Name: Kaklotar Gaurav Amarshibhai

Subject: SDP

Batch: A3

Roll No: CE053

ID No: 20CEUBG084

Lab07 Tutorial-1

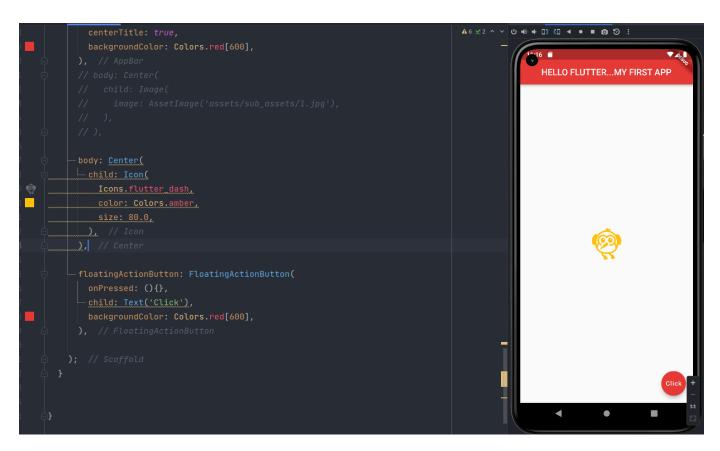
abstract class StatelessWidget extends Widget

A widget that does not require mutable state.

A stateless widget is a widget that describes part of the user interface by building a constellation of other widgets that describe the user interface more concretely.

Containing class: AssetImage

Creates an object that fetches an image from an asset bundle.



Containing class: Icon

Creates an icon.

The size and color default to the value given by the current IconTheme.

Containing class: ElevatedButton

Create an ElevatedButton.

The autofocus and clipBehavior arguments must not be null.

Once we click on "Click me" it will print message on console.

```
Performing hot reload...

Syncing files to device Android SDK built for x86 64...

Reloaded 1 of 585 libraries in 468ms.

I/flutter ( 3164): print on consol

I/flutter ( 3164): print on consol
```

Same thing we can achive using Icons.

```
✓ main.dart ×

Console 
✓ □ Console 
✓ □ Performing hot reload...

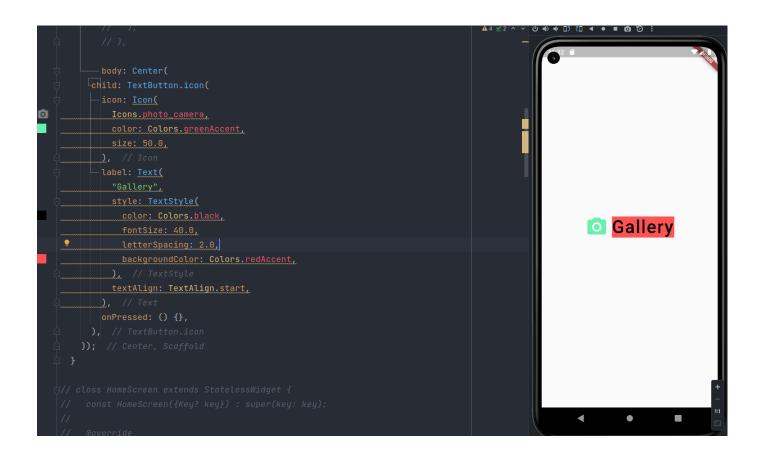
Syncing files to device Android SDK built for x86 64...

Reloaded 1 of 585 libraries in 1,007ms.

I/flutter ( 3164): On consol print

I/flutter ( 3164): On consol print

I/flutter ( 3164): On consol print
```



Containing class: Directionality

Creates a widget that determines the directionality of text and text-direction-sensitive render objects.

The textDirection and child arguments must not be null.

Containing class: TextDirection

Type: TextDirection

The text flows from right to left (e.g. Arabic, Hebrew).

Final Code:

Main.dart

import 'package:flutter/material.dart';

```
void main() {
 runApp(MaterialApp(home: const HomeScreen()));
}
class HomeScreen extends StatelessWidget {
 const HomeScreen({Key? key}) : super(key: key);
 @override
 Widget build(BuildContext context) {
  return Scaffold(
    body: Center(
     child: Directionality(
      textDirection: TextDirection.rtl,
      child: TextButton.icon(onPressed: (){},
         icon: Icon(
          Icons.photo_camera,
          color: Colors.greenAccent,
          size: 50.0,
         label: Text(
          "Gallery",
          style: TextStyle(
           color: Colors.black,
           fontSize: 40.0,
           letterSpacing: 2.0,
           backgroundColor: Colors.redAccent,
          textAlign: TextAlign.start,
         )),
     ),
  );
```

```
// body: Center(
   // child: TextButton.icon(
   // icon: Icon(
   // Icons.photo camera,
   // color: Colors.greenAccent,
   // size: 50.0,
   // ),
   // label: Text(
   // "Gallery",
   // style: TextStyle(
   // color: Colors.black,
   // fontSize: 40.0,
   // letterSpacing: 2.0,
   // backgroundColor: Colors.redAccent,
   // textAlign: TextAlign.start,
   // onPressed: () {},
  //),
 // ));
// class HomeScreen extends StatelessWidget {
// const HomeScreen({Key? key}) : super(key: key);
//
// @override
// Widget build(BuildContext context) {
// return Scaffold(
//
   body: Center(
//
      child: IconButton(
```

```
//
        icon: Icon(
//
         Icons.mail outline sharp,
//
         size: 30.0,
//
//
        tooltip: 'Send mail me',
//
        onPressed: (){
//
         print('On consol print');
//
        },
//
      ),
//
     ),
// );
// }
//}
// class HomeScreen extends StatelessWidget {
// const HomeScreen({Key? key}) : super(key: key);
//
// @override
// Widget build(BuildContext context) {
    return Scaffold(
      body: Center(
//
     child: FlatButton(
//
//
        onPressed: (){
//
         print('print on consol');
//
//
        child: Text('Click me'),
        color: Colors.blue,
//
//
      ),
//
     ),
//
    );
// }
```

```
//}
/*
// class HomeScreen extends StatelessWidget {
 // const HomeScreen({Key? key}) : super(key: key);
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   appBar: AppBar(
    title: Text('BUTTONS WIDGET APP'),
    centerTitle: true,
    backgroundColor: Colors.red[600],
   body: Center(
    child: ElevatedButton(
     child: Text('Button'),
     onPressed: () {},
     style: ElevatedButton.styleFrom(
        primary: Colors.purple[800],
        padding: EdgeInsets.symmetric(horizontal: 50, vertical: 20),
        textStyle: TextStyle(fontSize: 40, fontWeight:
FontWeight.bold)),
    ),
   floatingActionButton: FloatingActionButton(
    onPressed: () {},
    child: Text('Click'),
    backgroundColor: Colors.red[600],
   ),
  );
```

```
*/
@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('assets/sub_assets/1.jpg'),
  // ),
  //),
  // body: Center(
  // child: Icon(
  // Icons.flutter_dash,
  // color: Colors.amber,
  // size: 80.0,
  // ),
  //),
  floatingActionButton: FloatingActionButton(
   onPressed: (){},
   child: Text('Click'),
   backgroundColor: Colors.red[600],
  ),
```

```
);
}
*/
}
```

Github Link:

https://github.com/GauravKaklotar/SDP/tree/master/Lab07/lab7_t1