

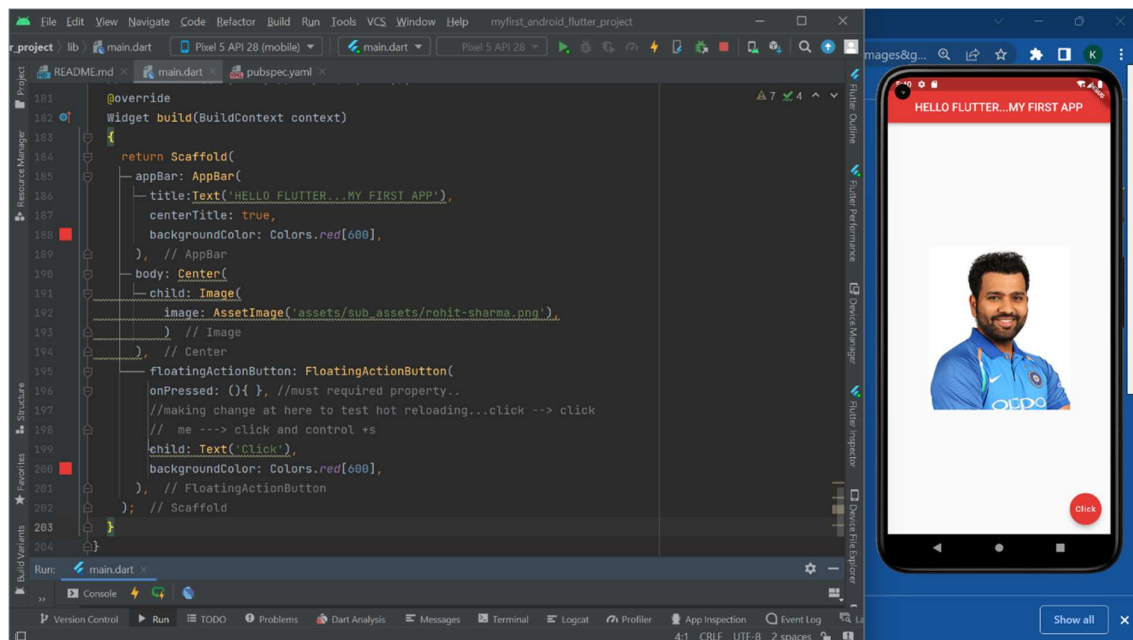
Code test: 1: Images

```
void main() => runApp(MaterialApp(  
  //home is property and after: is its value widget.  
  //scaffold is widgets built in flutter scaffold is  
  one type of layout manager.  
  home: Homescreen(),  
  
));  
class Homescreen extends StatelessWidget {  
  // const test1({Key? key}) : super(key: key);  
  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      appBar: AppBar(  
        title: Text(  
          'HELLO FLUTTER...MY FIRST APP'),  
        centerTitle: true,  
        backgroundColor: Colors.red[600],  
      ),  
      body: Center(  
        child: Image(  
/*  
//lab7_1 : INSERTING NETWORK IMAGE  
  
image: NetworkImage('https://encrypted-  
tbn0.gstatic.com/images?q=tbn:ANd9GcQL9pMnxEOsSkmvGHS  
3G-  
vLCUiN0TZHUcy931q7xFWE&s'),  
  
*/  
/*  
//lab7_2 : AssetImage :- to use images from project  
packages  
image: AssetImage('assets/dog3.jpg'),  
*/  
/*  
//lab7_2 : AssetImage :- to use images from sub  
directory of  
        image:  
AssetImage('assets/sub_assets/rohit-sharma.png'),  
      ),  
    ),  
  ),  
}
```

```

        floatingActionButton: FloatingActionButton(
          onPressed: () {}, // must required property...
          // making change at here to test hot reloading..click
          --> click me--> Click and ctrl + s
          child: Text('Click'),
          backgroundColor: Colors.red[600],
        ),
      );
    }
  }
}

```



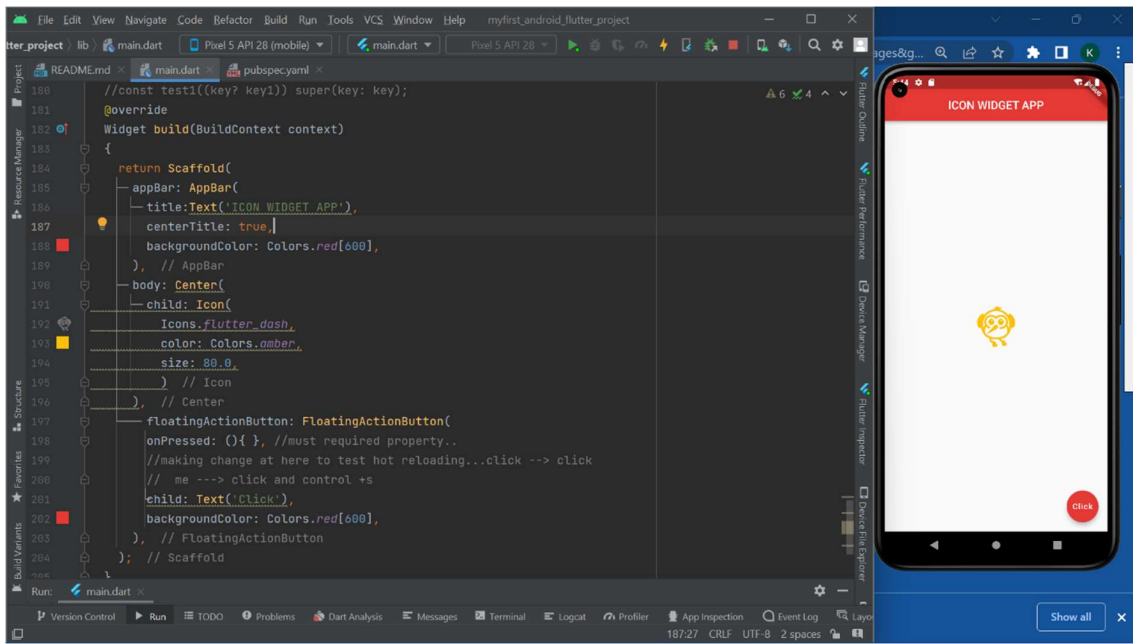
Code test: 2: Icon

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

void main() => runApp(MaterialApp(
  //home is property and after: is its value widget.
  //scaffold is widgets built in flutter scaffold is
  one type of layout manager.
  home: Homescreen(),
));

//making your own custom stateless widget...
//used in hot reload and also useful in reuse...DRY
feature
class Homescreen extends StatelessWidget{
  //const test1((key? key1)) super(key: key);
  @override
  Widget build(BuildContext context)
  {
    return Scaffold(
      appBar: AppBar(
        title:Text('ICON WIDGET APP'),
        centerTitle: true,
        backgroundColor: Colors.red[600],
      ),
      body: Center(
        child: Icon(
          Icons.flutter_dash,
          color: Colors.amber,
          size: 80.0,
        )
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: (){ }, //must required property..
        //making change at here to test hot
        reloading...click --> click
        // me ---> click and control +s
        child: Text('Click'),
        backgroundColor: Colors.red[600],
      ),
    );
  }
};
```

```
}  
}
```



code test 3 : Buttons

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

void main() => runApp(MaterialApp(
  //home is property and after: is its value widget.
  //scaffold is widgets built in flutter scaffold is
  one type of layout manager.
  home: Homescreen(),
));

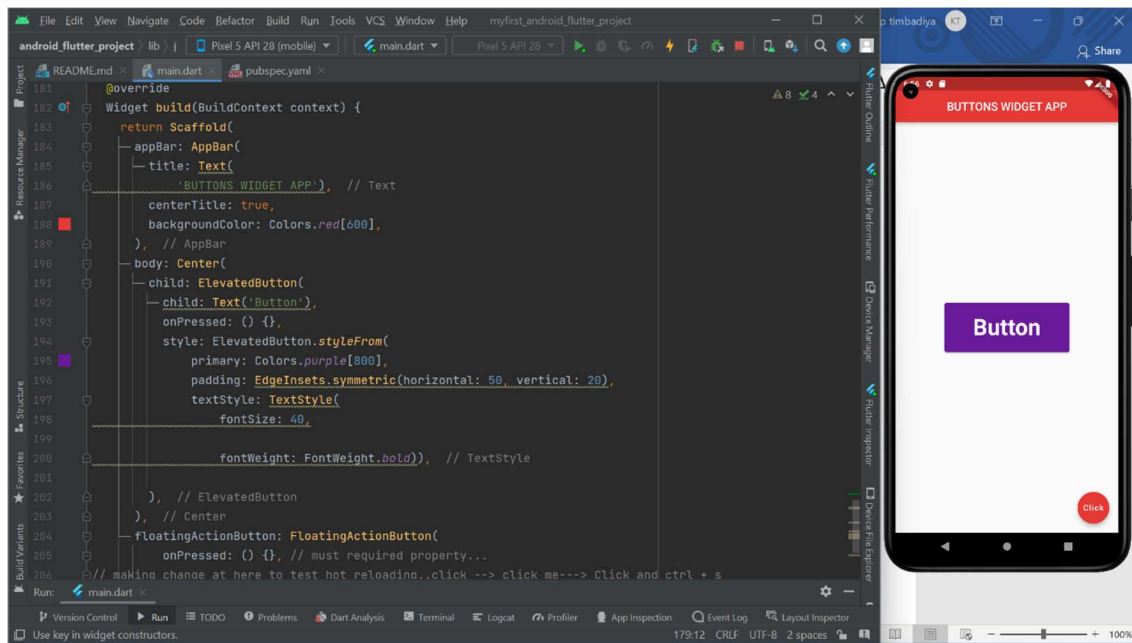
//making your own custom stateless widget...
//used in hot reload and also useful in reuse...DRY
feature
class Homescreen extends StatelessWidget {
  // const test1({Key? key}) : super(key: key);
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text(
          'BUTTONS WIDGET APP'),
        centerTitle: true,
        backgroundColor: Colors.red[600],
      ),
      body: Center(
        child: ElevatedButton(
          child: Text('Button'),
          onPressed: () {},
          style: ElevatedButton.styleFrom(
            primary: Colors.purple[800],
            padding:
EdgeInsets.symmetric(horizontal: 50, vertical: 20),
            textStyle: TextStyle(
              fontSize: 40,

              fontWeight: FontWeight.bold)),
        ),
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () {}, // must required
```

```

property...
// making change at here to test hot reloading..click
--> click me--> Click and ctrl + s
    child: Text('Click'),
    backgroundColor: Colors.red[600],
  ),
);
}
}

```

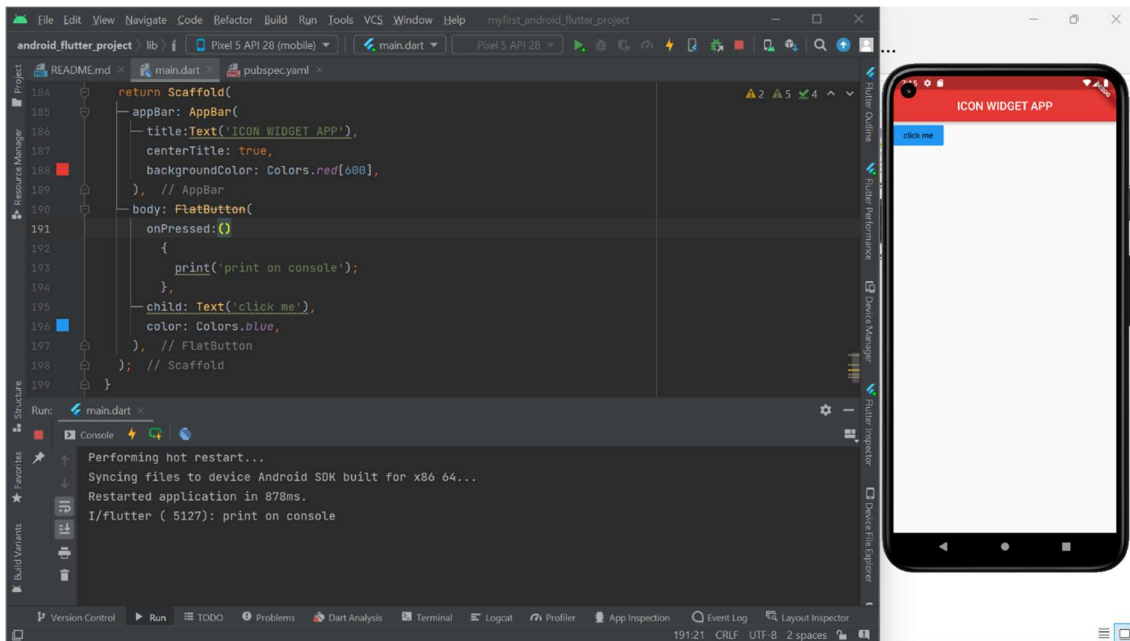
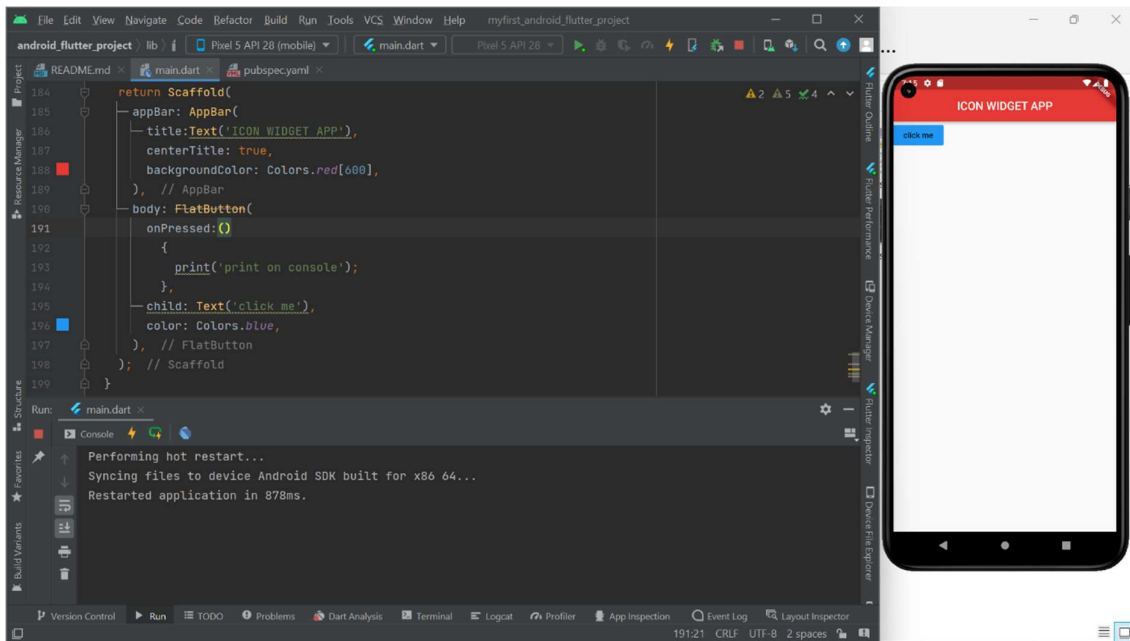


Code Test 4:

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

void main() => runApp(MaterialApp(
  //home is property and after: is its value widget.
  //scaffold is widgets built in flutter scaffold is
  one type of layout manager.
  home: Homescreen(),
));

//making your own custom stateless widget...
//used in hot reload and also useful in reuse...DRY
feature
class Homescreen extends StatelessWidget{
  //const test1((key? key1)) super(key: key);
  @override
  Widget build(BuildContext context)
  {
    return Scaffold(
      appBar: AppBar(
        title:Text('ICON WIDGET APP'),
        centerTitle: true,
        backgroundColor: Colors.red[600],
      ),
      body: FlatButton(
        onPressed:()
        {
          print('print on console');
        },
        child: Text('click me'),
        color: Colors.blue,
      ),
    );
  }
}
```

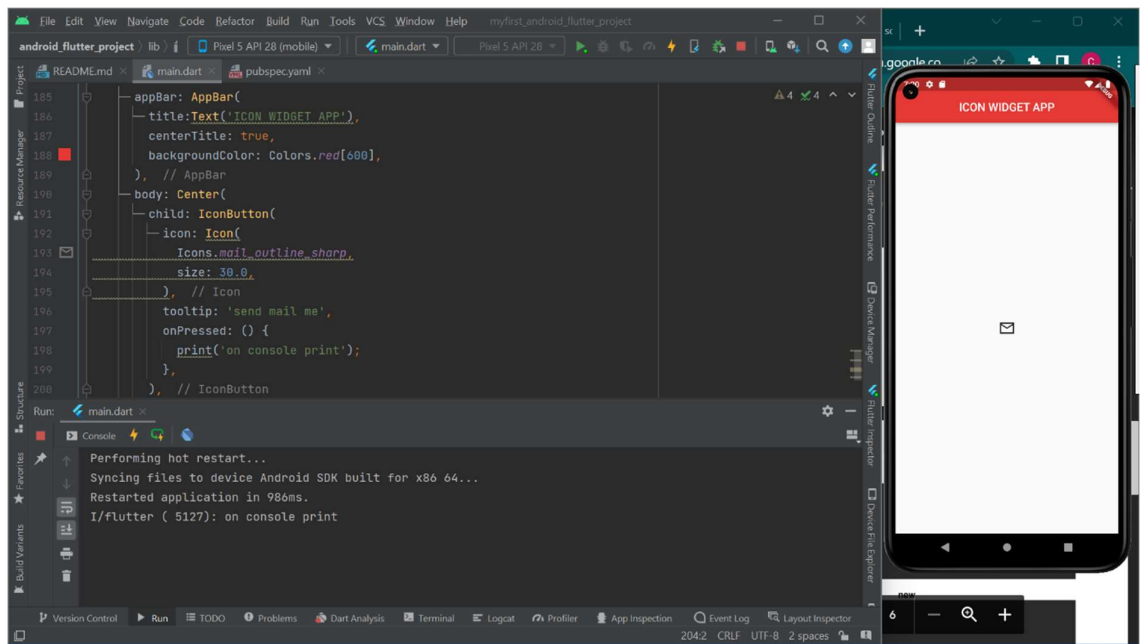
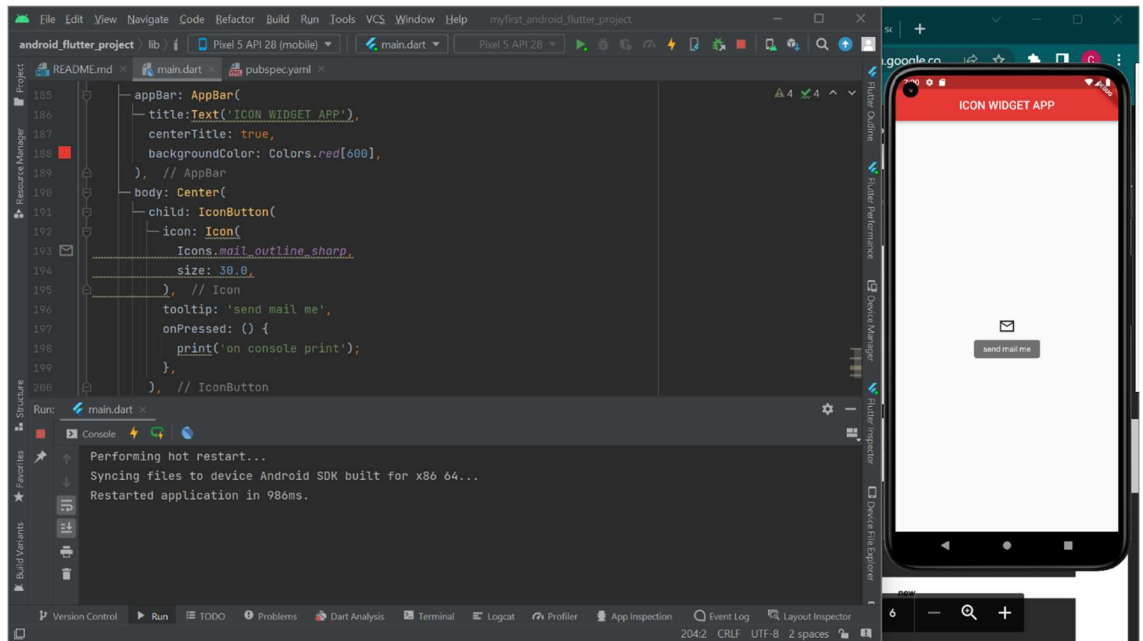


Code Test 5:

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

void main() => runApp(MaterialApp(
  //home is property and after: is its value widget.
  //scaffold is widgets built in flutter scaffold is
  one type of layout manager.
  home: Homescreen(),
));

//making your own custom stateless widget...
//used in hot reload and also useful in reuse...DRY
feature
class Homescreen extends StatelessWidget{
  //const test1((key? key1)) super(key: key);
  @override
  Widget build(BuildContext context)
  {
    return Scaffold(
      appBar: AppBar(
        title:Text('ICON WIDGET APP'),
        centerTitle: true,
        backgroundColor: Colors.red[600],
      ),
      body: Center(
        child: IconButton(
          icon: Icon(
            Icons.mail_outline_sharp,
            size: 30.0,
          ),
          tooltip: 'send mail me',
          onPressed: () {
            print('on console print');
          },
        ),
      ),
    );
  }
}
```



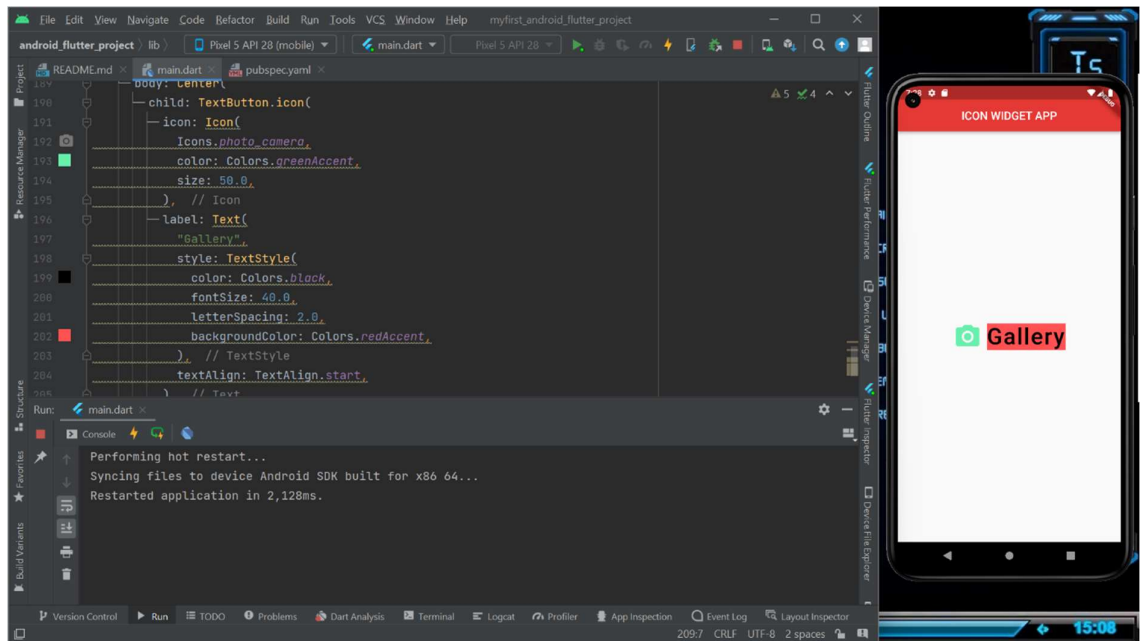
Code Test 5:

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

void main() => runApp(MaterialApp(
  //home is property and after: is its value widget.
  //scaffold is widgets built in flutter scaffold is
  one type of layout manager.
  home: Homescreen(),
));

//making your own custom stateless widget...
//used in hot reload and also useful in reuse...DRY
feature
class Homescreen extends StatelessWidget {
  //const test1((key? key1)) super(key: key);
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('ICON WIDGET APP'),
        centerTitle: true,
        backgroundColor: Colors.red[600],
      ),
      body: Center(
        child: TextButton.icon(
          icon: Icon(
            Icons.photo_camera,
            color: Colors.greenAccent,
            size: 50.0,
          ),
          label: Text(
            "Gallery",
            style: TextStyle(
              color: Colors.black,
              fontSize: 40.0,
              letterSpacing: 2.0,
              backgroundColor: Colors.redAccent,
            ),
            textAlign: TextAlign.start,
          ),
          onPressed: () {},
        ),
      ),
    );
  }
}
```

```
}  
}  
);  
}
```



Code Test 6:

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

void main() => runApp(MaterialApp(
  //home is property and after: is its value widget.
  //scaffold is widgets built in flutter scaffold is
  one type of layout manager.
  home: Homescreen(),
));

//making your own custom stateless widget...
//used in hot reload and also useful in reuse...DRY
feature
class Homescreen extends StatelessWidget {
  //const test1((key? key1)) super(key: key);
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('ICON WIDGET APP'),
        centerTitle: true,
        backgroundColor: Colors.red[600],
      ),
      body: Center(
        child: Directionality(
          textDirection: TextDirection.rtl,
          child: TextButton.icon(
            icon: Icon(
              Icons.photo_camera,
              color: Colors.greenAccent,
              size: 50.0,
            ),
            label: Text(
              "Gallery",
              style: TextStyle(
                color: Colors.black,
                fontSize: 40.0,
                letterSpacing: 2.0,
                backgroundColor: Colors.redAccent,
```

```

    ),
    textAlign: TextAlign.start,
  ),
  onPressed: () {},
),
),
),
);
}
}

```

