

Universidad Nacional Autónoma de México

Alumno: Juan Manuel Martínez Chávez

Carrera: Licenciatura en informática

Materia: Programación de dispositivos móviles

Asesor: Juan Manuel Martínez Fernández

En las siguientes actividades crearemos una calculadora:

- a) Crea un nuevo proyecto en Flutter
- b) Abre en el navegador de tu elección la dirección: https://www.dartpad.dev/7eb211f335dc91d01748675a4a6de102
- c) Ejecuta la aplicación
- d) Completa los renglones con las operaciones de suma, resta y multiplicación
- e) La calculadora no tendrá punto decimal
- f) Agrega un renglón para el cero, el igual y la tecla "C" para limpiar las operaciones.
- g) Crea un Gist público en Github con el contenido del archivo main.dart que modificaste
- h) Anota tus respuestas, la liga del Gist público y las capturas de pantalla en un archivo PDF.

```
New Pad C Reset 
Format 
Install SDK
 1 import 'package:flutter/material.dart';
                                                                          ► RUN
 3 void main() {
 4 runApp(MaterialApp(
       home: CalculatorApp(),
 7 }
 9 class CalculatorApp extends StatefulWidget {
 10 @override
    CalculatorAppState createState() => CalculatorAppState();
 12 }
14 class CalculatorAppState extends State<CalculatorApp> {
 15 double operand1 = 0.0;
16 double operand2 = 0.0;
     String operation;
     String calculation = "0";
     void onPressOfButton(String text) {
       //Por hacer
      return Scaffold(
             mainAxisAlignment: MainAxisAlignment.center,
             children: <Widget>[
               Padding(
                   padding: EdgeInsets.all(16),
                   child Alian(
Console Documentation
```

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🔊 DartPad 🗘 New Pad 🖰 Reset 🗏 Format 👤 Install SDK
                                                                              ► RUN
     Widget build(BuildContext context) {
         body: Card(
              mainAxisAlignment: MainAxisAlignment.center,
              children: <Widget>[
                Padding(
                    padding: EdgeInsets.all(16),
                     alignment: Alignment.centerRight,
                     child: Text(calculation, style: TextStyle(fontSize: 30)),
                Row(
                    mainAxisAlignment: MainAxisAlignment.spaceEvenly,
                    children: <Widget>[
                      Container(
                          padding: EdgeInsets.all(2.0),
                          child: RaisedButton(
                            child: Text(
                             style: TextStyle(color: Colors.white),
                           onPressed: () {},
                      Container(
                          child: RaisedButton(
                            child: Text(
                             style: TextStyle(color: Colors.white),
Console 3
         Documentation
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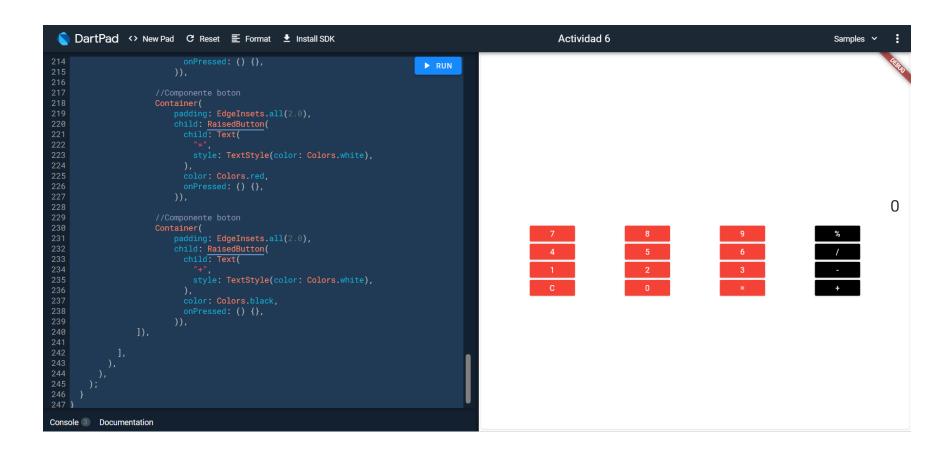
```
child: RaisedButton(
                                                                     ► RUN
                        child: Text(
                          style: TextStyle(color: Colors.white),
                        color: Colors.red,
                        onPressed: () {},
                   Container(
                       padding: EdgeInsets.all(2.0),
                       child: RaisedButton(
                        child: Text(
                          style: TextStyle(color: Colors.white),
                        color: Colors.red,
                        onPressed: () {},
                   Container(
                       padding: EdgeInsets.all(2.0),
 79
                      child: RaisedButton(
                        child: Text(
                          style: TextStyle(color: Colors.white),
                        color: Colors.black,
 84
                        onPressed: () {},
               ]),
        Documentation
Console 3
```

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                Row(
                                                                              ► RUN
                    mainAxisAlignment: MainAxisAlignment.spaceEvenly,
                    children: <Widget>[
                      //Componente boton
                      Container(
                          padding: EdgeInsets.all(2.0),
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                           child: Text(
                             style: TextStyle(color: Colors.white),
                           color: Colors.red,
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                           onPressed: () {},
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                      Container(
                          padding: EdgeInsets.all(2.0),
                          child: RaisedButton(
                           child: Text(
                             style: TextStyle(color: Colors.white),
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                           color: Colors.red,
                           onPressed: () {},
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                      Container(
                          padding: EdgeInsets.all(2.0),
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                           child: Text(
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                             style: TextStyle(color: Colors.white),
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Console 3
         Documentation
```

```
🔷 DartPad <> New Pad 🖰 Reset 🗏 Format 👤 Install SDK
                             style: TextStyle(color: Colors.white),
                                                                              ► RUN
                           color: Colors.red,
                           onPressed: () {},
                      //Componente boton
                      Container(
                          padding: EdgeInsets.all(2.0),
                           child: Text(
                             style: TextStyle(color: Colors.white),
                           color: Colors.black,
                           onPressed: () {},
                         )),
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                    mainAxisAlignment: MainAxisAlignment.spaceEvenly,
                    children: <Widget>[
                      Container(
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                          child: RaisedButton(
                           child: Text(
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                             style: TextStyle(color: Colors.white),
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                           color: Colors.red,
                           onPressed: () {},
                      //Componente boton
Console 3
          Documentation
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DartPad ↔ New Pad C Reset 
Format 
Install SDK
                      //componence boton
                                                                              ► RUN
                      Container(
                          padding: EdgeInsets.all(2.0),
                          child: RaisedButton(
                            child: Text(
                              style: TextStyle(color: Colors.white),
                            color: Colors.red,
                            onPressed: () {},
164
                      //Componente boton
                      Container(
                          padding: EdgeInsets.all(2.0),
                          child: RaisedButton(
                           child: Text(
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                              style: TextStyle(color: Colors.white),
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                            color: Colors.red,
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                           onPressed: () {},
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                      Container(
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                          padding: EdgeInsets.all(2.0),
                          child: RaisedButton(
                            child: Text(
                              style: TextStyle(color: Colors.white),
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                            onPressed: () {},
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```
New Pad C Reset 
Format 
Install SDK
                           onPressed: () {},
                                                                            ► RUN
                 ]),
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191
                   mainAxisAlignment: MainAxisAlignment.spaceEvenly,
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                   children: <Widget>[
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                     Container(
                         padding: EdgeInsets.all(2.0),
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                         child: RaisedButton(
                           child: Text(
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                             style: TextStyle(color: Colors.white),
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                           color: Colors.red,
                           onPressed: () {},
                     //Componente boton
                     Container(
                         padding: EdgeInsets.all(2.0),
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                         child: RaisedButton(
                           child: Text(
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                             style: TextStyle(color: Colors.white),
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                           color: Colors.red,
214
                           onPressed: () {},
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218
                     Container(
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                         child: RaisedButton(
Console 3
         Documentation
```



Liga: https://github.com/89451/Unidad2_Actividad2.git