Assignment 02

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**BSCS 7A (M)**

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* Creating Splash Screen
* **Code:**

import 'package:flutter/material.dart';

import 'package:untitled2/CustomRoutes/MyRoutes.dart';

class SplashScreen extends StatefulWidget {

const SplashScreen({Key? key}) : super(key: key);

@override

State<SplashScreen> createState() => \_SplashScreenState();

}

class \_SplashScreenState extends State<SplashScreen> {

@override

void initState() {

// TODO: implement initState

super.initState();

Future.delayed(const Duration(seconds: 4), () {

Navigator.pushNamed(context, MyRoute.loginRoutes);

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

body: AnimatedContainer(

color: Colors.amber,

duration: const Duration(seconds: 2),

child: Center(

child: CircleAvatar(

radius: 70.0,

backgroundImage: AssetImage("images/iear.png"),

),

),),

);

}

}

* **Output as Splash Screen:**

