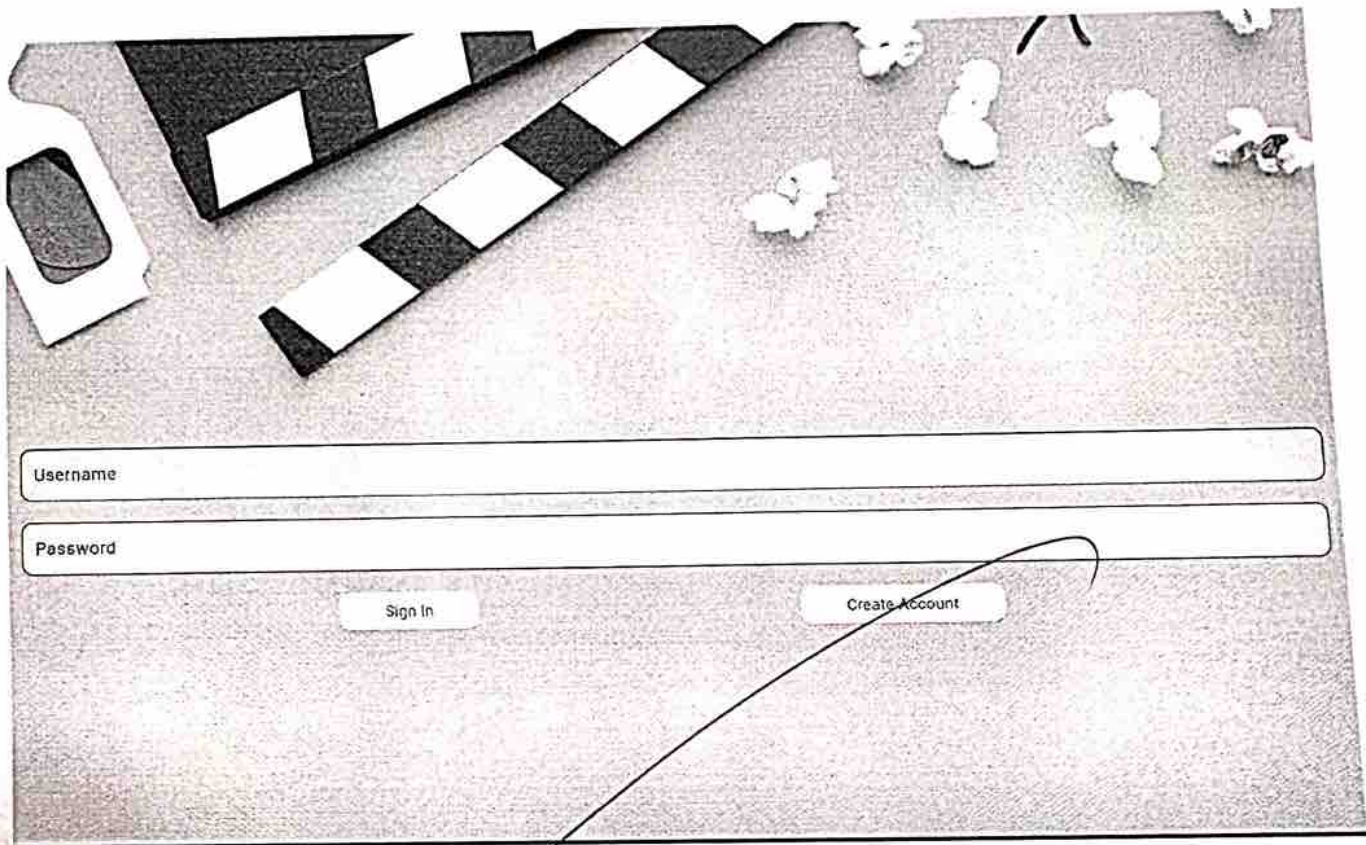Gungun. K. Panjabi

DISB/64

MPL Lab - 2

Aim : To design a flutter UI by incorporating commonly used widgets.

Theory : Flutter is an open-source UI software development kit created by google. It enables developers to build natively compiled applications for Mobile web and desktop from a single codebox. The fundamental building blocks of a flutter UI are widgets, which define structure and behaviours of UI elements.

Common widgets in Flutter :

- Scaffold : Provides basic structure for the app including app bar and body
- container : A box model to apply styling
- Text : Display a piece of text with various styling options
- Icon : Display Icons from Flutter t built in library
- Button : Elevated Button : button with elevation for simple better design
  ∘ Text button : button with no elevation for simple text
- Padding and Sized Box : Helps in spacing and organiy UI element

Conclusion : In this experiment, we succefully designed a app welcoming screen using common flutter width. The use of Padding, column and Button helped structure the UI while gradients and custom fonts improved aesthetics. During this experimen

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