

Experiment No. 2

AIM : To design Flutter UI by including common widgets

Theory:

In Flutter, designing UIs involves combining various widgets to build interactive and visually appealing applications. Here's a more detailed overview of key concepts:

1. **Widgets in Flutter:** Everything in Flutter is a widget. Widgets are the building blocks of the UI. There are two main types:
 - **Stateless Widgets:** These are immutable and don't change over time. They are responsible for displaying UI based on fixed data or input.
 - **Stateful Widgets:** These can change their state over time. They are dynamic and are used when the UI needs to update in response to user interaction or other factors.
2. **Layout Widgets:** The layout of your UI is primarily constructed using widgets like:
 - **Container:** A versatile widget used to hold other widgets and apply styling such as padding, margin, colors, and shapes.
 - **Column:** A widget that arranges its children vertically. It's useful for stacking widgets in a vertical list.
 - **Row:** A widget that arranges its children horizontally. It's useful for placing widgets side by side.
 - **Expanded:** A widget that can be used inside a Column, Row, or Flex to make child widgets flexible and fill available space.
3. **Text and Icons:**
 - **Text:** The Text widget is used to display static or dynamic text. It can be styled with custom fonts, sizes, colors, and more.
 - **Icon:** Flutter provides a large set of material design icons, and the Icon widget lets you display them in various sizes and colors.
4. **Buttons and User Interactions:**
 - Flutter provides multiple button widgets like **ElevatedButton**, **TextButton**, and **IconButton** to handle user interaction. These widgets can trigger actions when tapped.
 - **TextField:** Used for user input. You can configure it to accept different types of text, such as email or password.

- **Checkbox, Radio, and Switch:** Used for boolean selections, allowing users to choose options in forms or settings.

5. **Navigation:**

- Flutter's **Navigator** widget is responsible for managing routes or screens. You use `Navigator.push` to navigate to a new screen, and `Navigator.pop` to return to the previous one.
- **Routes** define the pages of an app, and you can pass data between them using arguments.

6. **Displaying Lists and Grids:**

- **ListView:** The `ListView` widget is used to display a list of items that can scroll. It's perfect for long lists that need to be dynamically generated.
- **GridView:** This widget allows you to display items in a grid format, with configurable row and column layouts.

7. **State Management:**

- Flutter provides a variety of ways to manage state. The simplest approach is using `setState()` to update the UI. For more complex apps, you can use state management solutions like **Provider**, **Riverpod**, or **Bloc** to separate business logic from UI code.
- Proper state management ensures your UI stays in sync with the underlying data, especially in interactive or dynamic applications.

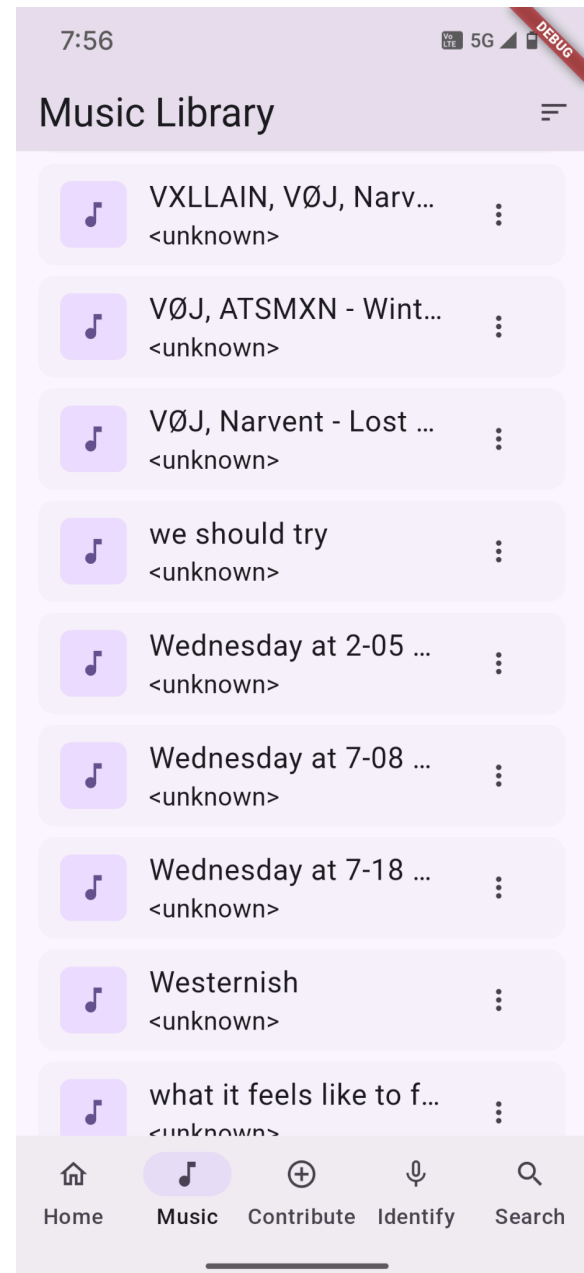
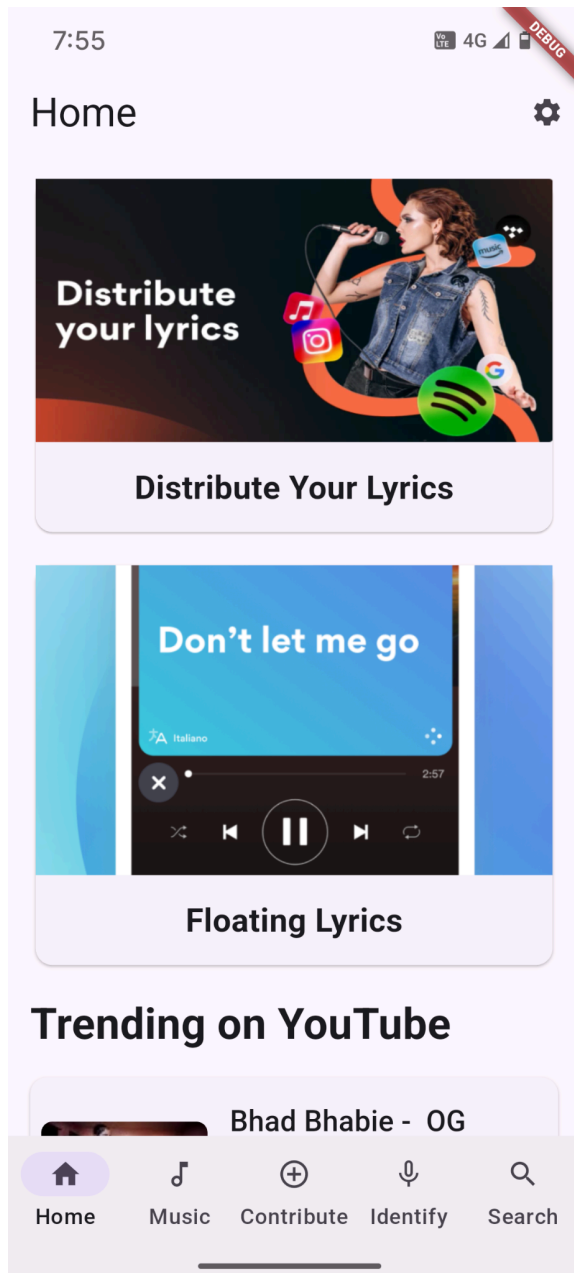
8. **Theming and Styling:**

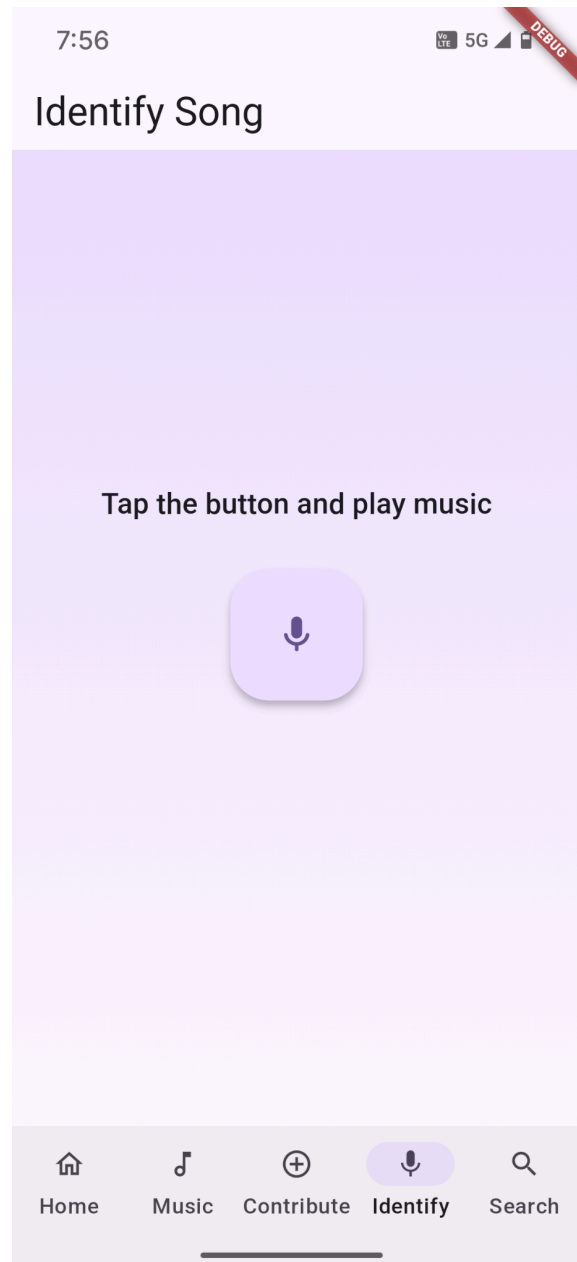
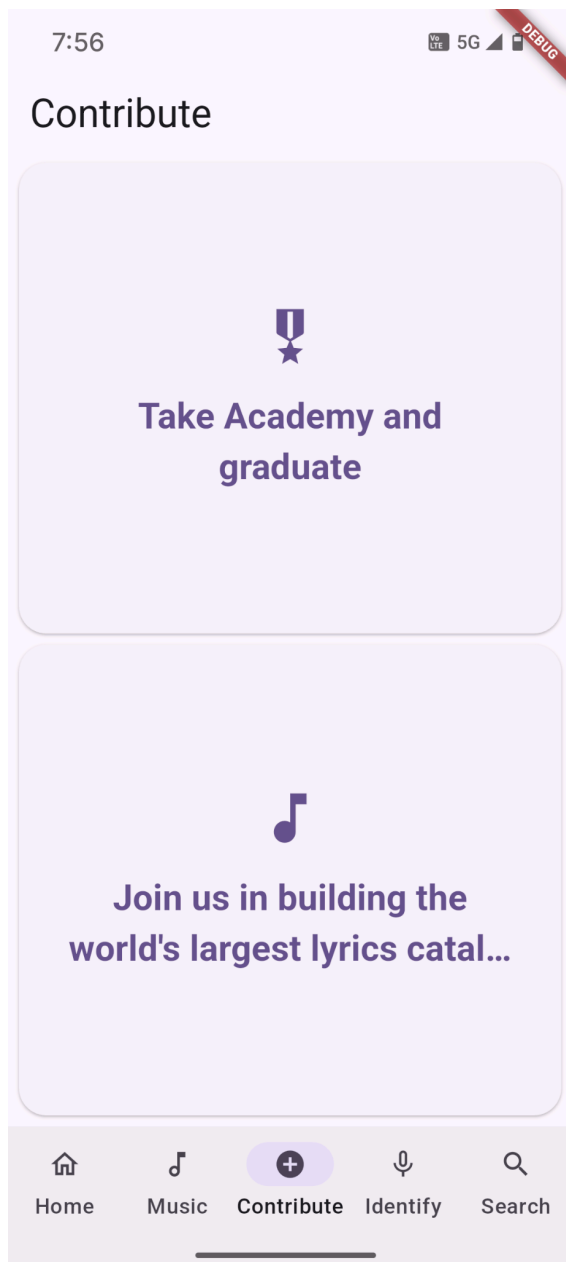
- Flutter allows you to define a global **Theme** for your app using `ThemeData`, which ensures consistent styling across the entire app. You can customize colors, typography, and button styles.

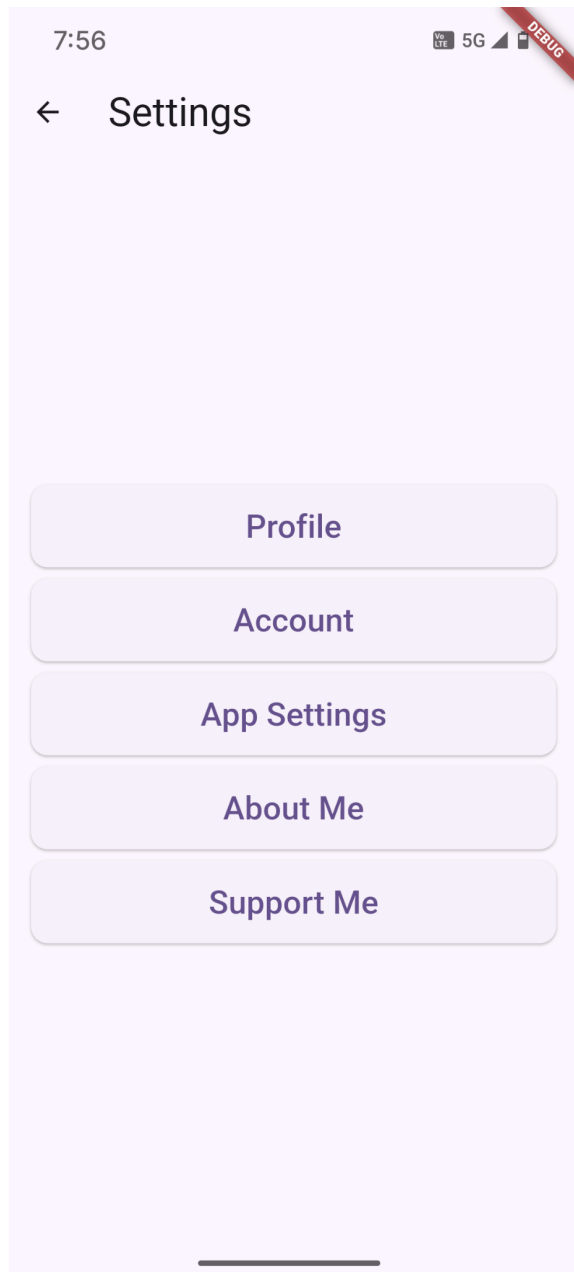
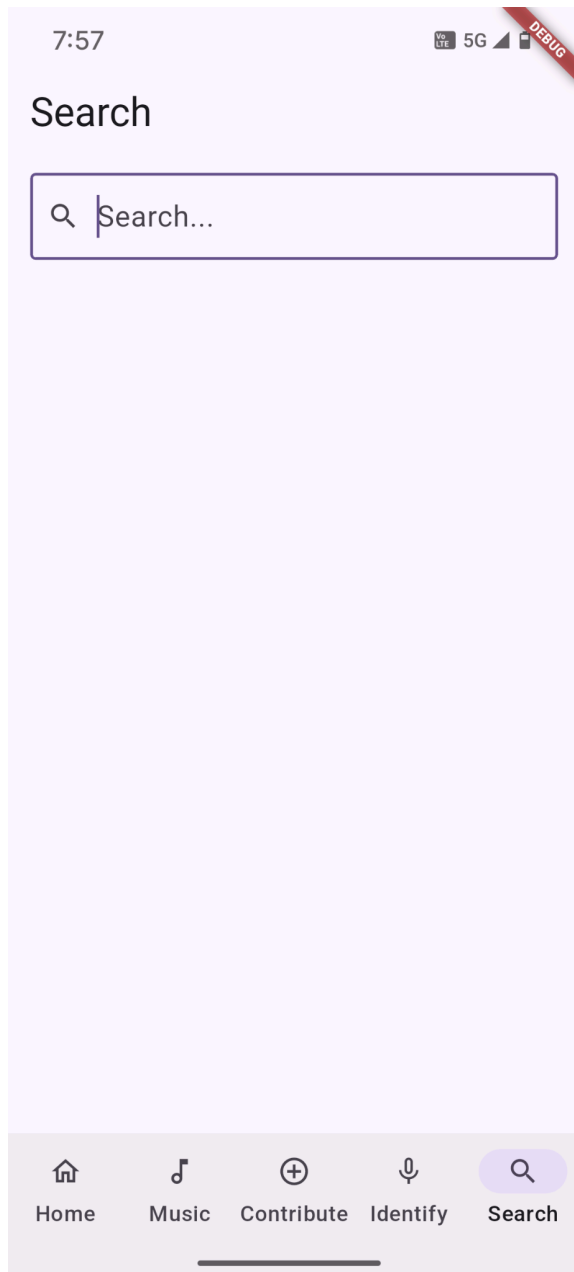
9. **Animations and Transitions:**

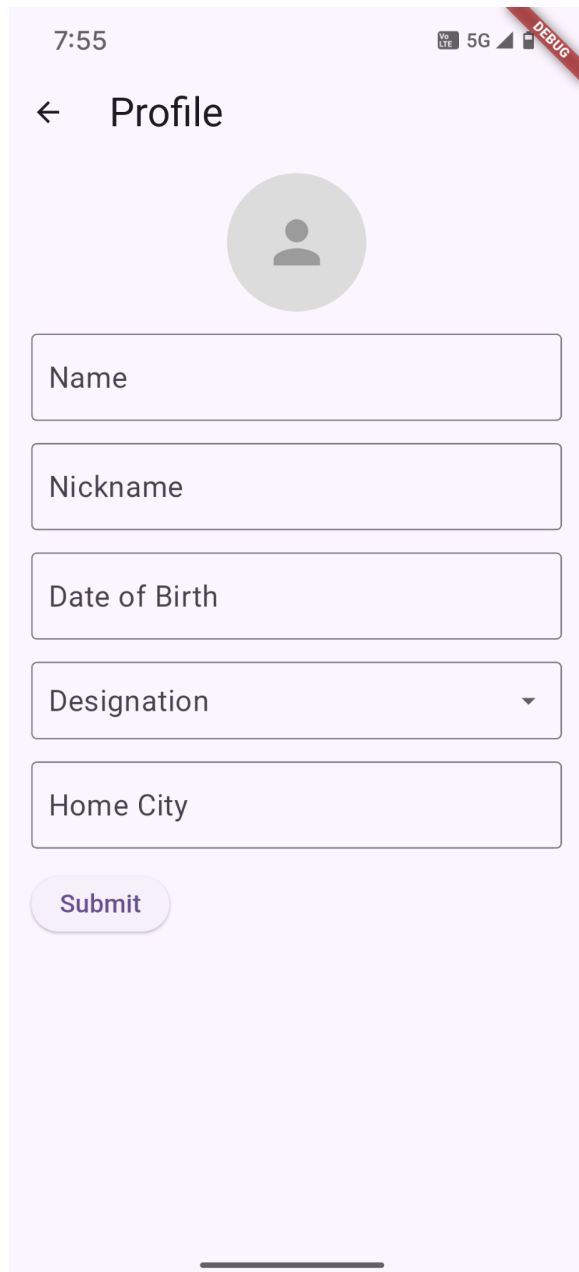
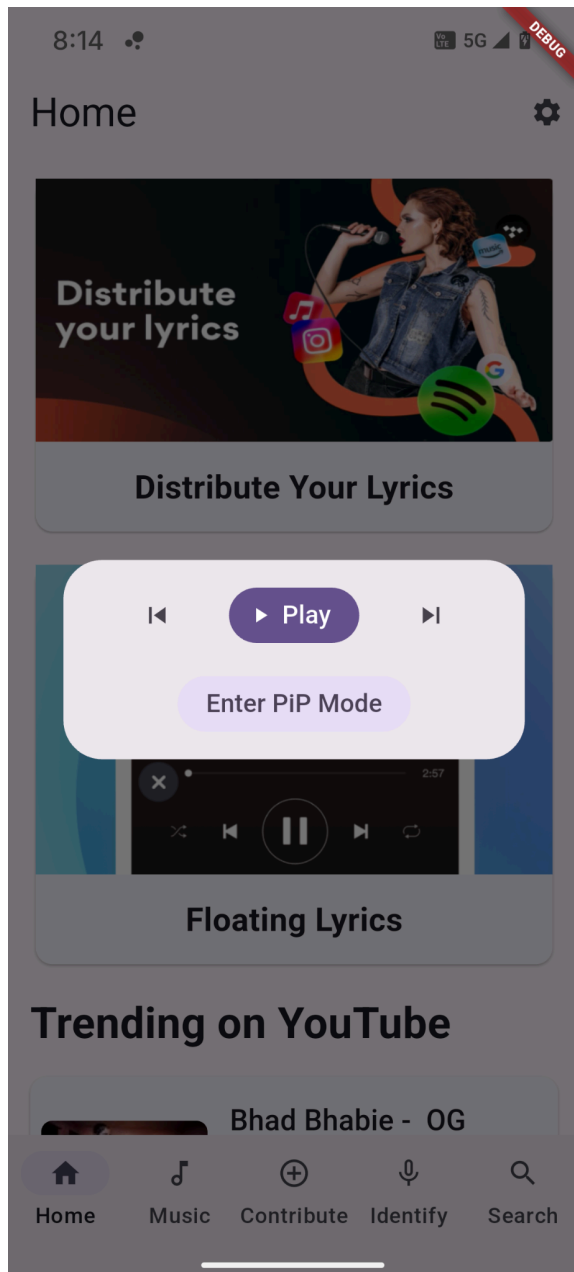
- Flutter provides powerful animation support to create smooth and visually appealing transitions between UI states.
- **AnimatedContainer:** A widget that animates changes in properties like width, height, or color over a given duration.
- You can also create custom animations using **AnimationController** and **Tween**.

Screenshots:









Code Snippets:

Container :

```
Container(  
  width: 200.0,  
  height: 100.0,  
  color: Colors.blue,  
  child: Center(  
    child: Text(  
      'Hello, Flutter!',  
      style: TextStyle(  
        color: Colors.white,  
        fontSize: 20.0,  
      ),  
    ),  
  ),  
)
```

Column :

```
Column(  
  mainAxisAlignment: MainAxisAlignment.center,  
  children: <Widget>[  
    Text('Item 1'),  
    Text('Item 2'),  
    Text('Item 3'),  
  ],  
)
```

Row :

```
Row(  
  mainAxisAlignment: MainAxisAlignment.spaceBetween,  
  children: <Widget>[  
    Icon(Icons.home),  
    Icon(Icons.search),  
    Icon(Icons.settings),  
  ],  
)
```

Text :

```
Text(  
  'Flutter is awesome!',  
  style: TextStyle(  
    color: Colors.blue,  
    fontSize: 24.0,  
    fontWeight: FontWeight.bold,  
  ),  
)
```

Image :

```
Image.asset(  
  'assets/images/flutter_logo.png',  
  width: 100.0,  
  height: 100.0,  
)
```

```
Image.network(  
  'https://www.example.com/flutter_logo.png',  
  width: 100.0,  
  height: 100.0,  
)
```

ElevatedButton :

```
ElevatedButton(  
  onPressed: () {  
    print('ElevatedButton pressed');  
  },  
  child: Text('Click Me'),  
  style: ElevatedButton.styleFrom(  
    primary: Colors.blue,  
    onPrimary: Colors.white,  
  ),  
)
```