

Experiment	6
Aim	Create an app for children where children can learn numbers and alphabets
Objective	 To Create App of children To use Upper Tabs in navigation bar To implement Splash Screen in Flutter
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Date of	
Submission	

Technology	Visual Studio Code
used	
Task	. Children should be able to even recognize the numbers and alphabets by quiz form.
	Create 4 upper Tabs with Splash Screen at the start:
	1) Practice/Lessons
	2) Quiz
	3) Leader Board
	4) Profile
Code with	Score_model.dart:
proper label	class ScoreModel {
	final int score;
	final DateTime date;
	ScoreModel({required this.score, required this.date});
	factory ScoreModel.fromString(String str) { final parts = str.split(' '); return ScoreModel(score: int.parse(parts[0]),
	<pre>date: DateTime.parse(parts[1]),); }</pre>
	<pre>@override String toString() => '\$score \${date.toIso8601String()}'; }</pre>
	Home_screen.dart: import 'package:flutter/material.dart'; import 'lessons_tab.dart'; import 'quiz_tab.dart';
	import 'quiz_tab.dart'; import 'scoreboard_tab.dart';
	import 'profile_tab.dart';
	<pre>class HomeScreen extends StatelessWidget { const HomeScreen({super.key});</pre>
	@override Widget build(BuildContext context) {



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Munshi Nagar, Andheri (W), Mumbai – 400 058. Department of Computer Science and Engineering return DefaultTabController(length: 4, child: Scaffold(appBar: AppBar(backgroundColor: Colors.blue[300], title: const Text('Kids Learning App'), bottom: const TabBar(indicatorColor: Colors.white. tabs: [Tab(icon: Icon(Icons.book), text: 'Lessons'), Tab(icon: Icon(Icons.quiz), text: 'Quiz'), Tab(icon: Icon(Icons.score), text: 'Scoreboard'), Tab(icon: Icon(Icons.person), text: 'Profile'),], body: const TabBarView(children: [LessonsTab(), QuizTab(), ScoreboardTab(), ProfileTab(), Lessons tab.dart: import 'package:flutter/material.dart'; class LessonsTab extends StatelessWidget { const LessonsTab({super.key}); @override Widget build(BuildContext context) { return Container(color: Colors.teal[50], padding: const EdgeInsets.all(16), child: ListView(children: [const Text('Alphabets', style: TextStyle(fontSize: 24, fontWeight: FontWeight.bold, color: Colors.indigo, GridView.count(shrinkWrap: true, physics: const NeverScrollableScrollPhysics(), crossAxisCount: 3, childAspectRatio: 1, mainAxisSpacing: 10,

crossAxisSpacing: 10,

return Container(

children: List.generate(26, (index) {

decoration: BoxDecoration(



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```
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       gradient: LinearGradient(
        colors: [Colors.blue[200]!, Colors.purple[200]!],
        begin: Alignment.topLeft,
        end: Alignment.bottomRight,
       borderRadius: BorderRadius.circular(12),
      child: Center(
       child: Text(
        String.fromCharCode(65 + index),
        style: const TextStyle(
         fontSize: 24,
         fontWeight: FontWeight.bold,
         color: Colors.white,
  const SizedBox(height: 20),
  const Text(
    'Numbers',
   style: TextStyle(
     fontSize: 24,
     fontWeight: FontWeight.bold,
     color: Colors.indigo,
  GridView.count(
   shrinkWrap: true,
   physics: const NeverScrollableScrollPhysics(),
   crossAxisCount: 3,
   childAspectRatio: 1,
   mainAxisSpacing: 10,
   crossAxisSpacing: 10,
   children: List.generate(10, (index) {
     return Container(
      decoration: BoxDecoration(
       gradient: LinearGradient(
         colors: [Colors.orange[200]!, Colors.red[200]!],
        begin: Alignment.topLeft,
        end: Alignment.bottomRight,
       borderRadius: BorderRadius.circular(12),
      child: Center(
       child: Text(
        '$index',
        style: const TextStyle(
          fontSize: 24,
         fontWeight: FontWeight.bold,
         color: Colors.white,
```



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Department of Computer Science and Engineering), Profile tab.dart: import 'dart:convert'; import 'package:flutter/material.dart'; import 'package:image_picker/image_picker.dart'; import 'package:shared_preferences/shared_preferences.dart'; import 'dart:typed data'; class ProfileTab extends StatefulWidget { const ProfileTab({super.key}); @override State<ProfileTab> createState() => _ProfileTabState(); class _ProfileTabState extends State<ProfileTab> { Uint8List? imageBytes; // Store image as bytes for web final TextEditingController _nameController = TextEditingController(); final TextEditingController addressController = TextEditingController(); final ImagePicker _picker = ImagePicker(); @override void initState() { super.initState(); _loadProfile(); Future<void> _loadProfile() async { final prefs = await SharedPreferences.getInstance(); setState(() { _nameController.text = prefs.getString('name') ?? "; _addressController.text = prefs.getString('address') ?? "; String? base64Image = prefs.getString('profile_image'); if (base64Image != null) { imageBytes = base64Decode(base64Image); **})**; Future<void>_pickImage() async { final XFile? pickedFile = await _picker.pickImage(source: ImageSource.gallery, imageQuality: 85, maxWidth: 800, if (pickedFile != null) { final bytes = await pickedFile.readAsBytes(); final base64Image = base64Encode(bytes); // Save the base64 string in SharedPreferences final prefs = await SharedPreferences.getInstance(); await prefs.setString('profile_image', base64Image);



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```
setState(() {
     _imageBytes = bytes;
   });
 } catch (e) {
  ScaffoldMessenger.of(context).showSnackBar(
   SnackBar(content: Text('Error selecting image: $e')),
Future<void> _saveProfile() async {
 final prefs = await SharedPreferences.getInstance();
 await prefs.setString('name', _nameController.text);
 await prefs.setString('address', _addressController.text);
 ScaffoldMessenger.of(context).showSnackBar(
  const SnackBar(content: Text('Profile saved!')),
 );
@override
Widget build(BuildContext context) {
 return Container(
  color: Colors.purple[100],
  padding: const EdgeInsets.all(16),
  child: SingleChildScrollView(
   child: Column(
    children: [
      GestureDetector(
       onTap: _pickImage,
       child: Container(
        width: 120,
        height: 120,
        decoration: BoxDecoration(
         shape: BoxShape.circle,
         color: Colors.blue[200],
         image: _imageBytes != null
            ? DecorationImage(
              image: MemoryImage(_imageBytes!),
              fit: BoxFit.cover,
            : null,
        child: _imageBytes == null
           ? const Icon(
             Icons.person,
             size: 60,
             color: Colors.white,
           : null,
       ),
      ),
      const SizedBox(height: 10),
      const Text(
       'Tap to select photo',
       style: TextStyle(color: Colors.white70),
     const SizedBox(height: 20),
```



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```
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       TextField(
        controller: _nameController,
        decoration: const InputDecoration(
         labelText: 'Name',
         border: OutlineInputBorder(),
         filled: true,
         fillColor: Colors.white.
        ),
       ),
       const SizedBox(height: 20),
       TextField(
        controller: _addressController,
        decoration: const InputDecoration(
         labelText: 'Address',
         border: OutlineInputBorder(),
         filled: true,
         fillColor: Colors.white,
        ),
       const SizedBox(height: 20),
       ElevatedButton(
        style: ElevatedButton.styleFrom(
         backgroundColor: Colors.green[300],
         padding: const EdgeInsets.symmetric(vertical: 15),
         minimumSize: const Size(double.infinity, 50),
        onPressed: _saveProfile,
        child: const Text(
          'Save Profile',
         style: TextStyle(fontSize: 18, color: Colors.white),
 @override
 void dispose() {
  nameController.dispose();
  _addressController.dispose();
  super.dispose();
}
Quiz_tab.dart:
import 'package:flutter/material.dart';
import 'package:shared_preferences/shared_preferences.dart';
import '../models/score model.dart';
class QuizTab extends StatefulWidget {
 const QuizTab({super.key});
 @override
 State<QuizTab> createState() => QuizTabState();
class _QuizTabState extends State<QuizTab> {
```



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```
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int score = 0;
int currentQuestion = 0;
final List<Map<String, dynamic>> questions = [
  'question': 'What comes after A?',
  'options': ['B', 'C', 'D'],
  'correct': 'B'
   'question': 'What is 2 + 3?',
  'options': ['4', '5', '6'],
  'correct': '5'
   'question': 'Which letter comes before C?',
  'options': ['A', 'B', 'D'],
  'correct': 'B'
   'question': 'What is 5 - 2?',
  'options': ['3', '2', '4'],
  'correct': '3'
  'question': 'What comes after 9?', 'options': ['8', '10', '11'],
  'correct': '10'
 },
];
void checkAnswer(String selectedAnswer) {
 if (selectedAnswer == questions[currentQuestion]['correct']) {
  score += 10;
 setState(() {
  currentQuestion++;
void saveScore() async {
 final prefs = await SharedPreferences.getInstance();
 List<String> scores = prefs.getStringList('scores') ?? [];
 scores.add(ScoreModel(score: score, date: DateTime.now()).toString());
 await prefs.setStringList('scores', scores);
 setState(() {
  score = 0;
  currentQuestion = 0;
 });
@override
Widget build(BuildContext context) {
 return Container(
  color: Colors.pink[50],
  padding: const EdgeInsets.all(16),
  child: Column(
    children: [
     if (currentQuestion < questions.length)
```



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```
Column(
  children: [
   Container(
    padding: const EdgeInsets.all(16),
     decoration: BoxDecoration(
      color: Colors.blue[100],
      borderRadius: BorderRadius.circular(12),
     child: Text(
      questions[currentQuestion]['question'],
      style: const TextStyle(
       fontSize: 20,
       fontWeight: FontWeight.bold,
       color: Colors.indigo,
   const SizedBox(height: 20),
   ...List.generate(3, (index) {
    return Padding(
      padding: const EdgeInsets.symmetric(vertical: 8),
      child: ElevatedButton(
       style: ElevatedButton.styleFrom(
        backgroundColor: Colors.purple[200],
        padding: const EdgeInsets.symmetric(vertical: 15),
        minimumSize: const Size(double.infinity, 50),
       onPressed: () => checkAnswer(
          questions[currentQuestion]['options'][index]),
       child: Text(
        questions[currentQuestion]['options'][index],
        style: const TextStyle(
         fontSize: 18,
          color: Colors.white,
else
 Column(
  children: [
   Container(
     padding: const EdgeInsets.all(16),
     decoration: BoxDecoration(
      color: Colors.green[100],
      borderRadius: BorderRadius.circular(12),
     child: Text(
      'Quiz Completed! Score: $score',
      style: const TextStyle(
       fontSize: 24,
       fontWeight: FontWeight.bold,
       color: Colors.indigo,
```



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```
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         const SizedBox(height: 20),
         ElevatedButton(
           style: ElevatedButton.styleFrom(
            backgroundColor: Colors.green[300],
            padding: const EdgeInsets.symmetric(vertical: 15),
            minimumSize: const Size(double.infinity, 50),
           onPressed: saveScore.
           child: const Text(
            'Save Score',
            style: TextStyle(fontSize: 18, color: Colors.white),
Scoreboard tab.dart:
import 'package:flutter/material.dart';
import 'package: shared preferences/shared preferences.dart';
import '../models/score_model.dart';
class ScoreboardTab extends StatefulWidget {
 const ScoreboardTab({super.key});
 @override
 State<ScoreboardTab> createState() => _ScoreboardTabState();
class _ScoreboardTabState extends State<ScoreboardTab> {
 List<ScoreModel> scores = [];
 @override
 void initState() {
  super.initState();
  loadScores();
 void loadScores() async {
  final prefs = await SharedPreferences.getInstance();
  List<String> scoreStrings = prefs.getStringList('scores') ?? [];
  setState(() {
   scores = scoreStrings.map((s) => ScoreModel.fromString(s)).toList()
     ..sort((a, b) => b.score.compareTo(a.score));
  });
 @override
 Widget build(BuildContext context) {
  return Container(
   color: Colors.orange[100],
   padding: const EdgeInsets.all(16),
   child: ListView.builder(
    itemCount: scores.length.
    itemBuilder: (context, index) {
```



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```
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      return Card(
       color: Colors.yellow[200],
       child: ListTile(
        title: Text('Score: ${scores[index].score}'),
        subtitle: Text('Date: ${scores[index].date.toString().substring(0, 10)}'),
Splash_screen.dart:
import 'package:flutter/material.dart';
import 'home_screen.dart';
class SplashScreen extends StatefulWidget {
 const SplashScreen({super.key});
 State<SplashScreen> createState() => SplashScreenState();
class _SplashScreenState extends State<SplashScreen> {
 @override
 void initState() {
  super.initState();
  Future.delayed(const Duration(seconds: 3), () {
   Navigator.pushReplacement(
    context.
    MaterialPageRoute(builder: (context) => const HomeScreen()),
   );
  });
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   backgroundColor: Colors.yellow[100],
   body: Center(
     child: Column(
      mainAxisAlignment: MainAxisAlignment.center,
      children: [
       const Icon(Icons.child_care, size: 100, color: Colors.purple),
       const SizedBox(height: 20),
       Text(
        'Kids Learning',
        style: TextStyle(
         fontSize: 32,
         fontWeight: FontWeight.bold,
         color: Colors.purple[800],
```



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```
Main.dart:
import 'package:flutter/material.dart';
import 'screens/splash_screen.dart';
void main() {
runApp(const MyApp());
class MyApp extends StatelessWidget {
const MyApp({super.key});
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
   title: 'Kids Learning App',
   debugShowCheckedModeBanner: false,
   theme: ThemeData(
    primarySwatch: Colors.blue,
    visualDensity: VisualDensity.adaptivePlatformDensity,
   home: const SplashScreen(),
```

Screenshots

Question and Answers

Answer the following Questions:

1. How to create Upper Tabs in Flutter?

Solu: In the "Kids Learning App," upper tabs are created using the DefaultTabController and TabBar widgets in the HomeScreen class. The TabBar is placed in the bottom property of the AppBar, defining four tabs with icons and text for Lessons, Quiz, Scoreboard, and Profile. The TabBarView in the Scaffold body syncs with the TabBar, displaying corresponding widgets (LessonsTab, QuizTab, ScoreboardTab, ProfileTab) for each tab. This setup ensures smooth navigation and a cohesive tabbed interface.

2. How did you use 60-30-10 rule in your application?

Solu:

The 60-30-10 color rule is applied in the app by using primary colors like blue and purple (e.g., Colors.blue[300] for the app bar) for 60% of the UI, setting the dominant tone. Secondary colors like teal, pink, and orange (e.g., Colors.teal[50], Colors.pink[50]) cover 30%, used in tab backgrounds for visual distinction. Accent colors, such as white and darker shades (e.g., Colors.purple[800]), constitute 10%, enhancing text, icons, and buttons for emphasis. This balanced color scheme creates a vibrant, kid-friendly aesthetic.



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3. Which new elements did you use for creating UI components?

Solu: The app employs LinearGradient for visually appealing backgrounds in the LessonsTab grid items, transitioning between colors like blue to purple and orange to red. The GridView.count with NeverScrollableScrollPhysics is used to display alphabets and numbers in a non-scrollable grid within a ListView. The ImagePicker in the ProfileTab enables photo selection, stored as base64-encoded bytes. Additionally, Card and ListTile in the ScoreboardTab create structured, elevated score displays.

4. In pubspec.yaml file, what dependencies need to be there?

Solu: The pubspec.yaml file requires the flutter dependency as the core framework for building the app. The shared_preferences dependency is essential for storing profile data and quiz scores persistently. The image_picker dependency is needed for the profile photo selection feature in the ProfileTab. These dependencies support the app's functionality for data persistence and image handling.

5. What is the use of Splash Screen?

Solu: The splash screen in the "Kids Learning App" displays a centered icon and the app's title, "Kids Learning," on a yellow background for 3 seconds, creating a welcoming introduction. It uses a Future.delayed to transition to the HomeScreen, ensuring a smooth user experience. The screen enhances brand recognition with a kid-friendly design. It also provides time for any initial app setup or data loading.

Conclusion

Learned a different way to create a splash screen – understood how to create a leaderboard and save data locally.

Screenshots:

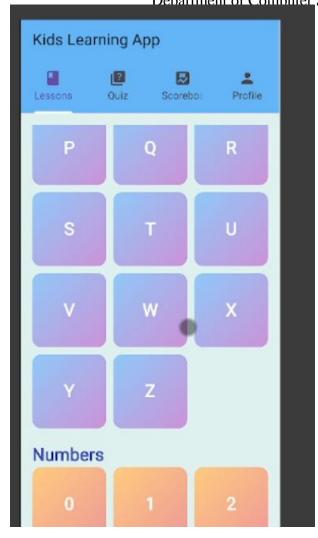












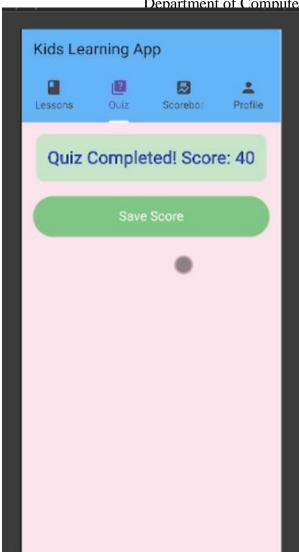


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