Department of Information Technology

Academic Year: 2024-25
Semester: VI
Class / Branch / Div: TE- IT A/B /C
Subject: MAD & PWA Lab
Name of Instructor:

Name of Student: Chirag Malde
Student ID: 22104186
Roll No. 17
Date of Submission: 17/02/25

Experiment No.:6

Aim: Apply concepts of gestures in Flutter App.

Prerequisites: Android studio, flutter SDK.

Problem Statement: To develop a flutter UI using GestureDetector widget of flutter.

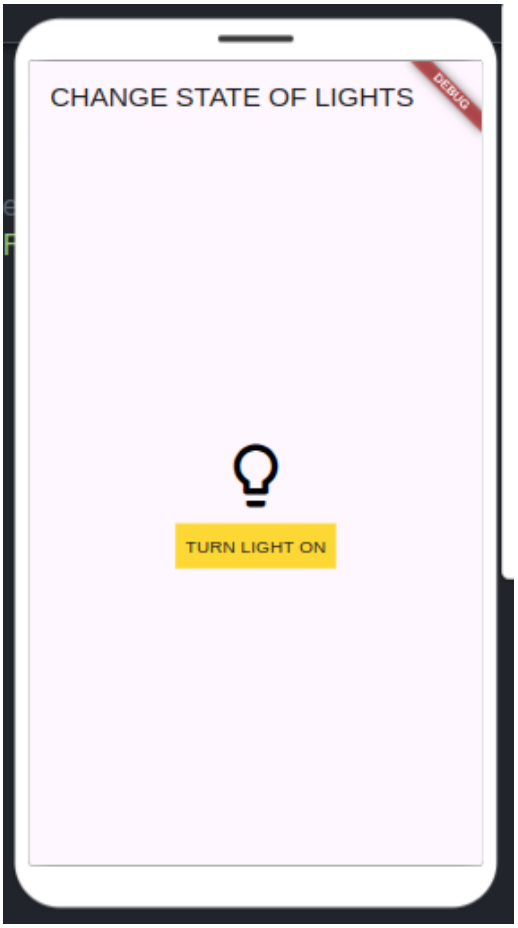
Software: Android studio, flutter SDK.

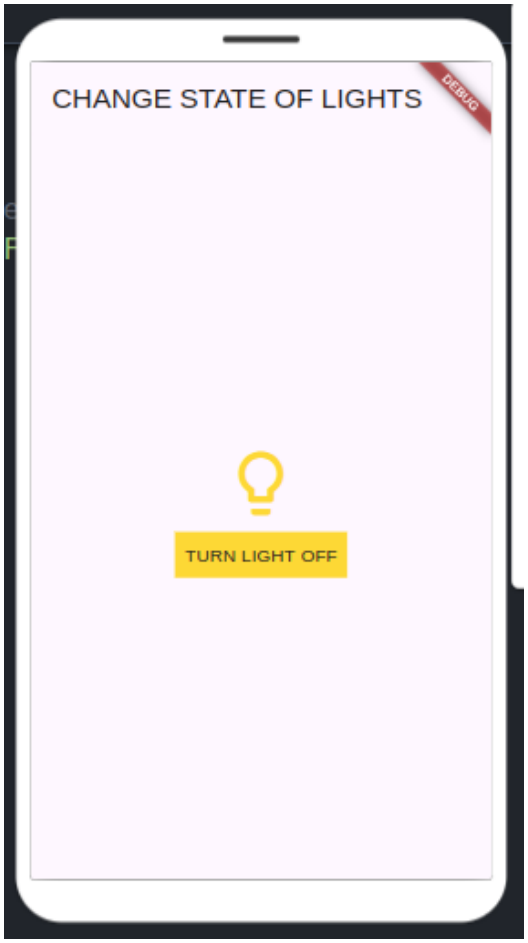
Code:

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

void main() => runApp(const MyApp());

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  static const String _title = 'Flutter Code Sample';

  @override
  Widget build(BuildContext context) {
    return const MaterialApp(
      title: _title,
      home: MyStatefulWidget(),
    );
  }
}

class MyStatefulWidget extends StatefulWidget {
  const MyStatefulWidget({super.key});

  @override
  State<MyStatefulWidget> createState() => _MyStatefulWidgetState();
}

class _MyStatefulWidgetState extends State<MyStatefulWidget> {
```

```
bool _lightIsOn = false;

@override
Widget build(BuildContext context) {
 return Scaffold(
  appBar: AppBar(title: Text('CHANGE STATE OF LIGHTS'),
  ),
  body: Container(
   alignment: FractionalOffset.center,
   child: Column(
    mainAxisAlignment: MainAxisAlignment.center,
    children: <Widget>[
     Padding(
      padding: const EdgeInsets.all(8.0),
      child: Icon(
       Icons.lightbulb_outline,
       color: _lightIsOn ? Colors.yellow.shade600 : Colors.black,
       size: 60,
      ),
     ),
     GestureDetector(
      onTap: () {
       setState(() {
        // Toggle light when tapped.
        _lightIsOn = !_lightIsOn;
       });
      },
      child: Container(
       color: Colors.yellow.shade600,
       padding: const EdgeInsets.all(8),
       // Change button text when light changes state.
       child: Text(_lightIsOn ? 'TURN LIGHT OFF':'TURN LIGHT ON'),
      ),
     ),
    ],
   ),
  ),
 );
 }
}
```

Output:





Conclusion: In this experiment, we have successfully designed a flutter application using GestureDetector.