

**CET-222 Mobile Application Development**

**LAB # 06**

**LAB Title**

| Creating a multi-screen app with named routes. Create a splash screen, passing data from one screen to another. |
| --- |

**Assessment of CLO: 03, PLO: 05**

| **Student Name:** |  | | |
| --- | --- | --- | --- |
| **Roll No.** |  | | |
| **Semester** |  | **Session** |  |

| **S. No.** | **Perf. Level**  **Criteria** | **Excellent**  **(2.5)** | **Good**  **(2)** | **Satisfactory**  **(1.5)** | **Needs Improvement**  **(0 ~ 1)** | **Marks Obtained** |
| --- | --- | --- | --- | --- | --- | --- |
| **1** | Project Execution & Implementation | Fully functional, optimized, and well-structured. | Minor errors, mostly functional. | Some errors, requires guidance. | Major errors, non-functional, or not Performed. |  |
| **2** | Results & Debugging  Or Troubleshooting | Accurate results with effective debugging  Or Troubleshooting. | Mostly correct, some debugging Or Troubleshooting needed. | Partial results, minimal debugging  Or Troubleshooting. | Incorrect results, no debugging Or Troubleshooting, or not attempted. |  |
| **3** | Problem-Solving & Adaptability  (VIVA) | Creative approach, efficiently solves challenges. | Adapts well, minor struggles. | Some adaptability, needs guidance. | Lacks innovation or no innovation, unable to solve problems. |  |
| **4** | Report Quality & Documentation | Clear, structured, with detailed visuals. | Mostly clear, minor gaps. | Some clarity issues, missing details. | Poorly structured, lacks clarity, or not submitted. |  |
| **Total Marks Obtained Out of 10** | | | | | |  |

**Experiment evaluated by**

| **Instructor’s Name** | **Sidra Khatoon** | | |
| --- | --- | --- | --- |
| **Date** |  | **Signature** |  |

**Objective**

The objective of lab is exploring inkwell widgets and its usages. Also learn how to use ScrollView, ListView and ListTile widget.

**Instructions:**

1. **Design a Splash Screen** that includes the **app name and a welcome message**.
2. Use a **Timer** to transition from the Splash Screen to the **Main Screen** after the animation completes.
3. Create a **Main Screen** that displays "Welcome to My App!" and includes a **button** to navigate to the **Introduction Screen**.
4. Develop an **Introduction Screen** that showcases **your name, class, semester, and hobbies**.
5. Use **Containers, Columns, and Text Widgets** to create a well-structured and visually appealing UI.

import 'dart:async';

import 'package:flutter/material.dart';

void main() {

runApp(MyApp());

}

class MyApp extends StatelessWidget {

final ThemeData theme = ThemeData(

primarySwatch: Colors.teal,

fontFamily: 'Schyler', // Optional: Replace with your font

);

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Welcome App',

theme: theme,

debugShowCheckedModeBanner: false,

home: SplashScreen(),

);

}

}

class SplashScreen extends StatefulWidget {

@override

\_SplashScreenState createState() => \_SplashScreenState();

}

class \_SplashScreenState extends State<SplashScreen> {

@override

void initState() {

super.initState();

Timer(Duration(seconds: 3), () {

Navigator.pushReplacement(

context,

MaterialPageRoute(builder: (context) => MainScreen()),

);

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

backgroundColor: Colors.teal.shade100,

body: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: [

Text(

'My App',

style: TextStyle(fontSize: 36, fontWeight: FontWeight.bold),

),

SizedBox(height: 20),

Text(

'Welcome to the Flutter world!',

style: TextStyle(fontSize: 18),

),

],

),

),

);

}

}

class MainScreen extends StatelessWidget {

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(title: Text('Main Screen')),

body: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: [

Text(

'Welcome to My App!',

style: TextStyle(fontSize: 24, fontWeight: FontWeight.w500),

),

SizedBox(height: 30),

ElevatedButton(

child: Text('Go to Introduction'),

onPressed: () {

Navigator.push(

context,

MaterialPageRoute(builder: (context) => IntroductionScreen()),

);

},

),

],

),

),

);

}

}

class IntroductionScreen extends StatelessWidget {

final String name = "Abdullah";

final String className = "CET-222";

final String semester = "6th Semester";

final List<String> hobbies = ["Reading", "Coding", "Gaming"];

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(title: Text('Introduction')),

body: Padding(

padding: const EdgeInsets.all(20.0),

child: Container(

decoration: BoxDecoration(

color: Colors.teal.shade50,

borderRadius: BorderRadius.circular(15),

border: Border.all(color: Colors.teal, width: 2),

),

padding: EdgeInsets.all(20),

child: Column(

crossAxisAlignment: CrossAxisAlignment.start,

children: [

Text("Name: $name", style: TextStyle(fontSize: 20)),

SizedBox(height: 10),

Text("Class: $className", style: TextStyle(fontSize: 20)),

SizedBox(height: 10),

Text("Semester: $semester", style: TextStyle(fontSize: 20)),

SizedBox(height: 20),

Text(

"Hobbies:",

style: TextStyle(fontSize: 20, fontWeight: FontWeight.bold),

),

...hobbies.map(

(hobby) => Text("- $hobby", style: TextStyle(fontSize: 18)),

),

],

),

),

),

);

}

}

OUTPUT:



