Unidad II Actividad 1 Android Alonso Rivas

Diseño:
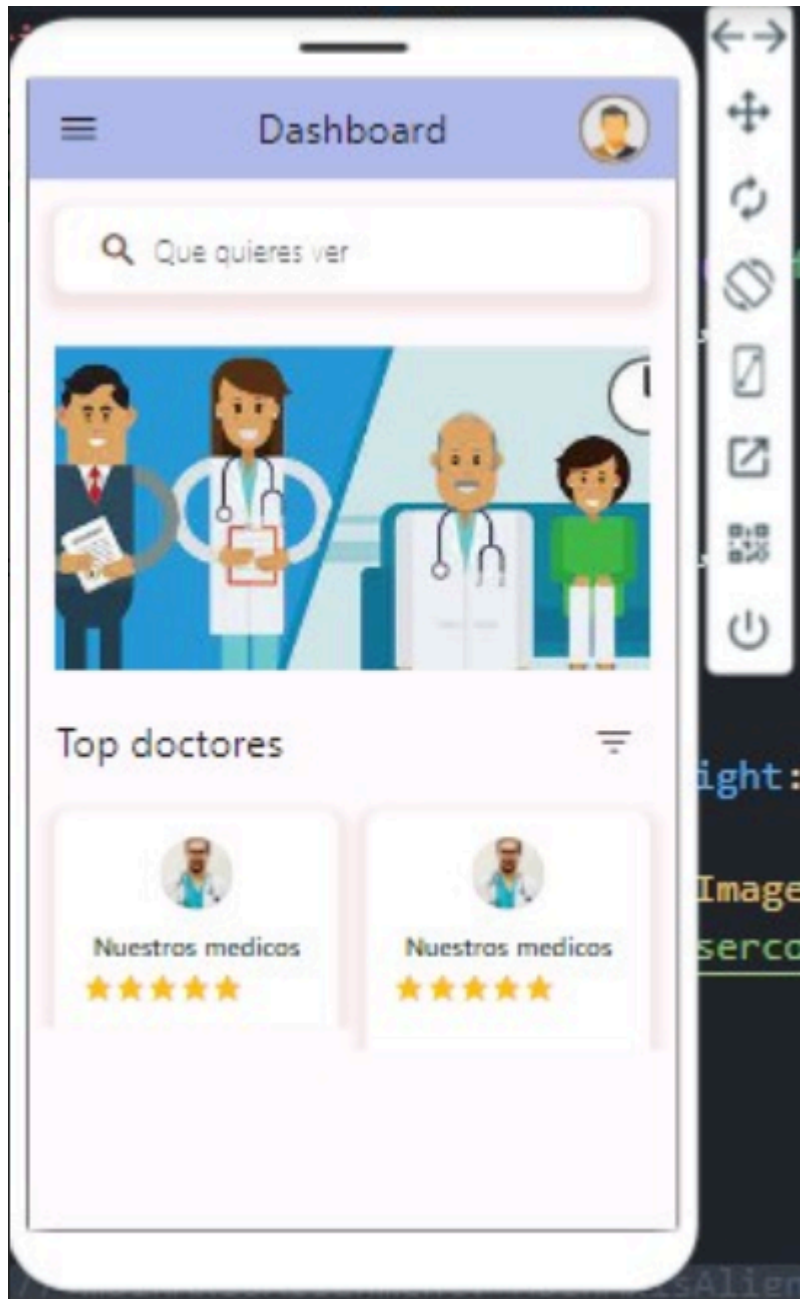
Estructura de Carpetas
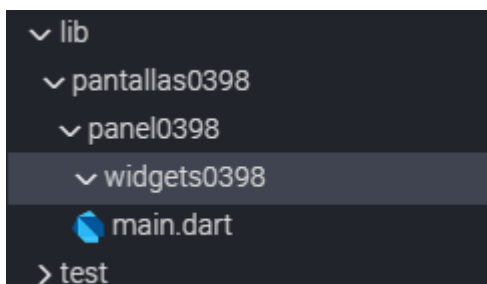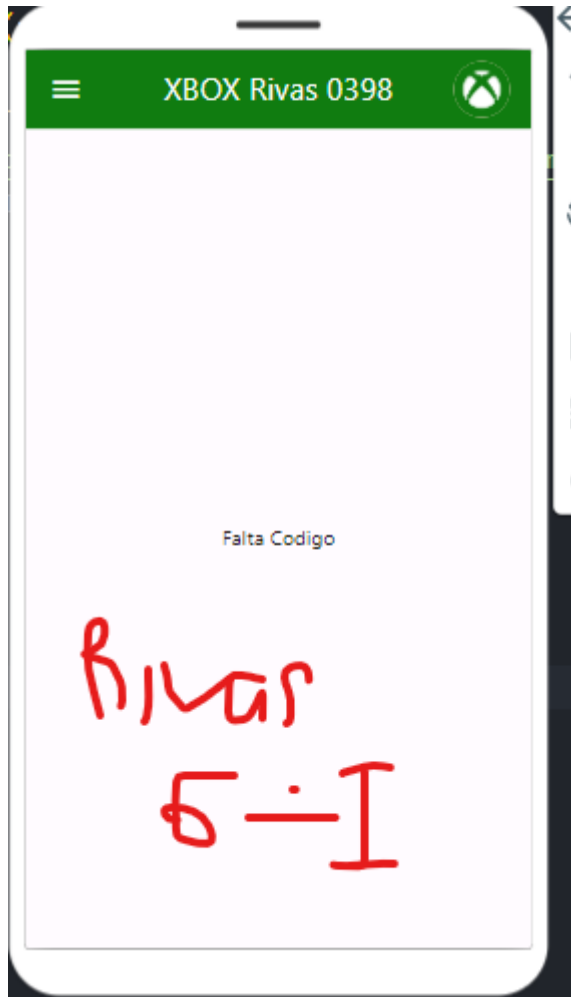
Codigo main.dart

```dart
import 'package:flutter/material.dart';
import 'package:rivas0398/pantallas0398/panel0398/panel_pantalla0398.dart';
void main() => runApp(MiAppXbox0398());

class MiAppXbox0398 extends StatelessWidget {
  const MiAppXbox0398({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      debugShowCheckedModeBanner: false,
      title: "Rivas web",
      theme: ThemeData(
        colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepOrange),
        useMaterial3: true,
      ), // ThemeData
      home: const PanelPantalla0398(),
    ); // MaterialApp
  }
}
```

Codigo panel_pantalla0398.dart

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

class PanelPantalla0398 extends StatelessWidget {
  const PanelPantalla0398({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('XBOX Rivas 0398',
            style: TextStyle(color: Colors.white)), // Text
        centerTitle: true,
        backgroundColor: const Color(0xff107c10),
        leading: IconButton(
          onPressed: () {},
          icon: const Icon(
            Icons.menu,
            color: Colors.white,
          ), // Icon
        ), // IconButton
        actions: const [
          Padding(
            padding: EdgeInsets.only(right: 15),
            child: CircleAvatar(
              backgroundImage: NetworkImage(
                "https://raw.githubusercontent.com/AlonsoRivasA/img_IOS/main/xboxlogo.png"), // NetworkImage
            )) // CircleAvatar // Padding
        ],
      ), // AppBar
      body: const Center(
        child: Text(
          'Falta Codigo',
        ), // Text
      ), // Center
    ); // Scaffold
  }
}
```

Salida del codigo anterior

Codigo panel_pantalla (body, Column, children ,Container,BoxDecoration,BoxShadow y TexField)

```dart
body: Column(
  children: <Widget>[
    Container(
      margin: const EdgeInsets.all(15),
      padding: const EdgeInsets.symmetric(horizontal: 15),
      decoration: BoxDecoration(
        borderRadius: BorderRadius.circular(10.0),
        color: Color(0xff107c10),
        boxShadow: [
          BoxShadow(
              offset: Offset(0, 5),
              color:
                  Theme.of(context).colorScheme.primary.withOpacity(.1),
              spreadRadius: 5,
              blurRadius: 5) // BoxShadow
        ],
      ), // BoxDecoration
      child: const TextField(
        decoration: InputDecoration(
          hintText: "Que quieres ver?",
          hintStyle: TextStyle(
              fontWeight: FontWeight.w300, color: Colors.white), // TextStyle
          border: InputBorder.none,
          prefixIcon: Icon(
            Icons.search,
            color: Color(0xfffbfbfb),
          ), // Icon
        ), // InputDecoration
      ), // TextField
    ), // Container
    Container(
```
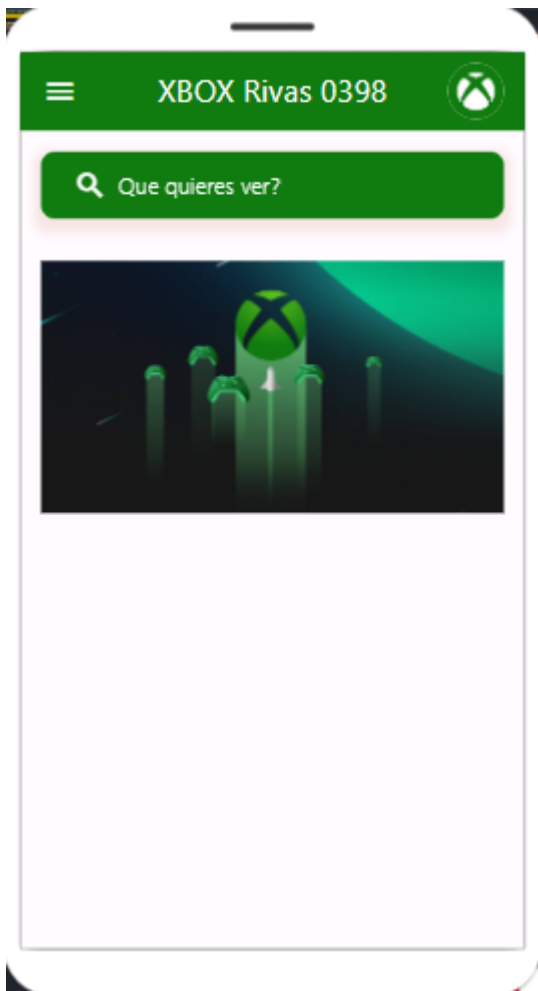
Salida del codigo anterior:

Codigo de body, Column,children,Container2, boxdecoration,image y network:

```dart
Container(
  height: 180,
  margin: const EdgeInsets.all(15),
  decoration: BoxDecoration(
      image: DecorationImage(
          fit: BoxFit.cover,
          image: NetworkImage(
              "https://raw.githubusercontent.com/AlonsoRivasA/img_IOS/main/drawerback.jpg"))),
), // Container
```
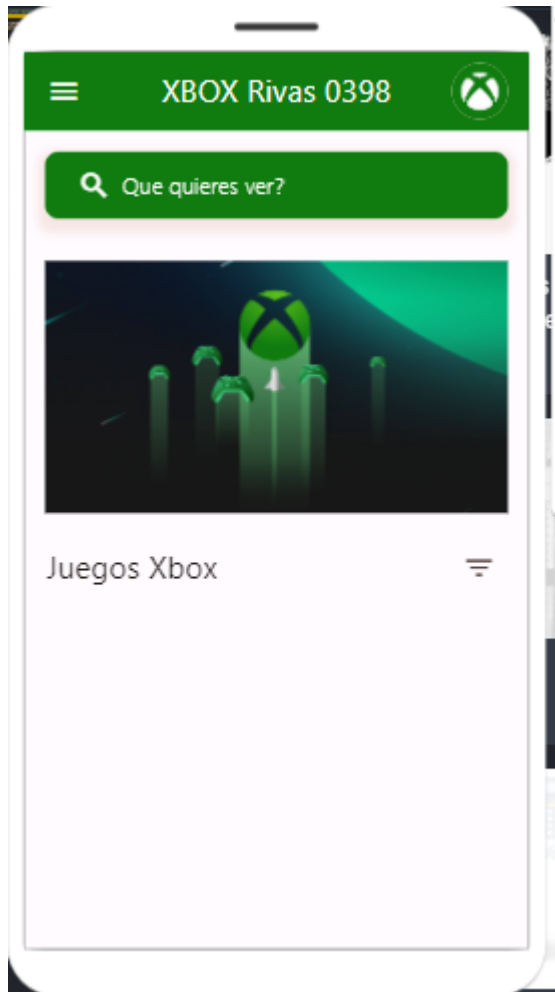
Salida del código anterior:

Codigo de ListTile, Text,titleTextStyle,icons:

```
),  // Container
ListTile(
  title: Text("Juegos Xbox"),
  titleTextStyle: Theme.of(context).textTheme.titleLarge,
  trailing: Icon(Icons.filter_list_outlined),
),  // ListTile
```

Salida del código anterior:

Codigo de Expanded, GridView:

```dart
Expanded(
  child: GridView.count(
    padding: EdgeInsets.all(15),
    crossAxisCount: 2,
    mainAxisSpacing: 20,
    crossAxisSpacing: 15,
    children: [for (int i = 1; i <= 10; i++) const Itemjuego()],
  ), // GridView.count
) // Expanded
```

Codigo de item_juego.dart (return, Container, Boxdecoration y BoxShadow):

```dart
return Container(
  padding: EdgeInsets.all(15),
  decoration: BoxDecoration(
    borderRadius: BorderRadius.circular(10),
    color: Colors.white,
    boxShadow: [
      BoxShadow(
        offset: Offset(0, 5),
        color: Theme.of(context).colorScheme.primary.withOpacity(.1),
        spreadRadius: 5,
        blurRadius: 5,
      ) // BoxShadow
    ]), // BoxDecoration
```

Codigo de child, column, Children, CircleAvatar, sizedBox, Text, SizedBox, Row, children, list.generated, Icons y color:

```dart
child: Column(
  children: [
    CircleAvatar(
      backgroundImage: NetworkImage(
        "https://raw.githubusercontent.com/AlonsoRivasA/img_ios2/main/mine.jpg"), //
    ), // CircleAvatar
    SizedBox(
      height: 10,
    ), // SizedBox
    Text(
      "Nuestros juegos",
      style: Theme.of(context).textTheme.titleSmall,
    ), // Text
    SizedBox(
      height: 5,
    ), // SizedBox
    Row(
      children: List.generate(
        5,
        (index) => Icon(
          Icons.star,
          color: Colors.amber,
          size: 18,
        ))) // Icon // List.generate // Row
  ],
), // Column
); // Container
}
}
```

Salida del código anterior y final:
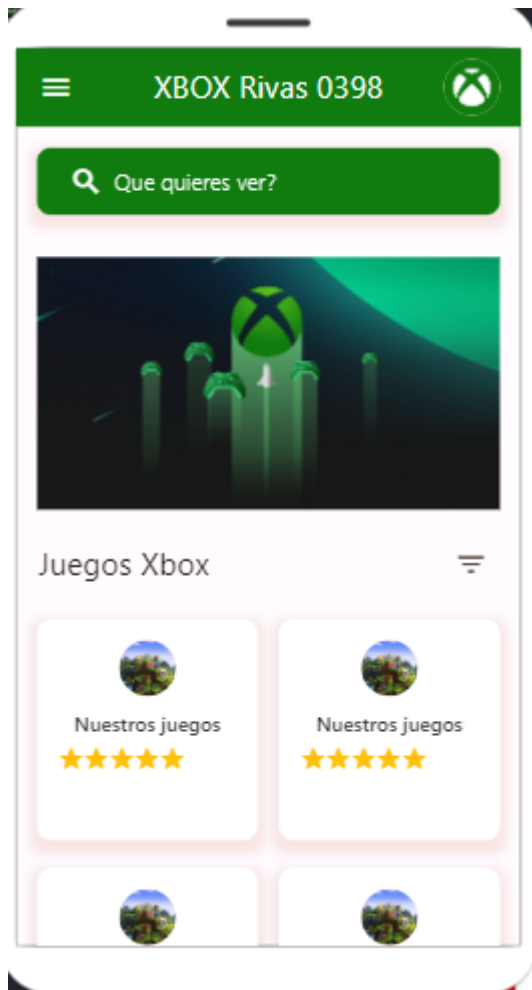
Link de referencias:

appBar CodesInsider