

5.1. W.A.P. to display “hello world” using Text widget. Change color & size of text using different properties. (A)

Code:

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

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

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text("Text Widget Demo"),
        backgroundColor: Colors.grey,
      ),
      body: const Center(
        child: Text(
          "hello world",
          style: TextStyle(
            color: Colors.white,
            backgroundColor: Colors.black,
            fontSize: 40,
            fontWeight: FontWeight.bold,
            fontStyle: FontStyle.italic
          ),
        ),
      ),
    );
  }
}
```

Output:



5.2. W.A.P. to use TextField and print the input value into the terminal using the controller. (A)

Code:

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

class TextFieldDemo extends StatelessWidget {
  TextEditingController controller = TextEditingController();

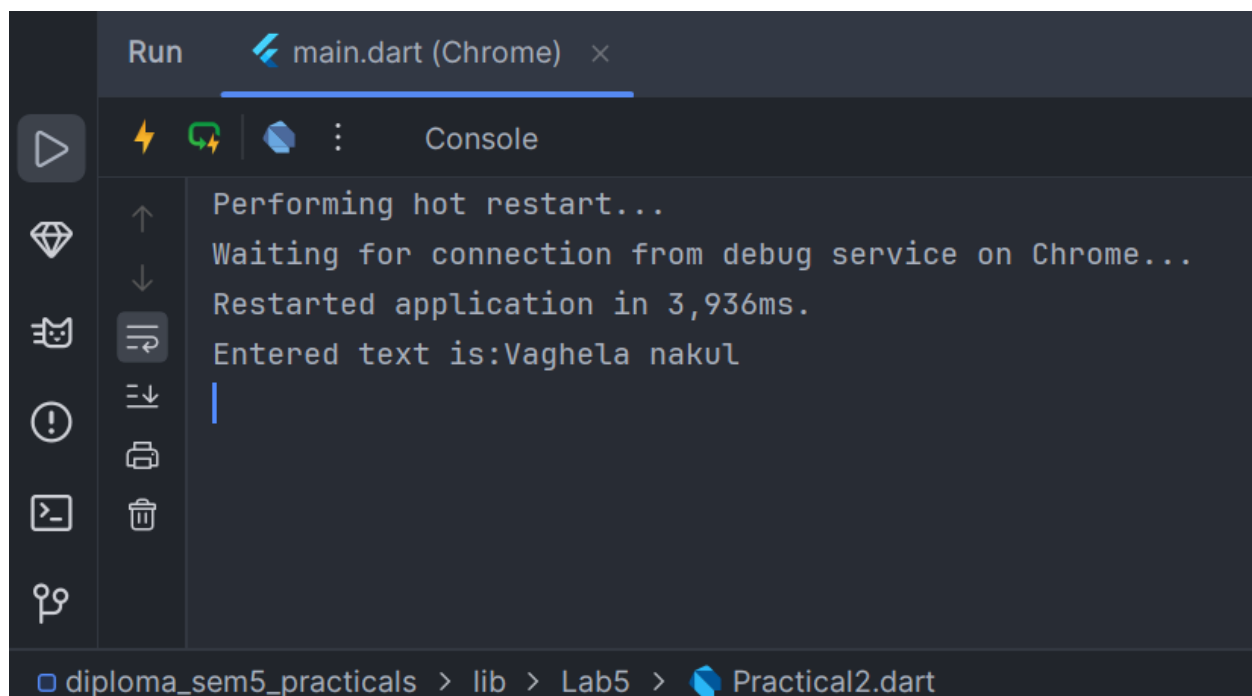
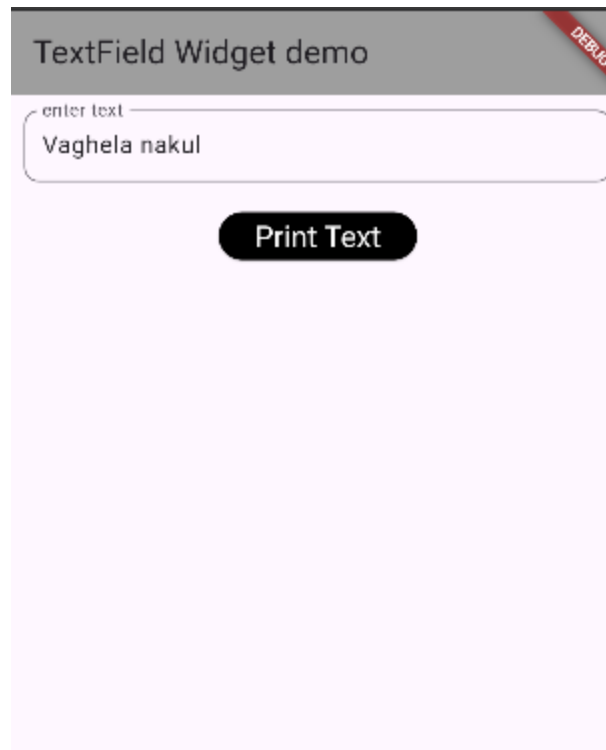
  TextFieldDemo({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text("TextField Widget demo"),
        backgroundColor: Colors.grey,
      ),
      body: Padding(
        padding: const EdgeInsets.all(10),
        child: Column(
          children: [
            TextField(
              controller: controller,
              decoration: InputDecoration(
                hintText: "Enter text",
                hintStyle:
                  const TextStyle(color: Colors.blueAccent, fontSize: 15),
                labelText: "enter text",
                border: OutlineInputBorder(
                  borderRadius: BorderRadius.circular(10),
                ),
              ),
            ),
            const SizedBox(
              height: 20,
            ),
            ElevatedButton(
```



```
style: const TextStyle(  
  backgroundColor: WidgetStatePropertyAll(Colors.black),  
  foregroundColor: WidgetStatePropertyAll(Colors.white),  
  textStyle: WidgetStatePropertyAll(TextStyle(fontSize: 20))),  
onPressed: () {  
  print("Entered text is:${controller.text}");  
},  
child: const Text(  
  "Print Text",  
))  
],  
),  
),  
);  
}  
}
```

Output:



5.3. W.A.P. to do validation in the login screen. (Email Validation & Password Validation) on Button click. (B)

Code:

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

class LoginScreen extends StatelessWidget {
  final formKey = GlobalKey<FormState>();
  TextEditingController email = TextEditingController();
  TextEditingController password = TextEditingController();

  LoginScreen({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text("Login Screen"),
        backgroundColor: Colors.grey,
      ),
      body: Padding(
        padding: const EdgeInsets.all(15),
        child: Form(
          key: formKey,
          child: Padding(
            padding: const EdgeInsets.only(top: 200),
            child: Column(
              children: [
                TextFormField(
                  controller: email,
                  decoration: InputDecoration(
                    hintText: "Enter your email",
                    labelText: "email",
                    prefixIcon: const Icon(Icons.email_outlined),

                    border: OutlineInputBorder(
                      borderRadius: BorderRadius.circular(10),
                    ),
                  ),
                ),
              ],
            ),
          ),
        ),
      ),
    );
  }
}
```

```
        focusedBorder: OutlineInputBorder(
          borderRadius: BorderRadius.circular(10),
          borderSide: const BorderSide(color: Colors.green)
        )

      ),
      validator: (value){
        if(value==null || value.isEmpty){
          return "please enter email";
        }
        final emailPattern=RegExp(r'^[\w.-]+@[ \w]+\.[\w]{2,4}$');
        if(!emailPattern.hasMatch(value)){
          return "please enter valid email";
        }
        return null;
      },
    ),
    const SizedBox(
      height: 10,
    ),
    TextFormField(
      controller: password,
      decoration: InputDecoration(
        hintText: "enter password",
        prefixIcon: const Icon(Icons.password),
        labelText: "password",
        border: OutlineInputBorder(
          borderRadius: BorderRadius.circular(10),
        ),
      ),
      validator: (value){
        if(value==null || value.isEmpty){
          return "please enter password";
        }
        final passwordPattern=RegExp(r'^[\w.]+$');
        if(!passwordPattern.hasMatch(value)){
          return "please enter valid password";
        }
      }
    )
  ),
),
```




```
        if(value.length<7){
            return "password must be at lease 8 letter";
        }
        return null;
    },
),
const SizedBox(
    height: 10,
),
ElevatedButton(onPressed: (){
    if(formKey.currentState!.validate()){
        ScaffoldMessenger.of(context).showSnackBar(
            const SnackBar(content: Text("Successfully login"))
        );
    }
}, child: const Text("Login"))
],
),
)
),
),
);
}
}
```


Output:

Login Screen

DEBUG

 email

please enter email

*** password

please enter password

Login