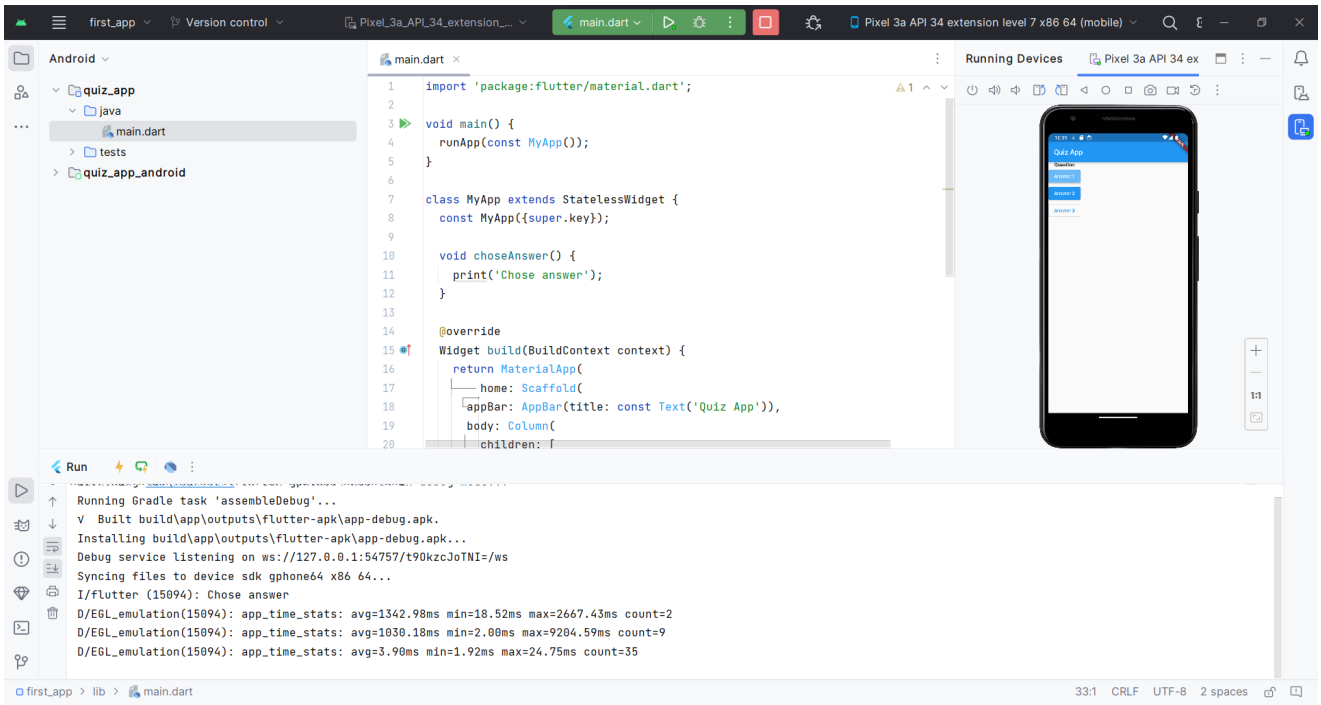
Creates a text widget.
If the style argument is null, the text will use the style from the closest enclosing DefaultTextStyle.
The data parameter must not be null.
The overflow property's behavior is affected by the softWrap argument. If the softWrap is
```

```
package:flutter/src/painting/text_style.dart
(const) TextStyle TextStyle({
  bool inherit = true,
  Color? color,
  Color? backgroundColor,
  double? fontSize,
  FontWeight? fontWeight,
  FontStyle? fontStyle,
  double? letterSpacing,
  double? wordSpacing,
  TextBaseline? textBaseline,
  double? height,
  TextLeadingDistribution? leadingDistribution,
  Locale? locale,
  Paint? foreground,
  Paint? background,
  List<Shadow>? shadows,
  List<FontFeature>? fontFeatures,
  List<FontVariation>? fontVariations,
  TextDecoration? decoration,
  Color? decorationColor,
  TextDecorationStyle? decorationStyle,
  double? decorationThickness,
  String? debugLabel,
  String? fontFamily,
  List<String>? fontFamilyFallback,
  String? package,
  TextOverflow? overflow,
})
```

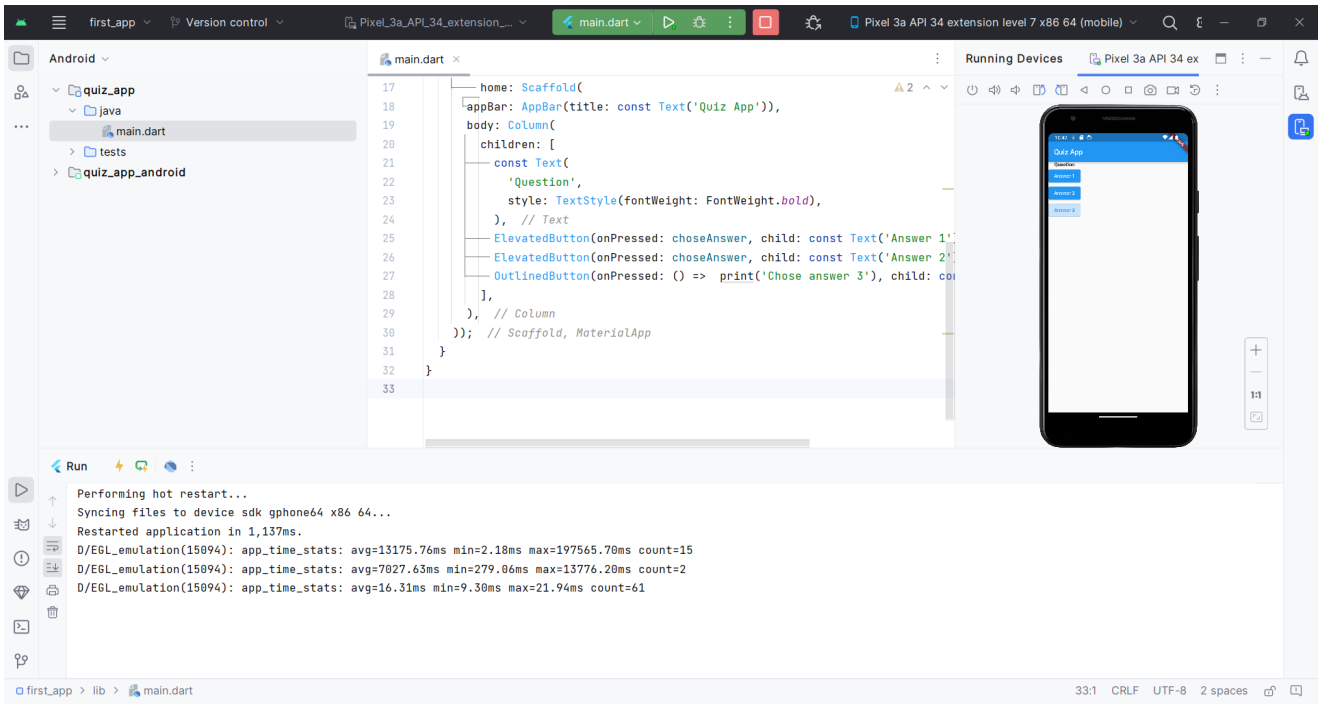


3 Passing Callback function

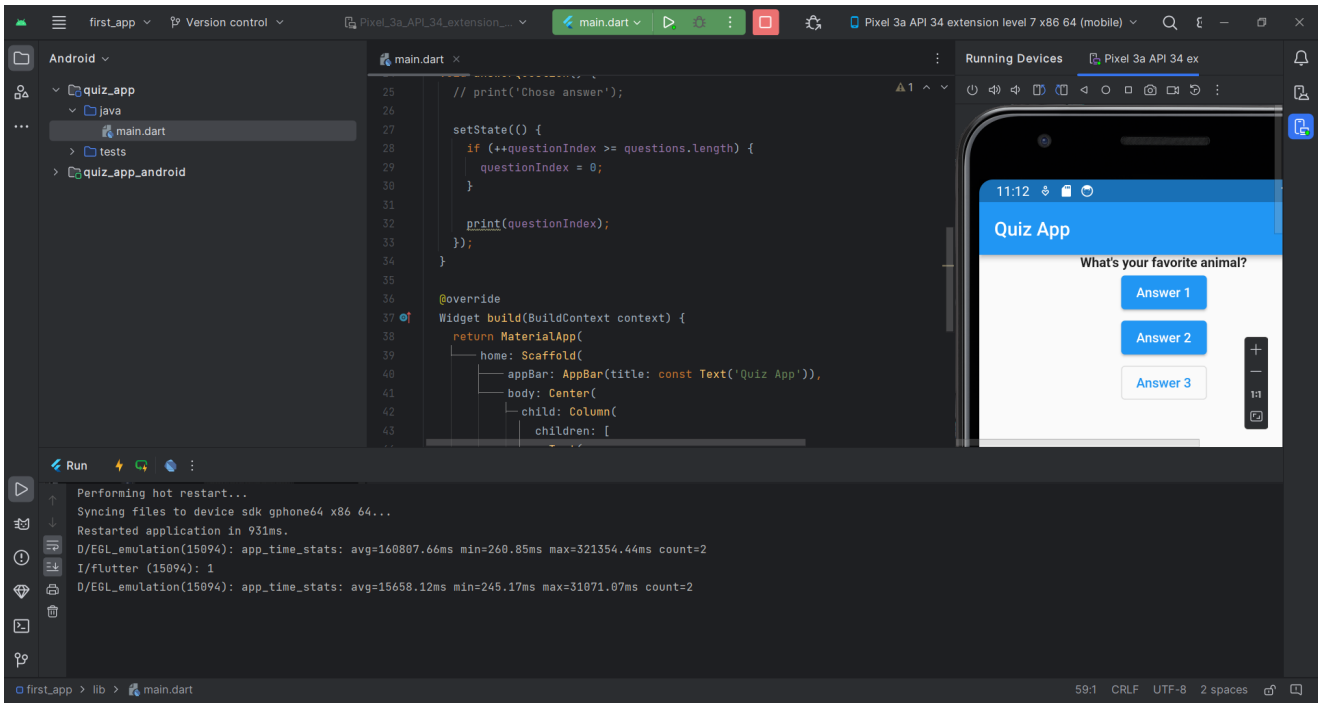
3.1 Creating function and attach to button

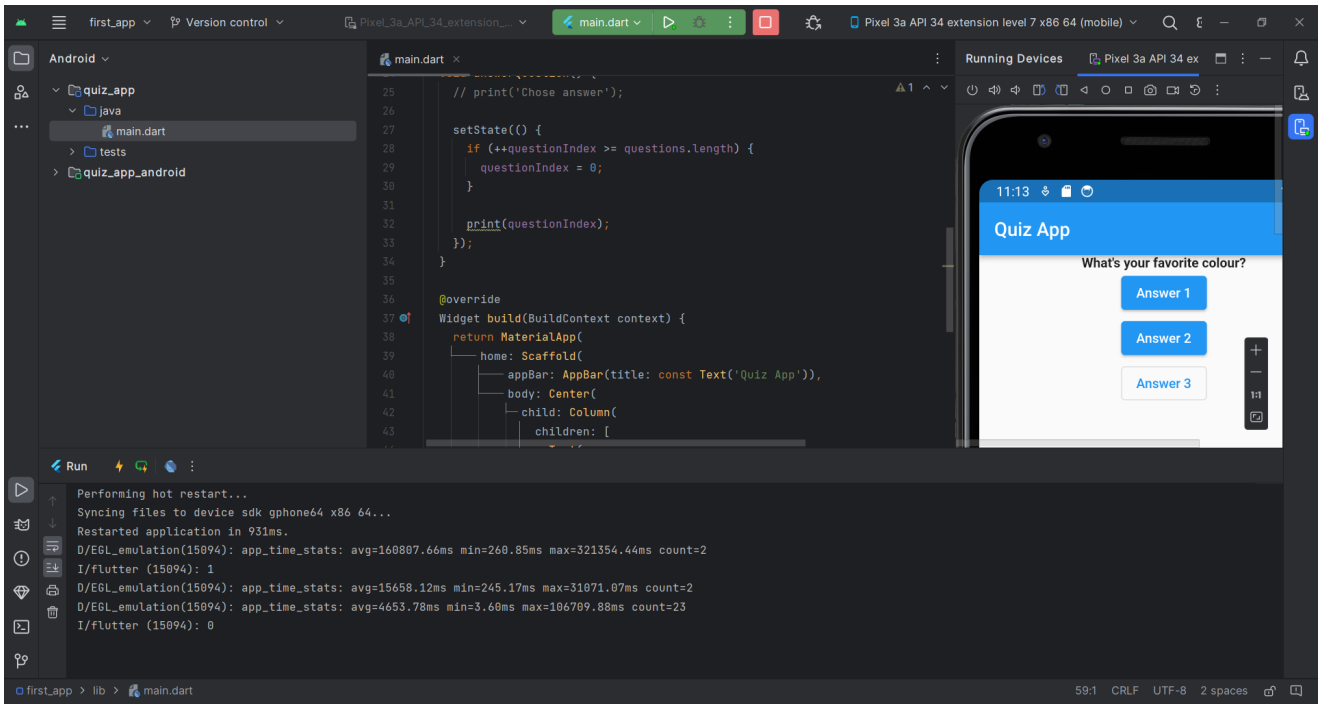


3.2 Using anonymous function



3.3 Updating Widget Data using Stateful Widget





3.4 Exercise