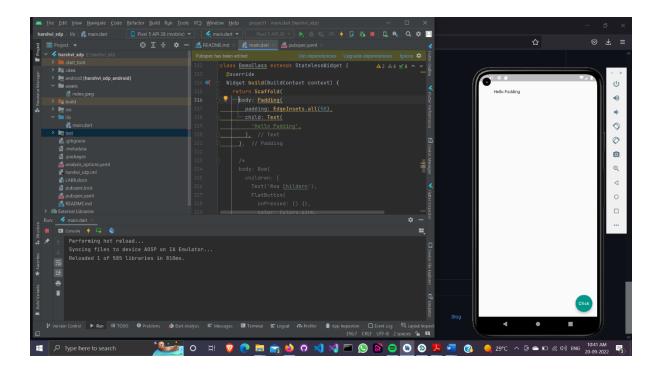
Name: Harshvi Trivedi

Roll\_no: CE147

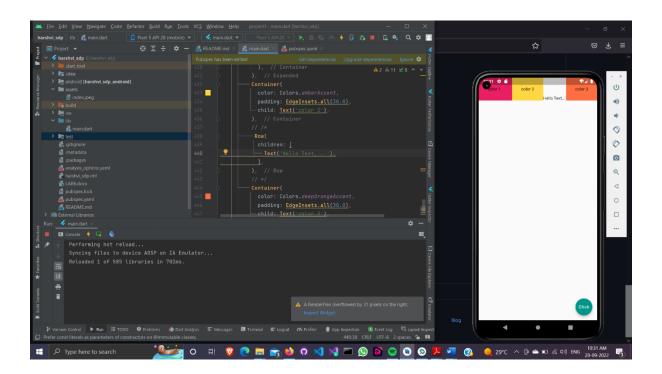
```
Code test:-
body:
    Padding(
        padding: EdgeInsets.all(50),
        child: Text('Hello only padding..padding givien by khushal'),
),
```



## Code 2:

```
body:
Row(
  children: [
    Text('HELLO ROW'),
    FlatButton(
      onPressed: () {},
      color: Colors.purple,
      child: Text('Press Me'),
```

```
),
    Container(
        color: Colors.cyanAccent,
        padding: EdgeInsets.all(30.0),
        child: Text('inside container'),
     )
     ],
),
```



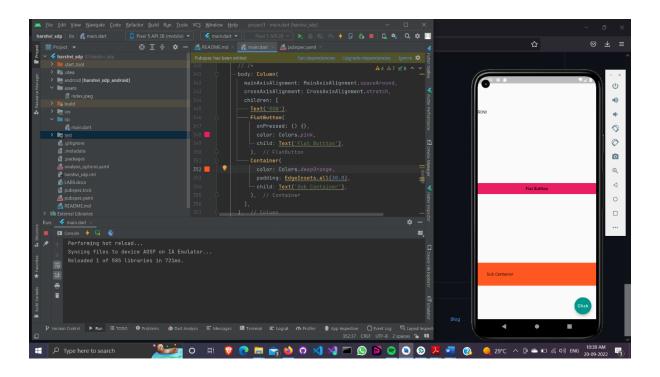
### Code 3:

```
body:
    Column(
    mainAxisAlignment: MainAxisAlignment.spaceAround,

    crossAxisAlignment: CrossAxisAlignment.stretch,

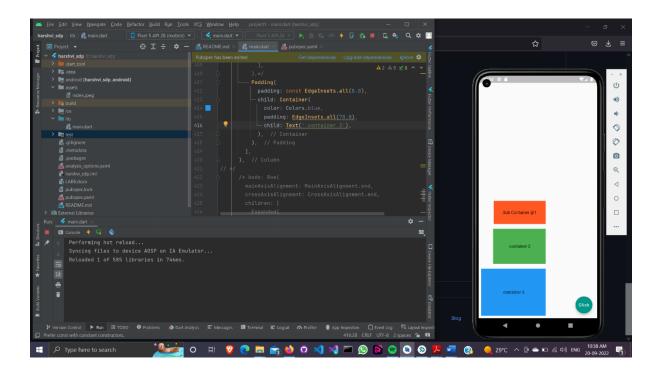
    children: [
        Text('Hello ROW'),
        FlatButton(
            onPressed: () {},
            color: Colors.purple,
            child: Text('Press Me'),
        ),
        Container(
        color: Colors.cyanAccent,
        padding: EdgeInsets.all(30.0),
```

```
child: Text('inside container'),
)
],
),
```



## Code 4:

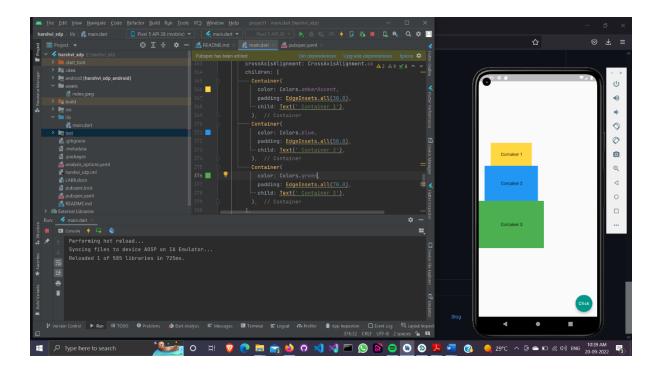
```
Container(
    color: Colors.green[800],
    padding: EdgeInsets.all(70.0),
        child: Text('inside container 3'),
    ),
    ],
```



### Code 5:

```
padding: EdgeInsets.all(50.0),
    child: Text('inside container 2'),
),

Container(
    color: Colors.green[800],
    padding: EdgeInsets.all(70.0),
        child: Text('inside container 3'),
    ),
    ],
```





# Code:

```
import 'package:flutter/material.dart';
void main() => runApp(MaterialApp(
   home: FinalTest1(),
));
class FinalTest1 extends StatelessWidget {
// const FinalTest1({Key? key}) : super(key: key);
   @override
   Widget build(BuildContext context) {
    return Scaffold(
```

```
backgroundColor: Colors.lightGreen[200],
appBar: AppBar(
body: Padding(
      CircleAvatar(
        backgroundImage: AssetImage('assets/dog3.jpg'),
      Text(
```