

# Layouts Anidados



imagen

### Oeschinen Lake Campground

Kandersteg, Switzerland



fila



CALL



ROUTE

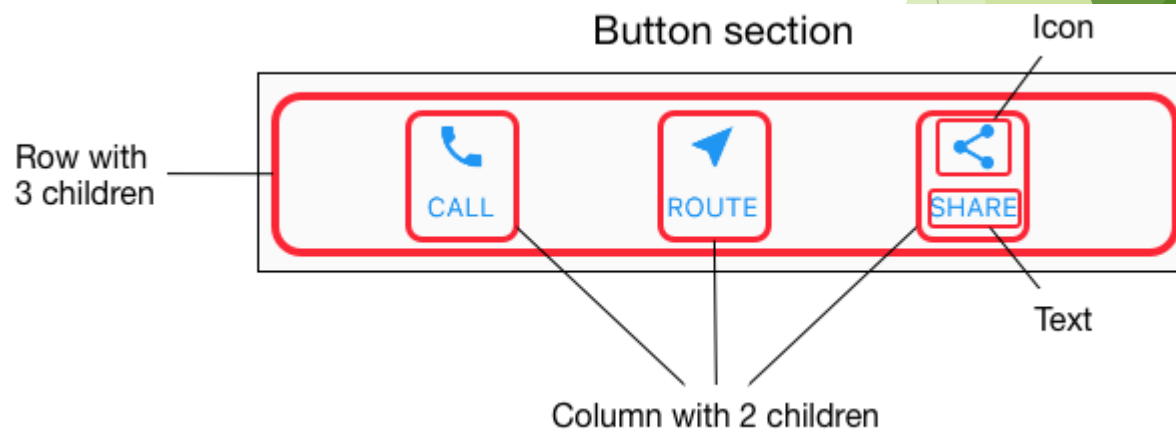
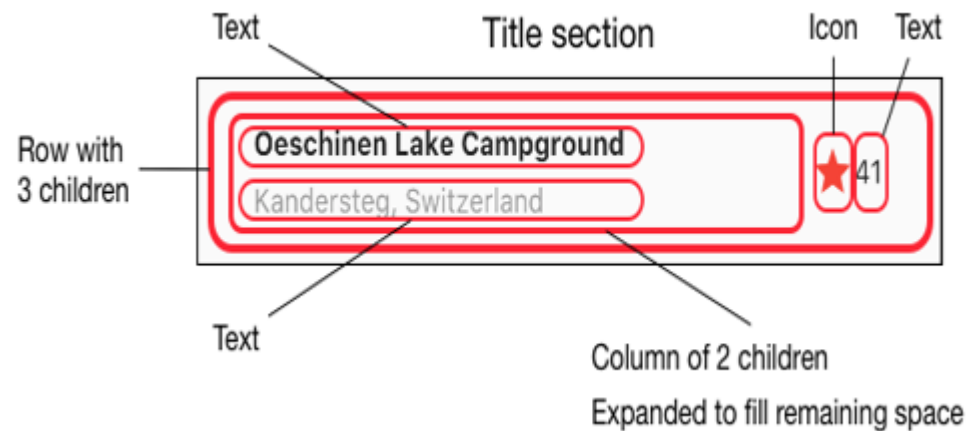


SHARE

fila

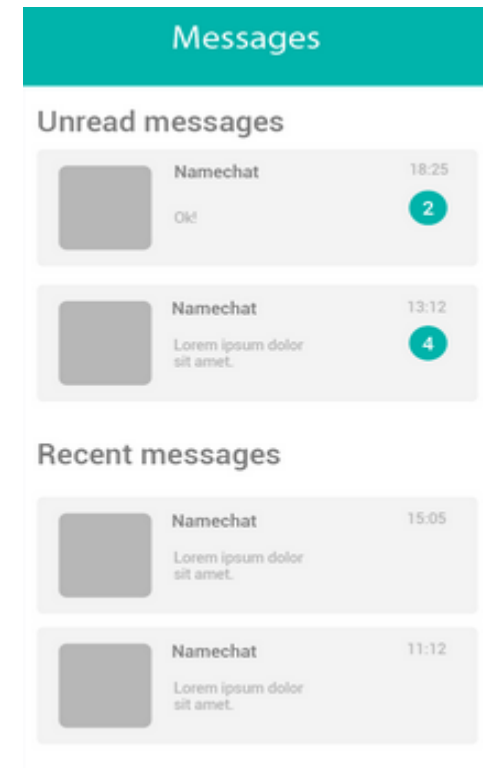
Lake Oeschinen lies at the foot of the Blüemlisalp in the Bernese Alps. Situated 1,578 meters above sea level, it is one of the larger Alpine Lakes. A gondola ride from Kandersteg, followed by a half-hour walk through pastures and pine forest, leads you to the lake, which warms to 20 degrees Celsius in the summer. Activities enjoyed here include rowing, and riding the summer toboggan run.

texto

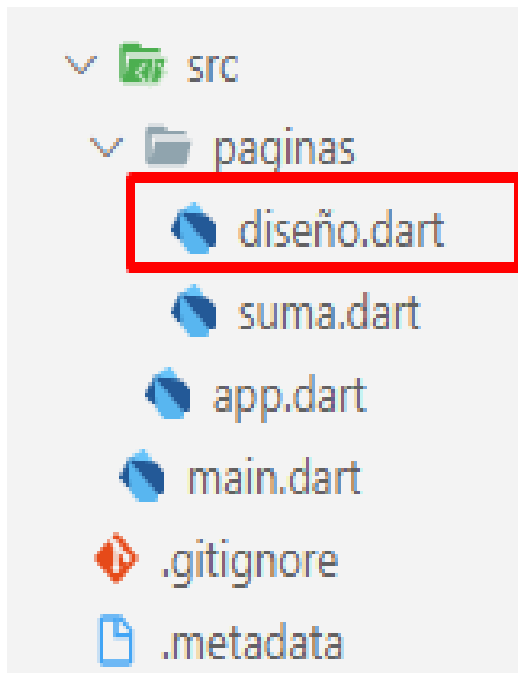


# práctica

- Realizar la estructura de layouts de los siguientes diseños



# Crear un nuevo archivo



50

51

52

```
# An image asset can refer to one c  
# https://flutter.dev/assets-and-in
```

PROBLEMS

OUTPUT

DEBUG CONSOLE

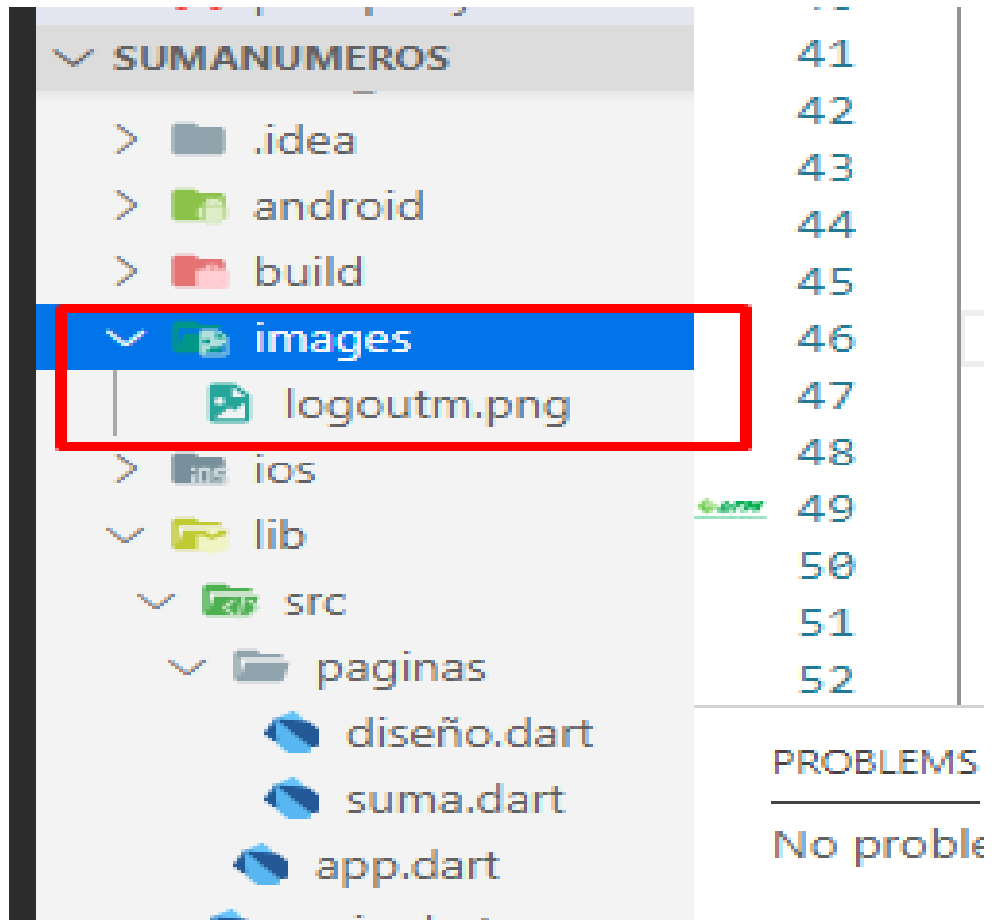
TERMINAL

No problems have been detected in the workspace so far.

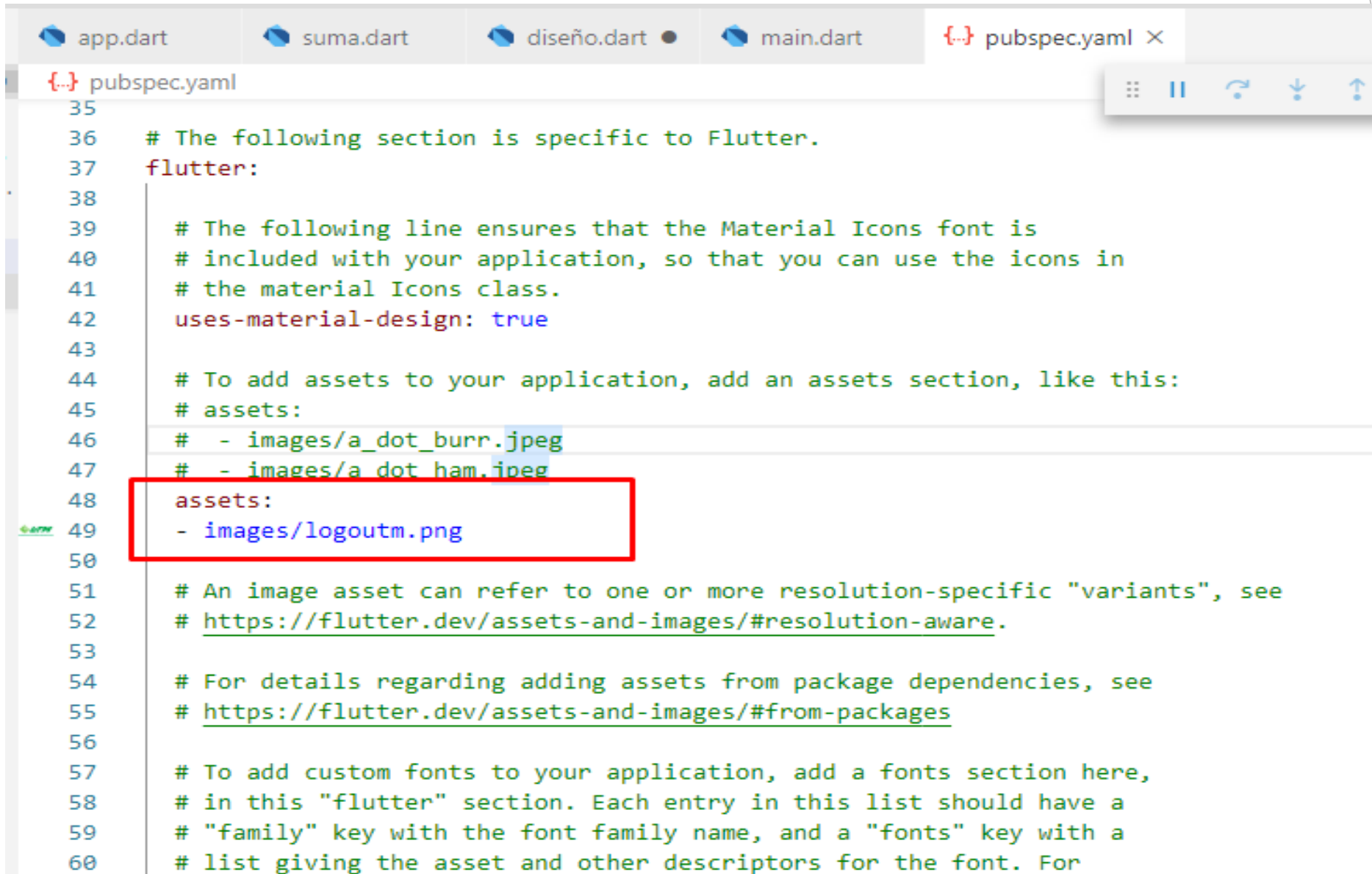
# Agregar el código del stateful

```
app.dart suma.dart diseño.dart main.dart pubspec.yaml  
lib > src > paginas > diseño.dart > _DisenoState > build  
4 // Define un widget de formulario personalizado  
5 class Diseno extends StatefulWidget {  
6   @override  
7   State<StatefulWidget> createState() => _DisenoState();  
8 }  
9  
10 class _DisenoState extends State<Diseno> {  
11   @override  
12   Widget build(BuildContext context) {  
13  
14     return Scaffold(  
15       appBar: AppBar(  
16         title: Text('La pruebita'),  
17       ), // AppBar  
18       body: Center(  
19         child: ListView(children: <Widget>[]  
20         ), // <Widget>[] // ListView  
21       ), // Center  
22     ); // Scaffold  
23   }  
24 }  
25 }
```

# Creo una carpeta y agrego una imagen



# Realizo cambios en el archivo



The image shows a code editor with several tabs at the top: app.dart, suma.dart, diseño.dart, main.dart, and pubspec.yaml. The pubspec.yaml tab is active, showing the following content:

```
35
36 # The following section is specific to Flutter.
37 flutter:
38
39 # The following line ensures that the Material Icons font is
40 # included with your application, so that you can use the icons in
41 # the material Icons class.
42 uses-material-design: true
43
44 # To add assets to your application, add an assets section, like this:
45 # assets:
46 #   - images/a_dot_burr.jpeg
47 #   - images/a_dot_ham.jpeg
48 assets:
49   - images/logoutm.png
50
51 # An image asset can refer to one or more resolution-specific "variants", see
52 # https://flutter.dev/assets-and-images/#resolution-aware.
53
54 # For details regarding adding assets from package dependencies, see
55 # https://flutter.dev/assets-and-images/#from-packages
56
57 # To add custom fonts to your application, add a fonts section here,
58 # in this "flutter" section. Each entry in this list should have a
59 # "family" key with the font family name, and a "fonts" key with a
60 # list giving the asset and other descriptors for the font. For
```

A red rectangular box highlights the assets section, specifically the line `- images/logoutm.png` on line 49.

# Agrego la imagen

```
return Scaffold(  
  appBar: AppBar(  
    title: Text('La pruebita'),  
  ), // AppBar  
  body: Center(  
    child: ListView(children: <Widget>[  
      Image.asset(  
        'images/logoutm.png',  
        fit: BoxFit.cover,  
      ), // Image.asset  
    ],) // <Widget>[] // ListView  
  ), // Center  
); // Scaffold  
}
```

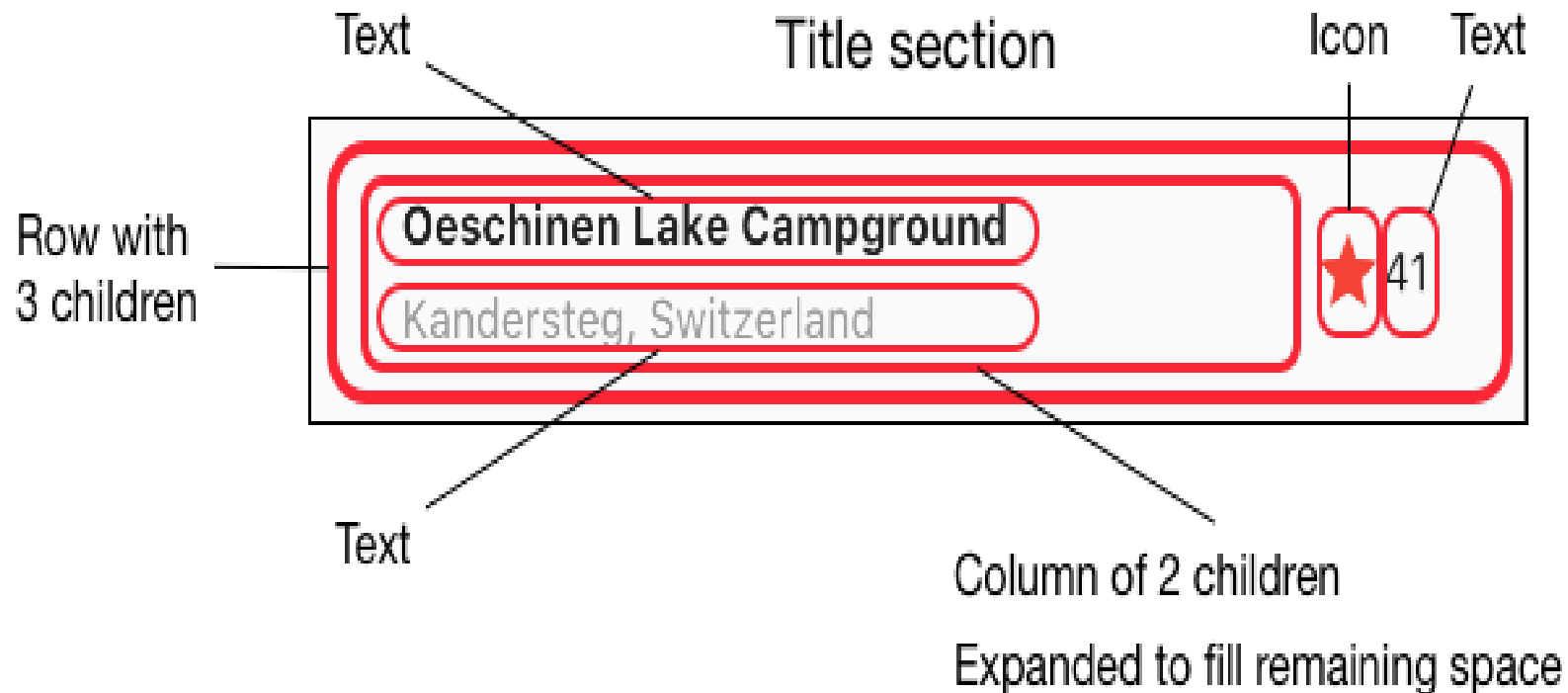


# resultado



# Primera fila

A continuación, diagrama cada fila. La primera fila, llamada sección Título, tiene 3 hijos: una columna de texto, un icono de estrella y un número. Su primer hijo, la columna, contiene 2 líneas de texto. Esa primera columna ocupa mucho espacio, por lo que debe estar envuelta en un widget Expanded.



# Código de la fila

```
Widget tituloSeccion = Container(  
  padding: const EdgeInsets.all(32),  
  child: Row(  
    children: [  
      Expanded(  
        //Elemento 1 la columna  
        /*Al colocar una columna dentro de un widget Expanded, se estira la columna para utilizar todo el espacio li  
        que queda en la fila al establecer la propiedad crossAxisAlignment a CrossAxisAlignment.  
        start se posiciona la columna al principio de la fila.  
        */  
        child: Column(  
          crossAxisAlignment: CrossAxisAlignment.start,  
          children: [  
            /*Poner el primer texto de la columna dentro de un Container te permite añadir padding.  
            El segundo hijo en la Columna, también texto, se visualiza como gris.*/  
            Container(  
              padding: const EdgeInsets.only(bottom: 8),  
              child: Text(  
                'Universidad Tecnológica Metropolitana',  
                style: TextStyle(  
                  fontWeight: FontWeight.bold,  
                ), // TextStyle  
              ), // Text  
            ), // Container
```

# Código de la fila

```
    ), // Expanded
    //elemento 2 la estrella

    Icon(
      Icons.star,
      color: Colors.red[500],
    ), // Icon
    //elemento 3 el texto junto estrella
    Text('5'),
  ),
), // Row
); // Container
```

# Llamamos al método desde el scaffold

src > paginas > diseño.dart > \_DisenoState > tituloseccion

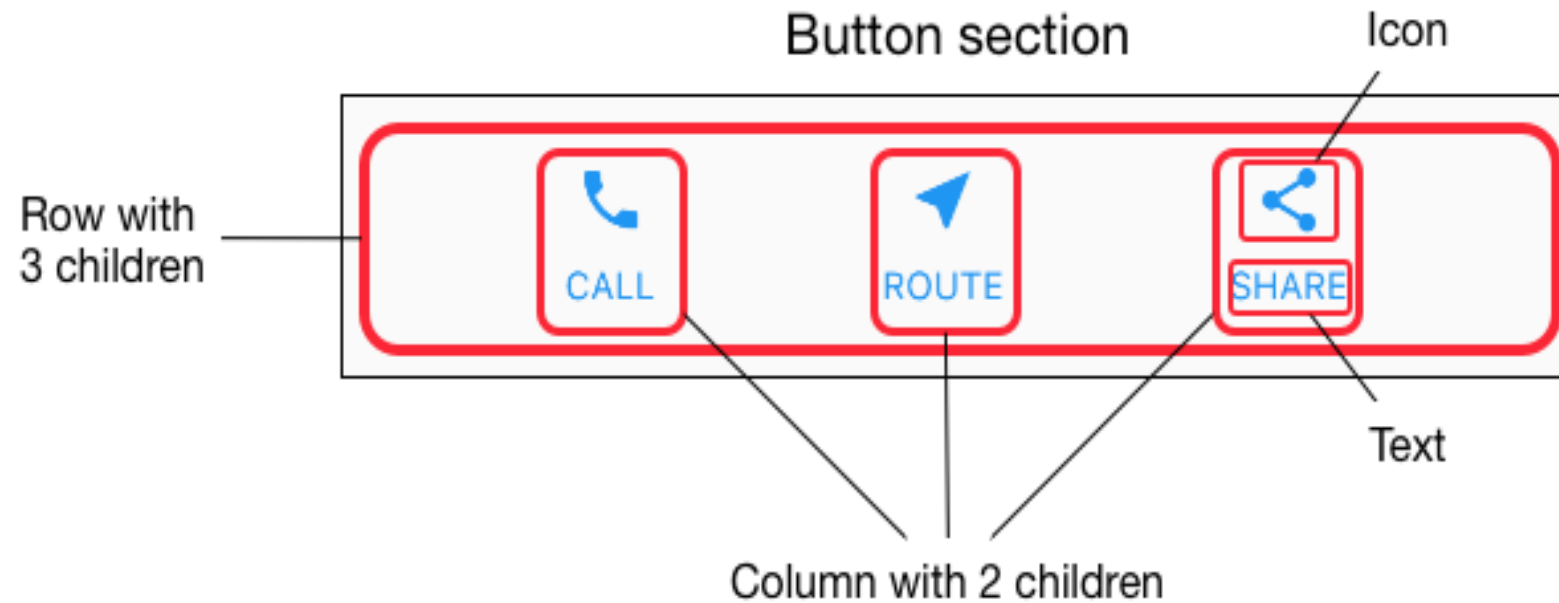
```
class _DisenoState extends State<Diseno> {  
  @override  
  Widget build(BuildContext context) {  
  
    return Scaffold(  
      appBar: AppBar(  
        title: Text('La pruebita'),  
      ), // AppBar  
      body: Padding(  
        padding: const EdgeInsets.all(16.0),  
        child: ListView(children: <Widget>[  
          Image.asset(  
            'images/logoutm.png',  
            fit: BoxFit.cover,  
          ), // Image.asset  
          tituloseccion,  
        ],) // <Widget>[] // ListView  
      ) // Padding  
    ); // Scaffold  
  }  
}
```

# resultado



# Segunda fila

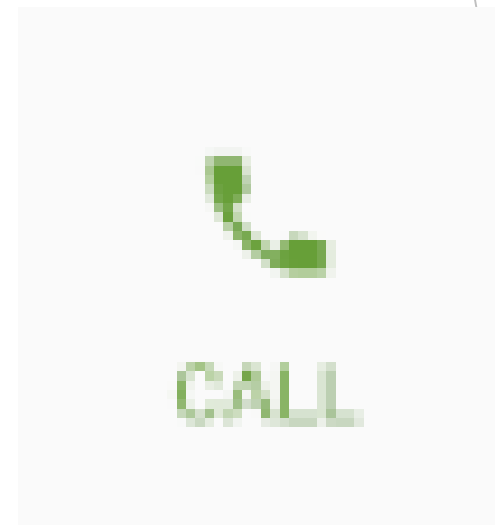
La segunda fila, llamada sección Botón, también tiene 3 hijos: cada hijo es una columna que contiene un icono y un texto.



# Segunda fila

- Primero se hace un método que permita generar la estructura de una columna con un icono y un texto.

```
//método para generar columna con texto e icono
static Column _creaColumna(Color color, IconData icon, String texto) {
  return Column(
    //para indicar a un widget column que tome el menor espacio posible
    mainAxisAlignment: MainAxisAlignment.min,
    //centrar
    mainAxisAlignment: MainAxisAlignment.center,
    children: [
      //icono
      Icon(icon, color: color),
      //texto
      Container(
        margin: const EdgeInsets.only(top: 8),
        child: Text(
          texto,
          style: TextStyle(
            fontSize: 12,
            fontWeight: FontWeight.w400,
            color: color,
          ), // TextStyle
        ), // Text
      ), // Container
    ],
  ); // Column
}
```





# Segunda fila

- Creamos el método para crear la fila con los 3 columnas de botones

```
Widget botones = Container(  
  child: Row(  
    mainAxisAlignment: MainAxisAlignment.spaceEvenly,  
    children: [  
      _creaColumna(color1, Icons.call, 'CALL'),  
      _creaColumna(color2, Icons.near_me, 'ROUTE'),  
      _creaColumna(color1, Icons.share, 'SHARE'),  
    ],  
  ), // Row  
); // Container
```

# Lo llamamos desde scaffold

```
return Scaffold(  
  appBar: AppBar(  
    title: Text('La pruebita'),  
  ), // AppBar  
  body: Padding(  
    padding: const EdgeInsets.all(16.0),  
    child: ListView(children: <Widget>[  
      //imagen  
      Image.asset(  
        'images/logoutm.png',  
        fit: BoxFit.cover,  
      ), // Image.asset  
      //fila 1  
      tituloseccion,  
      //fila 2  
      botones,  
    ],) // <Widget>[] // ListView  
  ) // Padding  
); // Scaffold
```

# resultado



# Agregar el elemento texto

paginas > diseño.dart > \_DisenoState > build

```
padding: const EdgeInsets.all(16.0),  
child: ListView(children: <Widget>|
```

```
  //imagen
```

```
  Image.asset(  
    'images/logoutm.png',  
    fit: BoxFit.cover,  
  ), // Image.asset
```

```
  //fila 1
```

```
  tituloseccion,
```

```
  //fila 2
```

```
  botones,
```

```
  //elemento texto
```

```
  Container(  
    padding: const EdgeInsets.all(32),
```

```
    child: Text(  
      'Lake Oeschinen lies at the foot of the Blüemlisalp in the Bernese '
```

```
      'Alps. Situated 1,578 meters above sea level, it is one of the '
```

```
      'larger Alpine Lakes. A gondola ride from Kandersteg, followed by a '
```

```
      'half-hour walk through pastures and pine forest, leads you to the '
```

```
      'lake, which warms to 20 degrees Celsius in the summer. Activities '
```

```
      'enjoyed here include rowing, and riding the summer toboggan run.',
```

```
      'enjoyed here include rowing, and riding the summer toboggan run.',
```

```
      'enjoyed here include rowing, and riding the summer toboggan run.',
```

```
      'enjoyed here include rowing, and riding the summer toboggan run.',
```

```
      'enjoyed here include rowing, and riding the summer toboggan run.',
```

```
      'enjoyed here include rowing, and riding the summer toboggan run.',
```

```
      'enjoyed here include rowing, and riding the summer toboggan run.',
```

```
      'enjoyed here include rowing, and riding the summer toboggan run.',
```

```
      'enjoyed here include rowing, and riding the summer toboggan run.',
```

# Resultado final

