



RIPHAH

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Subject: Mobile Application Development

Section: SE 5-2

LAB 05:

Input Code:

```
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(const MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   const MyApp({super.key});
9
10  // This widget is the root of your application.
11  @override
12  Widget build(BuildContext context) {
13    return MaterialApp(
14      home: Scaffold(
15        appBar: AppBar(
16          title: Text('CircleAvatar Stack Example'),
17        ),
18        body: Center(
19          child: Row(
20            children: <Widget>[
21              CircleAvatar(
22                backgroundColor: Colors.lightGreen,
23                radius: 100.0,
24                child: Stack(
25                  children: <Widget>[
```

```
main.dart x
25   child: Stack(
26     children: <Widget>[
27       Container(
28         height: 100.0,
29         width: 100.0,
30         color: Colors.yellow,
31       ), Container
32       Container(
33         height: 60.0,
34         width: 60.0,
35         color: Colors.amber,
36       ), Container
37       Container(
38         height: 40.0,
39         width: 40.0,
40         color: Colors.brown,
41       ), Container
42     ], <Widget>[]
43   ), Stack
44 ), CircleAvatar
45 ], <Widget>[]
46 ), Row
47 ), Center
48 ), Scaffold
49 ); MaterialApp
50 }
51 }
```

Output:

