

Lab 7

Link for assignment : <https://github.com/Diya-Lad/SDP>

There are 2 types of widgets:

1) Stateless: Widget whose state we can't change

2) Stateful: Widget whose state we can change

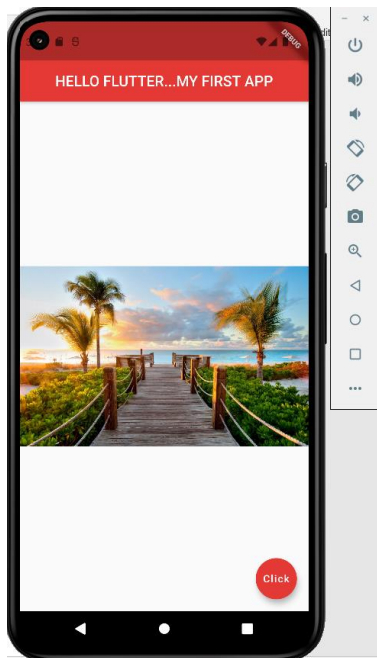
- To add stateless widget short cut is stless and for stateful widget is stful.
- To add Any static data like font, Image we can use pubspec.yaml file.

Code test : 1 : Images

```
void main() {
  runApp(MaterialApp(
    home: HomeScreen()
  ));
}

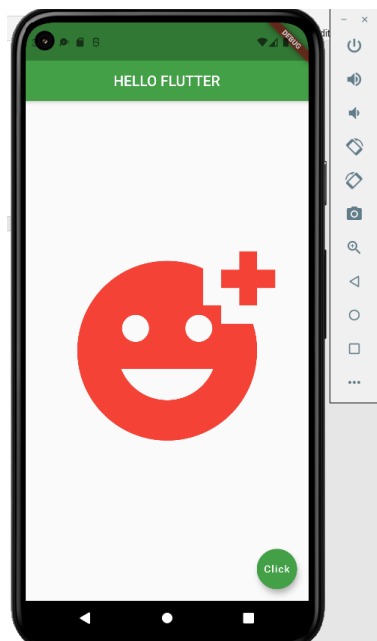
class HomeScreen extends StatelessWidget {
  // const test1({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('HELLO FLUTTER...MY FIRST APP'),
        centerTitle: true,
        backgroundColor: Colors.red[600],
      ),
      body: Center(
        child: Image(
          image: AssetImage('asset/img.jpg'),
        )
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () {},
        child: Text('Click'),
        backgroundColor: Colors.red[600],
      ),
    );
  }
}
```



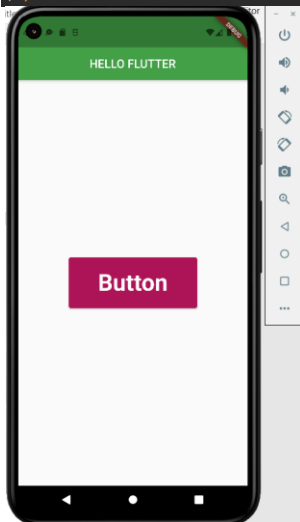
Code test 2: Icon

```
body: Center(  
  child: Icon(  
    Icons.add_reaction,  
    color: Colors.red,  
    size: 300.0,  
  ),  
)
```

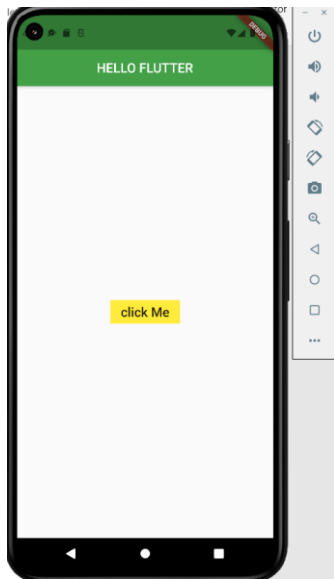


code test 3 : Buttons

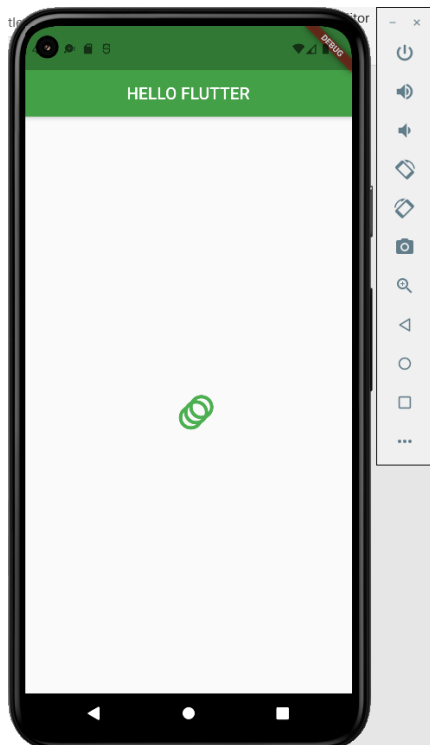
```
body :Center(  
  child: ElevatedButton(  
    child: Text('Button'),  
    onPressed: () {},  
    style: ElevatedButton.styleFrom(  
      primary: Colors.pink[800],  
      padding: EdgeInsets.symmetric(horizontal: 50, vertical: 20),  
      textStyle: TextStyle(  
        fontSize: 40,  
        fontWeight: FontWeight.bold),  
    ),  
  ),  
)
```



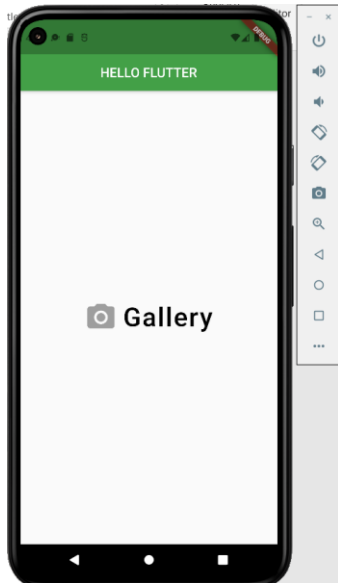
```
body:Center(  
  child: FlatButton(  
    onPressed: () {  
      print('print on consol');  
    },  
    child: Text('click Me', style: TextStyle(  
      fontSize: 20.0  
    )),  
    color: Colors.yellow,  
  )  
)
```



```
body: Center(  
  child: IconButton(  
    icon: Icon(  
      Icons.animation,  
      color: Colors.green,  
      size: 50.0,  
    ),  
    tooltip: 'Animation',  
    onPressed: () {  
      print('Hello World');  
    },  
  ),  
)
```

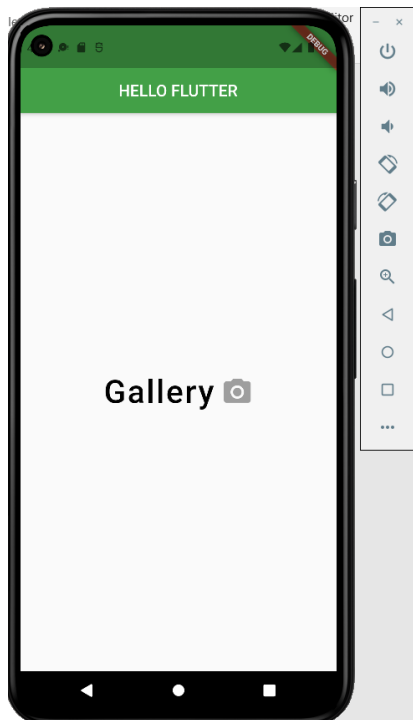


```
body: Center(  
  child: TextButton.icon(  
    icon: Icon(  
      Icons.photo_camera,  
      color: Colors.grey,  
      size: 50.0,  
    ),  
    label: Text("Gallery", style: TextStyle(  
      color: Colors.black,  
      fontSize: 40.0,  
      letterSpacing: 2.0,  
    )),  
    textAlign: TextAlign.start,  
  ),  
  onPressed: () {},  
)  
)
```



```
body: Center(  
  child: Directionality(  
    textDirection: TextDirection.rtl,  
    child: TextButton.icon(  
      icon: Icon(  
        Icons.photo_camera,  
        color: Colors.grey,  
        size: 40.0,  
      ),  
      label: Text("Gallery", style: TextStyle(  
        color: Colors.black,  
        fontSize: 40.0,  
        letterSpacing: 2.0,  
      )),  
      textAlign: TextAlign.start,  
    ),  
    onPressed: () {},  
  ),  
)  
)
```

Here we have use direction rtl means right to left so 1st component will be on right and 2nd will be on left direction means direction is reversed.



```
body: Column(  
  children: [  
    Container(  
      child: ElevatedButton(  
        child: Text('Button'),  
        onPressed: () {},  
        style: ElevatedButton.styleFrom(  
          primary: Colors.pink[800],  
          padding: EdgeInsets.symmetric(horizontal: 50, vertical: 20),  
          textStyle: TextStyle(  
            fontSize: 40,  
            fontWeight: FontWeight.bold),  
          ),  
        ),  
      ),  
    Container(  
      child: FlatButton(  
        onPressed: () {  
          print('print on consol');  
        },  
        child: Text('click Me'),  
        color: Colors.blue,  
      ),  
    ),  
    Container(  
      child: IconButton(  
        icon: Icon(  
          Icons.animation,  
          color: Colors.green,  
          size: 50.0,  
        ),  
        tooltip: 'Animation',  
        onPressed: () {
```

```

        print('Hello World');
    },
),
),
Container(
  child: TextButton.icon(
    icon: Icon(
      Icons.photo_camera,
      color: Colors.grey,
      size: 50.0,
    ),
    label: Text("Gallery", style: TextStyle(
      color: Colors.black,
      fontSize: 40.0,
      letterSpacing: 2.0,
    )),
    textAlign: TextAlign.start,
  ),
  onPressed: () {},
),
Container(
  child: Directionality(
    textDirection: TextDirection.rtl,
    child: TextButton.icon(
      icon: Icon(
        Icons.photo_camera,
        color: Colors.grey,
        size: 40.0,
      ),
      label: Text("Gallery", style: TextStyle(
        color: Colors.black,
        fontSize: 40.0,
        letterSpacing: 2.0,
      )),
      textAlign: TextAlign.start,
    ),
    onPressed: () {},
  ),
),
),
],
)

```