



# Subject: Cross-Platform Mobile Application Development (01CT1517)

**Experiment No:-** 01

# Marwadi University Faculty of Technology Department of Information and Communication Technology

**Aim:** To install and configure Flutter Environment. Create an app to display "Hello Username" and on press button to display a greeting message.

**Date:-** 19-09-2024

**Enrollment No:-** 92200133030

**Objective:-** To install and configure Flutter Environment. Create an app to display "Hello Username" and on press button to display a greeting message.

#### Code:-

```
import 'package:flutter/material.dart';
void main() {
  runApp(const MyApp());
class MyApp extends StatelessWidget {
  const MyApp({super.key});
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Flutter Demo',
      debugShowCheckedModeBanner: false, // Remove the debug ribbon from the app
      theme: ThemeData(
        colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),
        useMaterial3: true,
      ),
      home: GreetingScreen(), // The home screen of the app is GreetingScreen
    );
  }
// GreetingScreen - A stateful widget as it will manage dynamic state
class GreetingScreen extends StatefulWidget {
  @override
   GreetingScreenState createState() => GreetingScreenState();
// State class for GreetingScreen
class _GreetingScreenState extends State<GreetingScreen> {
  String username = ''; // Variable to store the username entered by the user
  String greetingMessage =
      ''; // Variable to store the greeting message generated
  TextEditingController controller =
      TextEditingController(); // Controller for managing the TextField input
  // Function to generate a greeting message based on the input username
  void generateGreeting() {
    setState(() {
      greetingMessage =
          'Hello $username, Greetings of the day!'; // Update greeting message
    });
  }
```





# Marwadi University Faculty of Technology

### **Department of Information and Communication Technology**

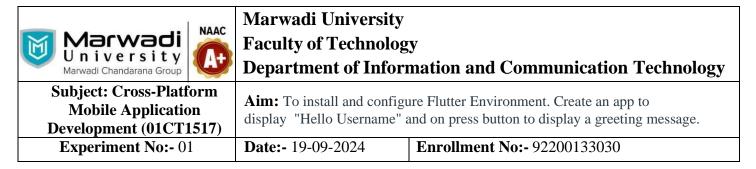
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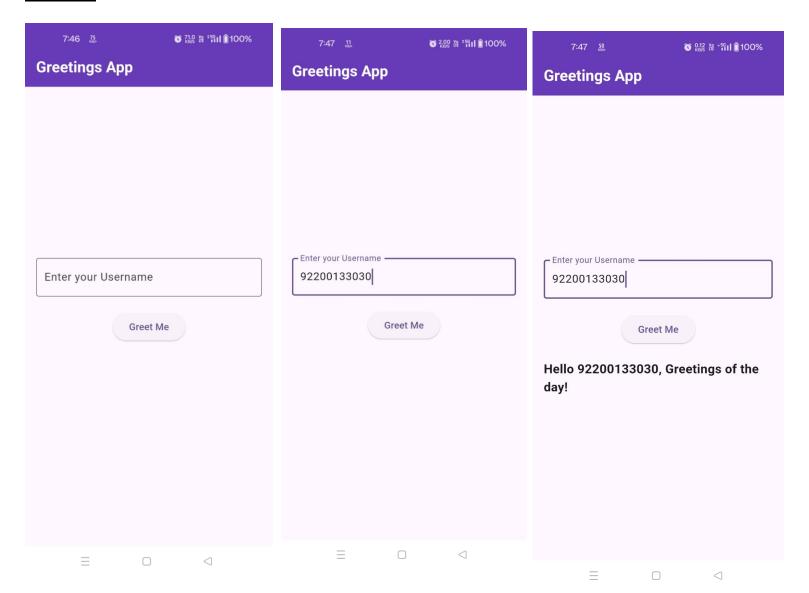
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```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: const Text(
        'Greetings App',
        style: TextStyle(
          color: Colors.white,
          fontWeight: FontWeight.bold,
        ),
      ),
      backgroundColor: Colors.deepPurple, // Set the app bar background color
    ),
    body: Padding(
      padding: const EdgeInsets.all(16.0), // Add padding to the content
      child: Column(
        mainAxisAlignment:
            MainAxisAlignment.center, // Center the content vertically
        children: <Widget>[
          // TextField for entering the username
          TextField(
            controller: controller, // Connect controller to capture the input
            decoration: const InputDecoration(
              labelText: 'Enter your Username', // Label for the text field
              border:
                  OutlineInputBorder(), // Add an outline border around the text field
            ),
            onChanged: (text) {
              // Update the username as the text field changes
              username = text;
            },
          ),
          const SizedBox(height: 20), // Add some space between the widgets
          // Button to trigger the greeting generation
          ElevatedButton(
            onPressed:
                generateGreeting, // Call the generateGreeting function when pressed
            child: const Text('Greet Me'),
          ),
          const SizedBox(height: 20), // Add space between button and message
          // Display the generated greeting message
          Text(
            greetingMessage,
            style: const TextStyle(
                fontSize: 18,
                fontWeight:
                    FontWeight.bold), // Style for the greeting message
          ),
        ],
      ),
    ),
```



```
);
}
}
```

## Output:-







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