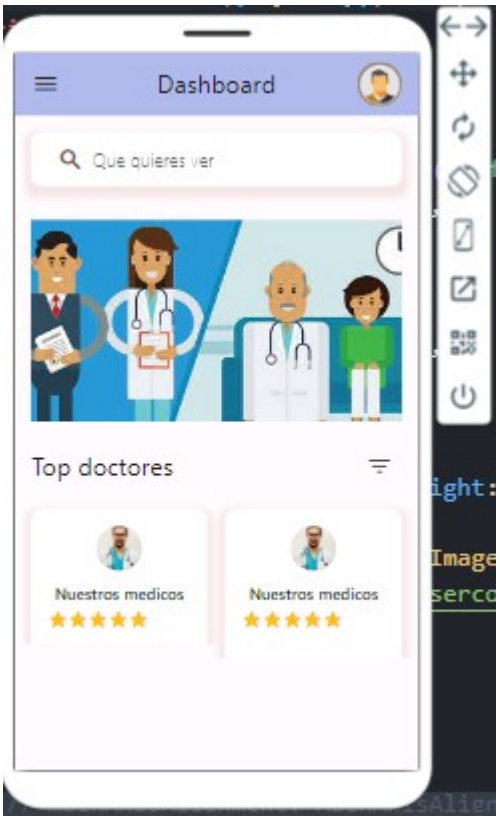
Unidad 2: Actividad 1. Android, Angel Anaya
Diseño:



Estructura de carpetas:

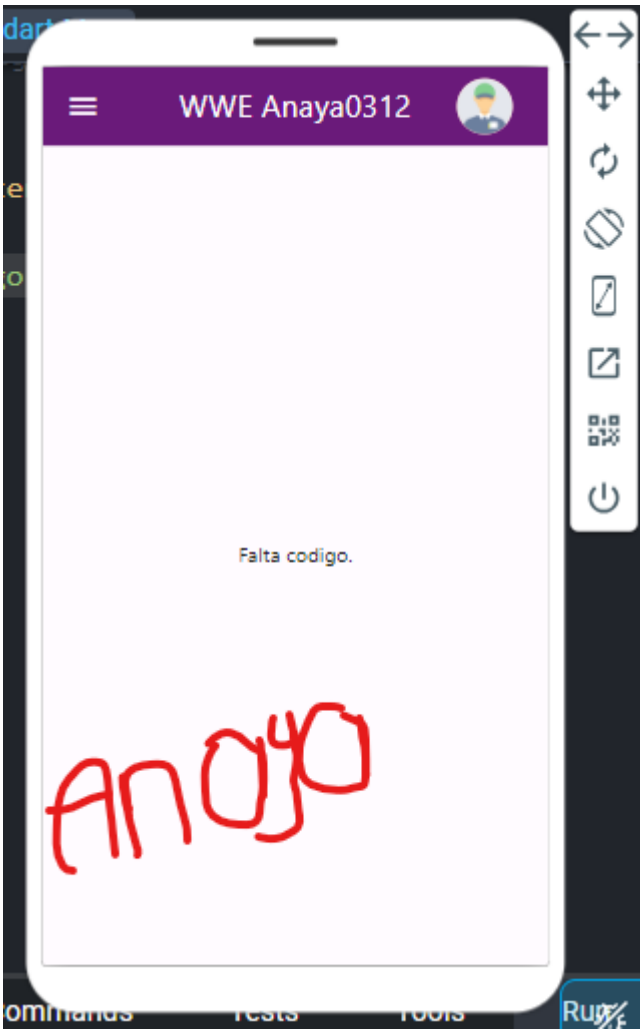
Codigo main.dart:

Codigo panel_pantalla0312.dart:

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

class PanelPantalla0312 extends StatelessWidget {
  const PanelPantalla0312({Key? key}) : super(key: key);
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        backgroundColor: const Color(0xff6a1a7a),
        centerTitle: true,
        leading: IconButton(
            onPressed: () {},
            icon: const Icon(Icons.menu, color: Colors.white)), // IconButton
        title: const Text('WWE Anaya0312',style: TextStyle(color: Color(0xffffffff),
        ), // TextStyle
        ), // Text
        actions: const [
          Padding(
            padding: EdgeInsets.only(right: 25),
            child: CircleAvatar(
              backgroundImage: NetworkImage(
                'https://raw.githubusercontent.com/AnayaMarinAngelAlejandro/img_iOS/main/FlutterFlowAct12/empleado.png'), // Ne
            ), // CircleAvatar
          ) // Padding
        ],
      ), // AppBar
      body: const Center(
        child: Text('Falta codigo.',),
      ), // Center
    ); // Scaffold
  }
}
```

Salida del codigo anterior:

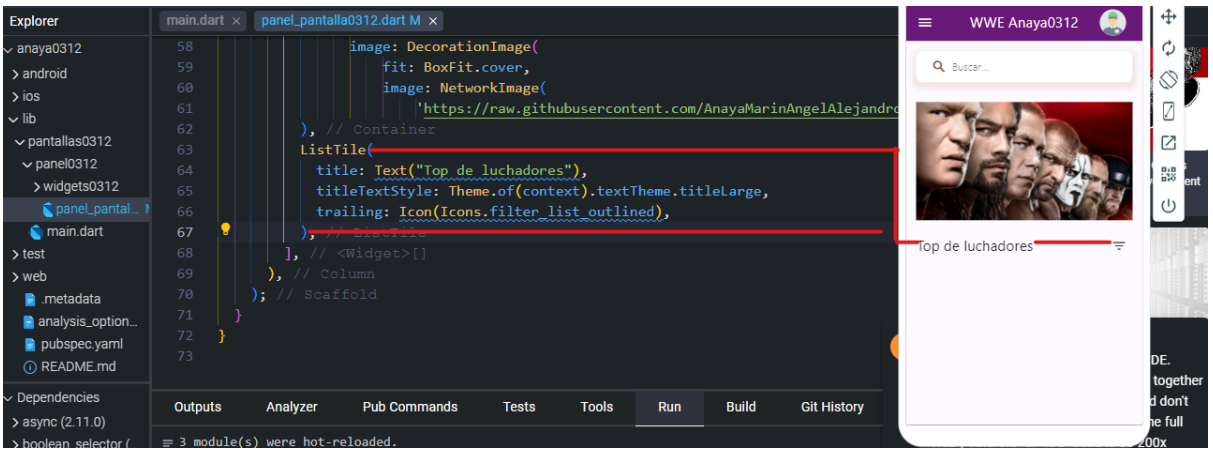


Continua panel_pantalla0312.dart

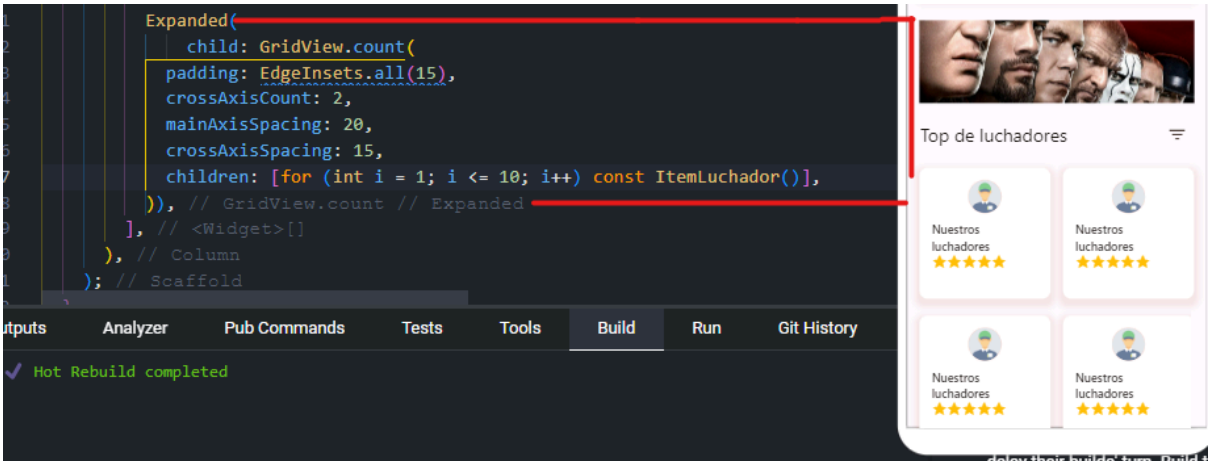
body, Column, children ,Container,BoxDecoration,BoxShadow y TexField:

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

body, Column,children,ListTile, Text,titleTextStyle,icons



body, Column,children,Expanded, GridView:



item_luchadores0312.dart
return, Container, Boxdecoration y BoxShadow

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

Link de referencias:
[AppBar CodesInsider]