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CLASS: D15A
BATCH : B
ROLL NO. 39

MAD PWA LAB-2

AIM: To design Flutter UI by including common widgets.

THEORY: Some common widgets used in Flutter are as follows:

MaterialApp: Represents the overall structure of a Flutter application, providing settings for the app.

Container: A box model allowing customization of size, padding, margin, and decoration for its child widget.

Column and Row:

Column: Arranges children vertically.

Row: Arranges children horizontally.

Text: Displays text with specific styles using the TextStyle class.

Image: Displays images from various sources, including network URLs or local assets.

ListView: Displays a scrolling list of widgets, allowing users to scroll through content.

GestureDetector: Captures user gestures like taps, double taps, and swipes, enabling interactive behavior. **Stack:** Overlaps widgets, allowing them to be positioned on top of each other.

AppBar: Represents the app bar at the top of the screen, typically containing the app's title and actions.

TextField: Allows users to input text, providing a UI for text entry.

SYNTAX:

Syntaxes for some of common widgets are as follows:

1.Text

```
Text( "Text  
Content",  
style:TextStyle(  
//style  
properties  
)  
)
```

2.Container

```
Container(  
  
//style like  
  
Width: 100, Height: 100, child://child  
widget to which container contains  
)
```

```
3.TextButton TextButton(  
Event: action, child:  
Text('Button placeholder'),  
)
```

STEPS TO BE FOLLOWED:

- 1.Make an assets folder/directory and save the image in the folder.
2. Edit the pubspec.yaml file lines 62,63 wherein the path of the image is given.
- 3..After saving the image make sure to change the name in the main.dart file in Image.asset

CODE:

```
import 'package:flutter/material.dart';  
  
class AccountsPage extends StatefulWidget {  
  @override  
  _AccountsPageState createState() => _AccountsPageState();  
}  
  
class _AccountsPageState extends State<AccountsPage> {
```

```

@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text('Account'),
      actions: [
        IconButton(
          icon: Icon(Icons.account_circle),
          onPressed: () {
            // Implement action for account image tap
          },
        ),
      ],
    ),
    body: Column(
      crossAxisAlignment: CrossAxisAlignment.stretch,
      children: [
        SizedBox(height: 20), // Increase distance between app bar and widgets
        Padding(
          padding: const EdgeInsets.all(8.0),
          child: Row(
            mainAxisAlignment: MainAxisAlignment.spaceEvenly,
            children: [
              Expanded(
                child: _buildCategoryButton('Help'),
              ),
              Expanded(
                child: _buildCategoryButton('Wallet'),
              ),
              Expanded(
                child: _buildCategoryButton('Trips'),
              ),
            ],
          ),
        ),
        SizedBox(height: 40), // Reduced space between the two sections
        Padding(
          padding: const EdgeInsets.all(8.0),
          child: Column(
            crossAxisAlignment: CrossAxisAlignment.stretch,
            children: [
              _buildSettingsButton('Settings'),
            ],
          ),
        ),
      ],
    ),
  );
}

```

```

        SizedBox(height: 10), // Adjusted height
        _buildSettingsButton('Messages'),
        SizedBox(height: 10), // Adjusted height
        _buildSettingsButton('Send a Gift'),
        SizedBox(height: 10), // Adjusted height
        _buildSettingsButton('Drive or Deliver with Uber'),
        SizedBox(height: 10), // Adjusted height
        _buildSettingsButton('Legal'),
        SizedBox(height: 10), // Adjusted height
        _buildSettingsButton('Logout'),
      ],
    ),
  ),
],
),
);
}

```

```

Widget _buildCategoryButton(String title) {
  return Container(
    height: 50, // Adjust the height as needed
    decoration: BoxDecoration(
      borderRadius: BorderRadius.circular(15), // Adjust the radius as needed
      color: Colors.grey, // Adjust the color as needed
    ),
    child: Center(
      child: Padding(
        padding: const EdgeInsets.all(8.0), // Adjust the padding as needed
        child: Text(
          title,
          style: TextStyle(
            color: Colors.black, // Adjust the text color as needed
            fontSize: 16, // Adjust the font size as needed
          ),
        ),
      ),
    ),
  ),
);
}

```

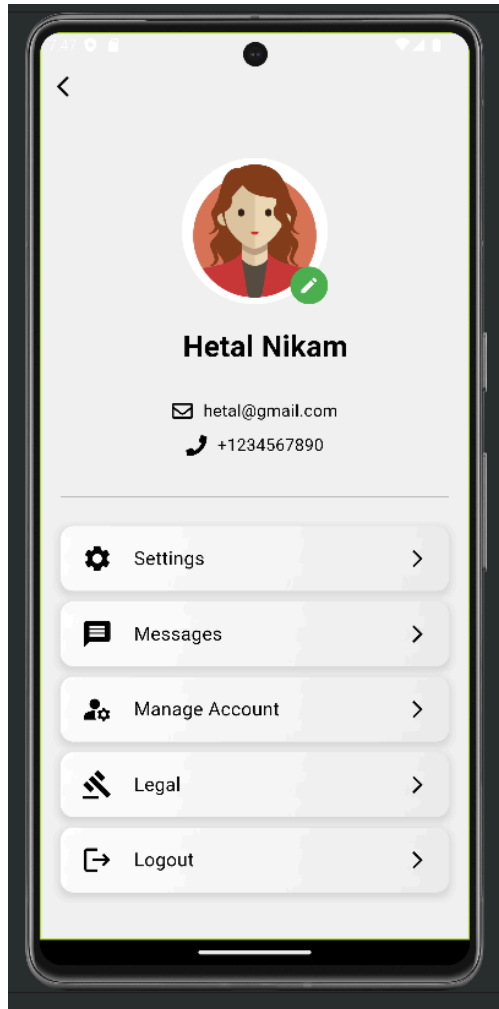
```

Widget _buildSettingsButton(String title) {
  return Container(
    decoration: BoxDecoration(

```

```
border: Border(bottom: BorderSide(color: Colors.grey.shade300)),
),
child: ListTile(
  title: Text(title),
  onTap: () {
    // Implement action for settings button tap
  },
),
);
}
```

OUTPUT:



CONCLUSION:

Learned about basic widgets used in flutter.

Learned about syntaxes for the same.