

# MAD PWA LAB 2

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**Class :** D15A

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**Aim:** To design Flutter UI by including common widgets.

## Widgets:

1. Column
2. Container
3. Row
4. Stack
5. Padding
6. Textfield
7. Button

## Code:

```
main.dart x pubspec.yaml
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   @override
9   Widget build(BuildContext context) {
10    return MaterialApp(
11      home: LoginPage(),
12      debugShowCheckedModeBanner: false, // Set debugShowCheckedModeBanner to false
13    ); // MaterialApp
14  }
15 }
16
17 class LoginPage extends StatelessWidget {
18   @override
```

```

class LoginPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        flexibleSpace: Image.asset(
          'assets/logo.png', |
          fit: BoxFit.cover,
        ), // Image.asset
      ), // AppBar
      body: Padding(
        padding: EdgeInsets.all(20.0),
        child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          crossAxisAlignment: CrossAxisAlignment.stretch,
          children: [
            Text(
              'Login', // "Login" text
              style: TextStyle(
                fontSize: 24.0,
                fontWeight: FontWeight.bold,
              ), // TextStyle
            ), // Text
            SizedBox(height: 20.0),

```

```

            children: [
              Text(
                'Login', // "Login" text
                style: TextStyle(
                  fontSize: 24.0,
                  fontWeight: FontWeight.bold,
                ), // TextStyle
              ), // Text
              SizedBox(height: 20.0),
              TextField(
                decoration: InputDecoration(
                  labelText: 'Email',
                  border: OutlineInputBorder(),
                ), // InputDecoration
              ), // TextField
              SizedBox(height: 20.0),
              TextField(
                decoration: InputDecoration(
                  labelText: 'Password',
                  border: OutlineInputBorder(),
                ), // InputDecoration
              ), // TextField
            ],
          ), // Column
        ), // Padding
      ), // Scaffold
    );
  }
}

```

```

        labelText: 'Email',
        border: OutlineInputBorder(),
      ), // InputDecoration
    ), // TextField
    SizedBox(height: 20.0),
    TextField(
      decoration: InputDecoration(
        labelText: 'Password',
        border: OutlineInputBorder(),
      ), // InputDecoration
      obscureText: true,
    ), // TextField
    SizedBox(height: 20.0),
    ElevatedButton(
      onPressed: () {
        // Implement login functionality here
      },
      child: Text('Login'),
    ), // ElevatedButton
    SizedBox(height: 10.0),
    TextButton(
      onPressed: () {
        // Navigate to registration page
      },
      child: Text('Don\'t have an account? Register'),
    ), // TextButton
  ],
), // Column
), // Padding
); // Scaffold
}

```

main.dart x pubspec.yaml

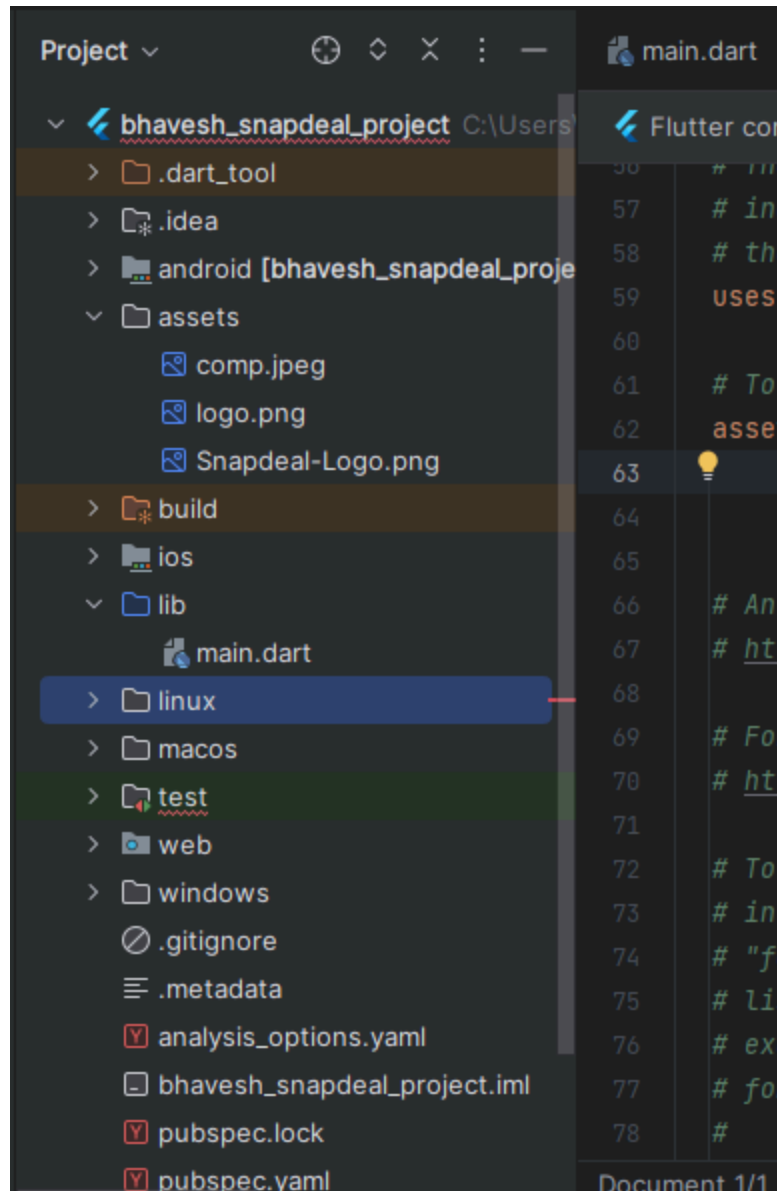
```

50      labelText: 'Password',
51      border: OutlineInputBorder(),
52    ), // InputDecoration
53    obscureText: true,
54  ), // TextField
55  SizedBox(height: 20.0),
56  ElevatedButton(
57    onPressed: () {
58      // Implement login functionality here
59    },
60    child: Text('Login'),
61  ), // ElevatedButton
62  SizedBox(height: 10.0),
63  TextButton(
64    onPressed: () {
65      // Navigate to registration page
66    },
67    child: Text('Don\'t have an account? Register'),
68  ), // TextButton
69 ],
70 ), // Column
71 ), // Padding
72 ); // Scaffold
73 }
74 }

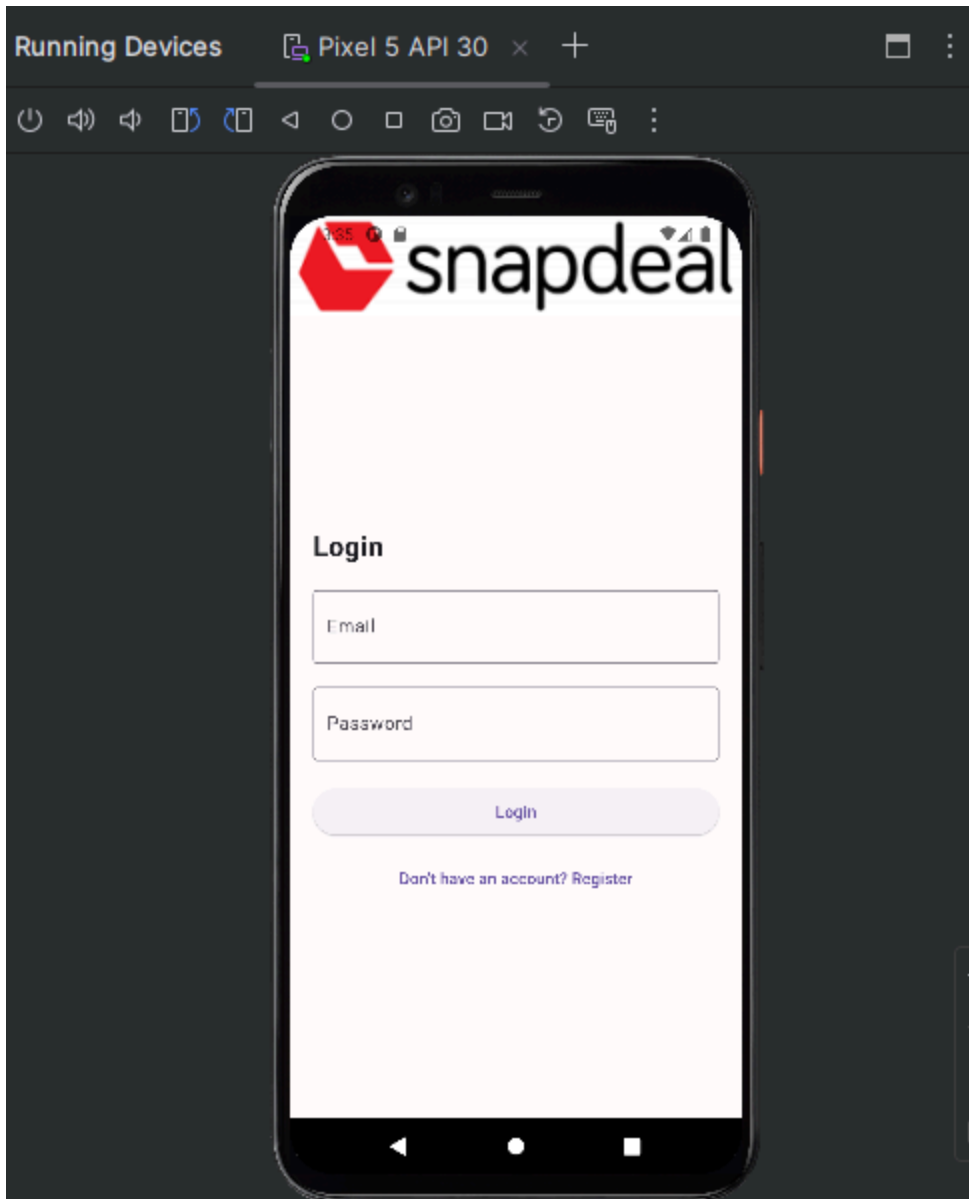
```

## Flutter commands

```
56 # The following line ensures that the material icons font is
57 # included with your application, so that you can use the icons in
58 # the material Icons class.
59 uses-material-design: true
60
61 # To add assets to your application, add an assets section, like this:
62 assets:
63   - assets/logo.png
64   - assets/comp.jpeg
65
66 # An image asset can refer to one or more resolution-specific "variants", see
67 # https://flutter.dev/assets-and-images/#resolution-aware
68
69 # For details regarding adding assets from package dependencies, see
70 # https://flutter.dev/assets-and-images/#from-packages
71
72 # To add custom fonts to your application, add a fonts section here,
73 # in this "flutter" section. Each entry in this list should have a
74 # "family" key with the font family name, and a "fonts" key with a
75 # list giving the asset and other descriptors for the font. For
76 # example:
77 # fonts:
78 #   - family: Schuler
```



**Output:**





# snapdeal

## Login

Login

[Don't have an account? Register](#)