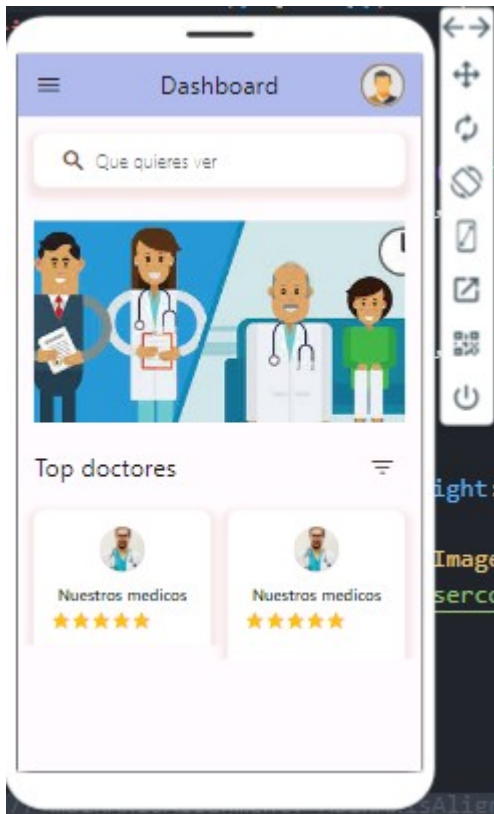
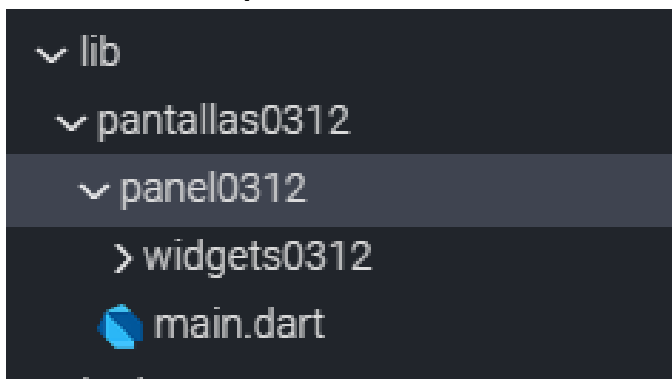


## Unidad 2: Actividad 1. Android, Angel Anaya

### Diseño:



### Estructura de carpetas:



### Codigo main.dart:

```
main.dart M x panel_pantalla0312.dart A x
import 'package:flutter/material.dart';
import 'package:anaya0312/pantallas0312/panel0312/panel_pantalla0312.dart';

void main() => runApp(MiAppWWE());

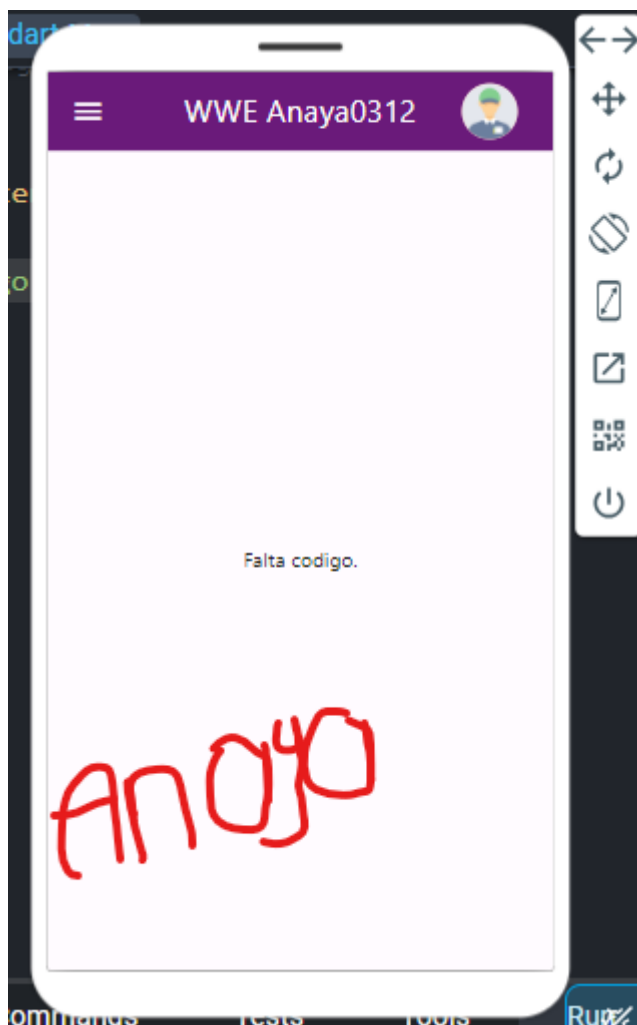
class MiAppWWE extends StatelessWidget {
  const MiAppWWE({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      debugShowCheckedModeBanner: false,
      title: "WWE Anaya0312",
      theme: ThemeData(
        colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepOrangeAccent),
        useMaterial3: true, // ThemeData
      ),
      home: PanelPantalla0312(),
    ); // MaterialApp
  }
}
```

Codigo panel\_pantalla0312.dart:

```
main.dart M x panel_pantalla0312.dart M x
1 import 'package:flutter/material.dart';
2
3 class PanelPantalla0312 extends StatelessWidget {
4   const PanelPantalla0312({Key? key}) : super(key: key);
5   @override
6   Widget build(BuildContext context) {
7     return Scaffold(
8       appBar: AppBar(
9         backgroundColor: const Color(0xff6a1a7a),
10        centerTitle: true,
11        leading: IconButton(
12          onPressed: () {},
13          icon: const Icon(Icons.menu, color: Colors.white), // IconButton
14          title: const Text('WWE Anaya0312', style: TextStyle(color: Color(0xffffffff)), // TextStyle
15        ), // Text
16        actions: const [
17          Padding(
18            padding: EdgeInsets.only(right: 25),
19            child: CircleAvatar(
20              backgroundImage: NetworkImage(
21                'https://raw.githubusercontent.com/AnayaMarinAngelAlejandro/img_iOS/main/FlutterFlowAct12/empleado.png'), // NetworkImage
22            ), // CircleAvatar
23          ), // Padding
24        ], // actions
25      ), // AppBar
26      body: const Center(
27        child: Text('Falta codigo.'),
28      ), // Center
29    ); // Scaffold
30  }
31 }
32
33
```

Salida del codigo anterior:



## Continua panel\_pantalla0312.dart

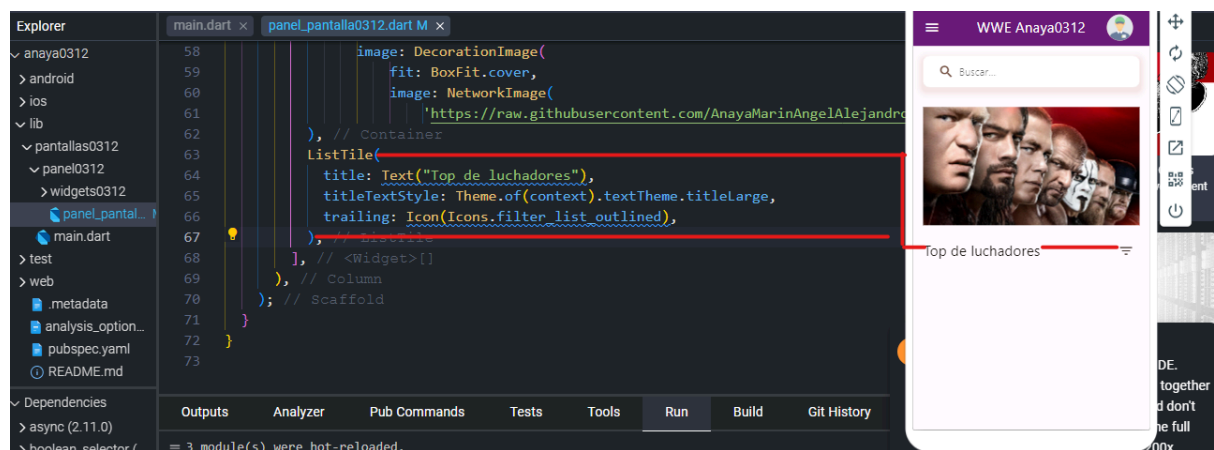
body, Column, children ,Container,BoxDecoration,BoxShadow y TextField:



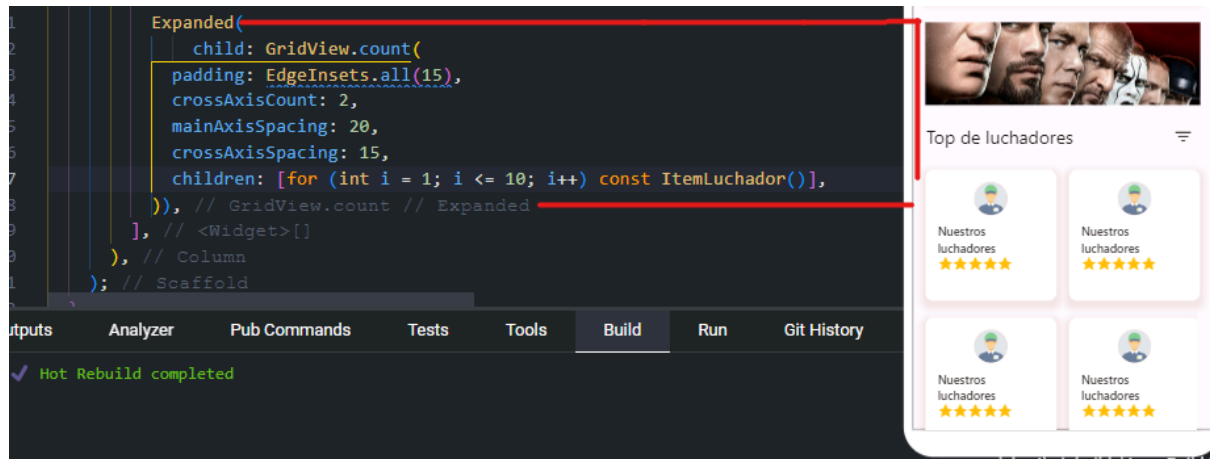
body, Column,children,Container2, boxdecoration,image y network:



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

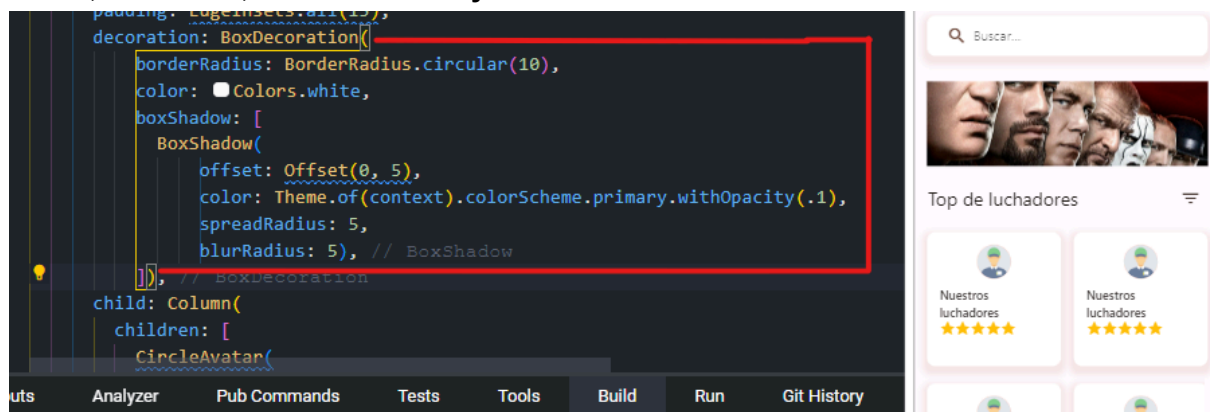


body, Column, children, Expanded, GridView:

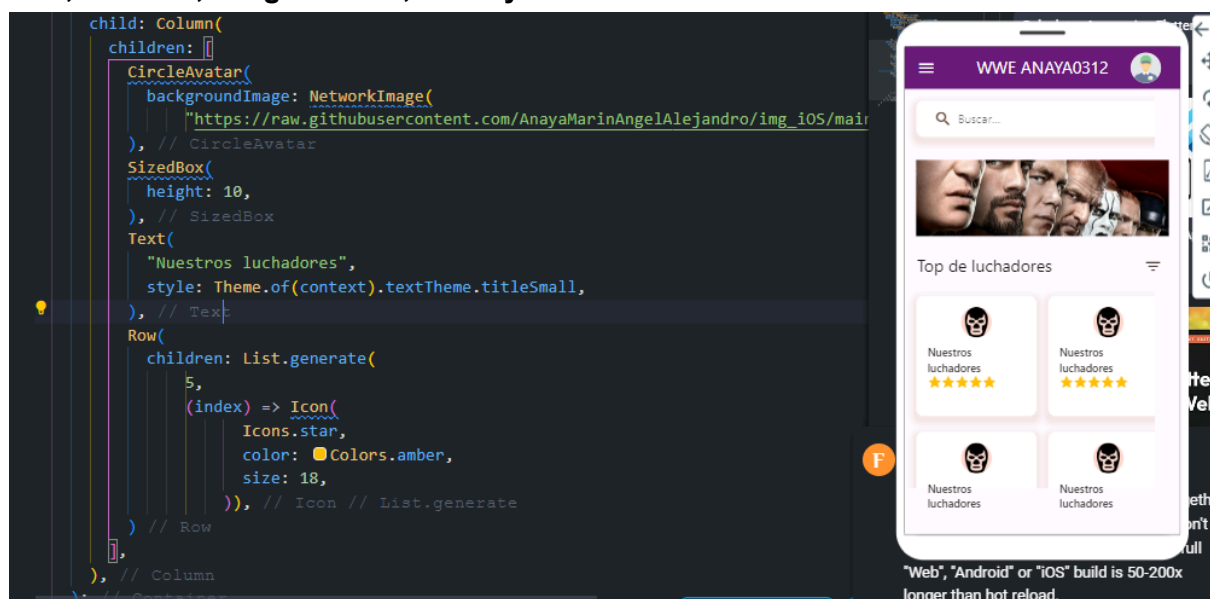


item\_luchadores0312.dart

return, Container, BoxDecoration y BoxShadow



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



Link de referencias:  
[AppBar CodesInsider](#)