AIM : To design Flutter UI by including common widgets.

CODE :

```
import 'package:flutter/material.dart';
void main() {
runApp(const MyApp());
}
class MyApp extends StatelessWidget {
const MyApp({Key? key}) : super(key: key);
@override
Widget build(BuildContext context) {
return MaterialApp(
title: 'Welcome to Flutter',
home: Scaffold(
appBar: AppBar(
title: const Text('Gomati Iyer 25 Experiment 2'),
),
body: Center(
child: Image.asset('assets/hello.jpg'),
),
),
);
}
}
```

OUTPUT :