**Experiment 02**

**AIM:- To design Flutter UI by including common widgets.**

**Theory:-**

**CODE:-**

import 'package:flutter/material.dart';  
import 'login\_screen.dart';  
import 'signup\_screen.dart';  
  
class HomeScreen extends StatelessWidget {  
 @override  
 Widget build(BuildContext context) {  
 return Scaffold(  
 appBar: AppBar(  
 title: const Text('Home Page'),  
 backgroundColor: Colors.*blue*,  
 ),  
 body: Center(  
 child: Column(  
 mainAxisAlignment: MainAxisAlignment.center,  
 children: [  
 const Text(  
 'Welcome to Expense Tracker!',  
 style: TextStyle(fontSize: 22, fontWeight: FontWeight.*bold*),  
 textAlign: TextAlign.center,  
 ),  
 const SizedBox(height: 20),  
 ElevatedButton(  
 onPressed: () {  
 Navigator.*push*(  
 context,  
 MaterialPageRoute(builder: (context) => LoginScreen()),  
 );  
 },  
 child: const Text('Login'),  
 ),  
 const SizedBox(height: 10),  
 OutlinedButton(  
 onPressed: () {  
 Navigator.*push*(  
 context,  
 MaterialPageRoute(builder: (context) => SignupScreen()),  
 );  
 },  
 child: const Text('Sign Up'),  
 ),  
 ],  
 ),  
 ),  
 );  
 }  
}

