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MPL Experiment No. 2

* **Aim :-** To Design Flutter UI by including common widgets.

* **Theory :**

Flutter is an open-source UI toolkit by Google that allow developers to build natively compiled applications for mobile, web and desktop using a single codebase. It is based on the Dart programming language & follows a widget-based architecture where everything in flutter is a widget.

o **Common Widgets in Flutter:**

① <u>Scaffold</u>: provides a basic structure for the app, including an app bar, body, floating auton button.

② <u>App Bar</u>: Displays the title and autons in the top navigation bar.

③ <u>Text</u>: used to display textual content in the app.

④ <u>Text field</u>: Accepts user input in forms or search bars.

⑤ <u>Container</u>: A versatile widget used for styling elements with padding, margins, borders & background colors.

6. **ElevatedButton :** A button with elevation for user interaction.

8. **Row & column :** used to arrange widgets horizontally or vertically.

* Conclusion :-

I have completed this experiment successfully and learned to design flutter UI including common widgets such as, textfields, text, AppBar.

Forgotten password

Provide your email and we will send you a link to reset your password

Email
hjadhav866@gmail.com

(Reset password)

Go back

New Match

Team 1
_____

Team 2
_____

Toss Winner ▾

Bat ⦿   Field ○

Overs (Max 50)
_____

Start Match

🏏 New Match   🕐 History   👥 Teams   👤 Profile