

Experiment-1.3

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Branch: CSE

Semester: 6

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Subject Code: 20CSP-356

1. Aim:

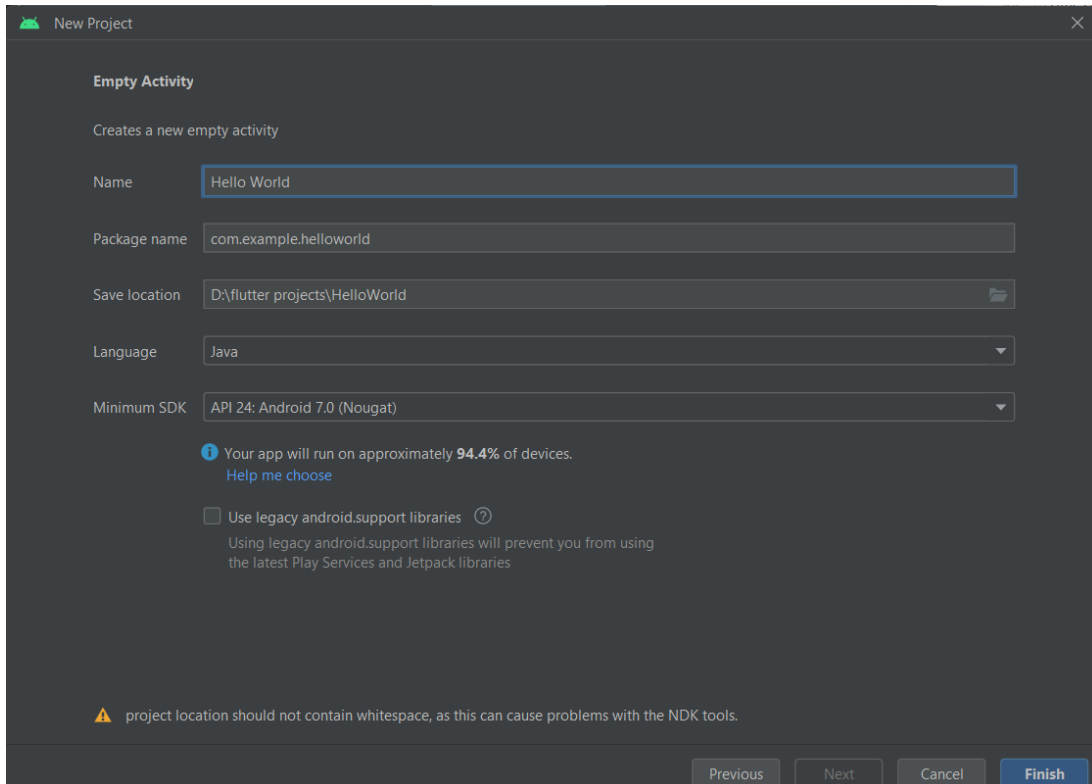
Create Application by Using Widgets

2. Objective:

To get familiar with Widget and how various widgets works

3. Script and Output:

Step 1: Create new project



New Project

Empty Activity

Creates a new empty activity

Name: Hello World

Package name: com.example.helloworld

Save location: D:\flutter projects\HelloWorld

Language: Java

Minimum SDK: API 24: Android 7.0 (Nougat)

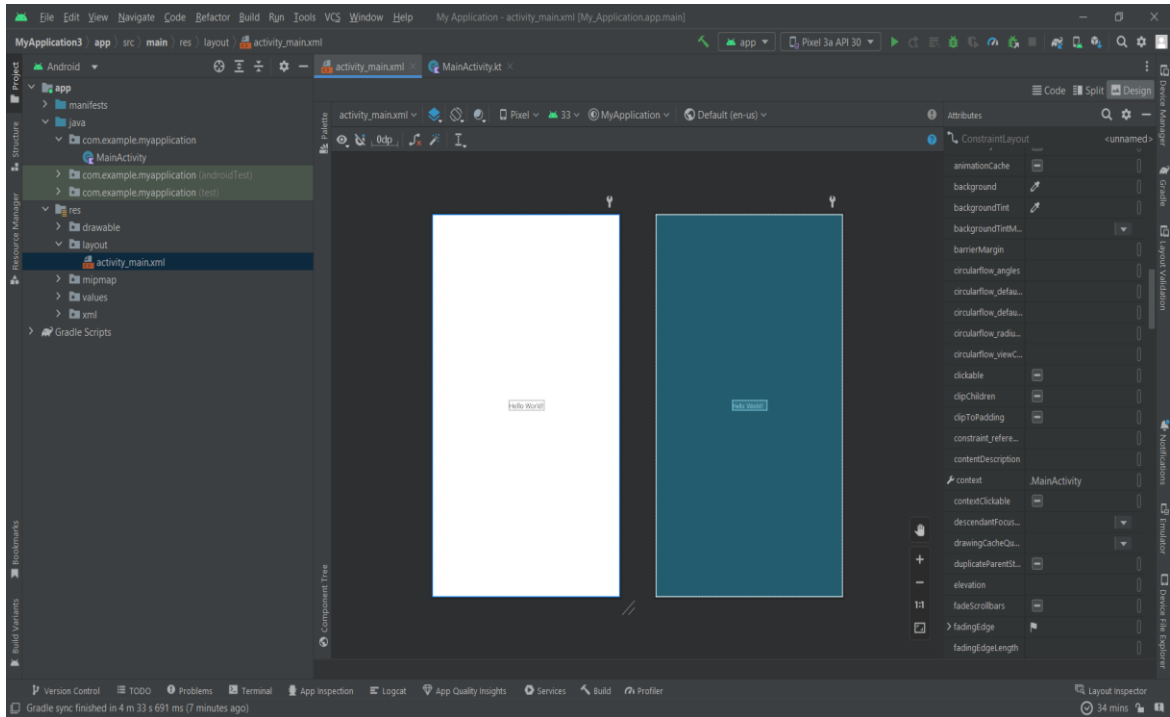
i Your app will run on approximately **94.4%** of devices.
[Help me choose](#)

☐ Use legacy android.support libraries **i**
Using legacy android.support libraries will prevent you from using the latest Play Services and Jetpack libraries

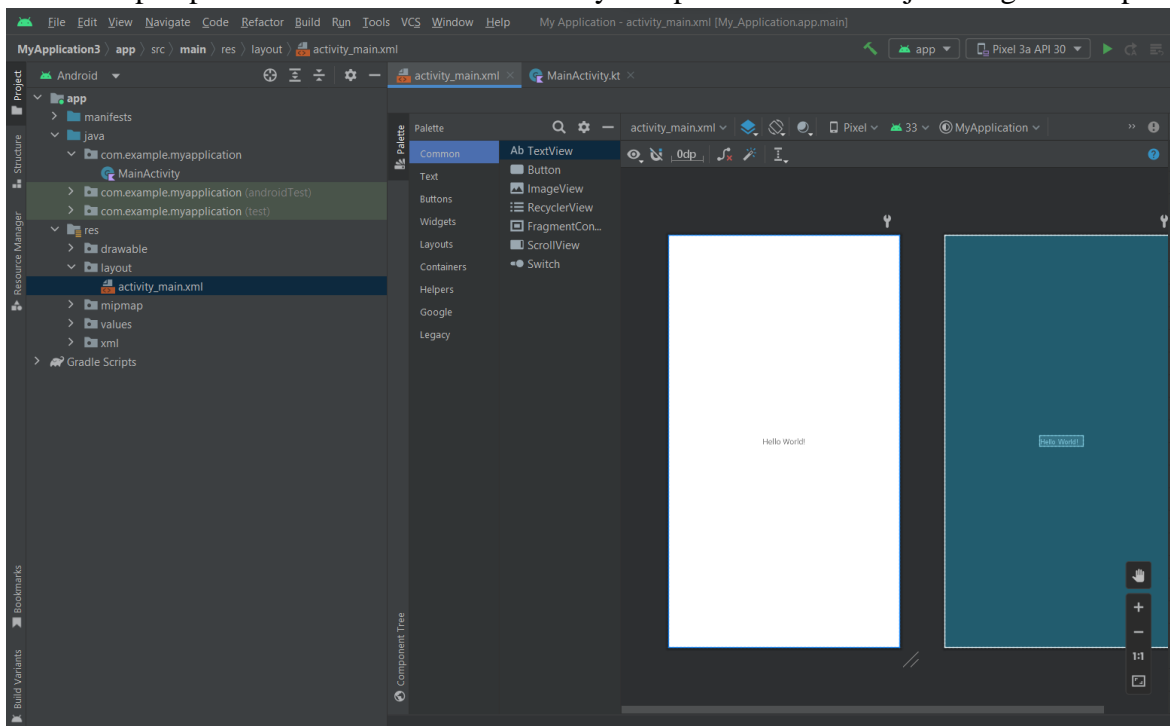
w project location should not contain whitespace, as this can cause problems with the NDK tools.

Previous Next Cancel Finish

Step 2: Now on left side go to app->res->layout->activity_main.xml



Step 3: Now open pallet window and to choose any component from their just drag and drop.



Step 4: Now go to pallet->Widget and drag and drop any widget you want to use.

