**Exp 2:** Main.dart(flutter UI using common widget)

import 'package:flutter/material.dart'; void main() => runApp(MaterialApp(

home: CollegeIdCard(),

));

class CollegeIdCard extends StatelessWidget { @override

Widget build(BuildContext context) { return Scaffold(

backgroundColor: Colors.white, appBar: AppBar(

title: Text('College ID Card'), centerTitle: true,

backgroundColor: Colors.pink[900], elevation: 0.0,

),

body: Padding(

padding: const EdgeInsets.fromLTRB(30.0, 40.0, 30.0, 0), child: Column(

crossAxisAlignment: CrossAxisAlignment.start, children: <Widget>[

Center(

child: CircleAvatar( radius: 60.0,

backgroundImage: AssetImage('img/picc.jpeg'),

),

),

Divider(

color: Colors.grey[800], height: 60.0,

),

Text(

'STUDENT NAME',

style: TextStyle( color: Colors.grey, letterSpacing: 2.0,

),

),

SizedBox(height: 10.0), Text(

'Rutuja Navghane', style: TextStyle(

color: Colors.pink[300], fontWeight: FontWeight.bold, fontSize: 18.0,

letterSpacing: 2.0,

),

),

SizedBox(height: 30.0), Text(

'COLLEGE ADDRESS',

style: TextStyle( color: Colors.grey, letterSpacing: 2.0,

),

),

SizedBox(height: 10.0), Text(

'BVCOE Kharghar, Navi Mumbai', style: TextStyle(

color: Colors.pink[300], fontWeight: FontWeight.bold, fontSize: 16.0,

letterSpacing: 2.0,

),

),

SizedBox(height: 30.0), Text(

'CURRENT ACADEMIC YEAR',

style: TextStyle( color: Colors.grey, letterSpacing: 2.0,

),

),

SizedBox(height: 10.0), Text(

'TE - Information Technology', style: TextStyle(

color: Colors.pink[300], fontWeight: FontWeight.bold, fontSize: 16.0,

letterSpacing: 2.0,

),

),

SizedBox(height: 30.0), Row(

children: <Widget>[ Icon(

Icons.email,

color: Colors.grey[400],

),

SizedBox(width: 10.0), Text(

'navghanerutuja@gmail.com', style: TextStyle(

color: Colors.grey[400], fontSize: 18.0,

letterSpacing: 1.0,

),

)

],

),

SizedBox(height: 30.0), Row(

children: <Widget>[ Icon( Icons.phone,

color: Colors.grey[400],

),

SizedBox(width: 10.0), Text(

'8850622507',

style: TextStyle(

color: Colors.grey[400], fontSize: 18.0,

letterSpacing: 1.0,

),

)

],

),

Divider(

color: Colors.grey[800], height: 60.0,

),

Text(

'Student Address', style: TextStyle( color: Colors.grey, letterSpacing: 2.0,

),

),

SizedBox(height: 5.0), Text(

'Mahavir Apt., Sector 20, airoli, Navi mumbai-400708', style: TextStyle(

color: Colors.grey, fontWeight: FontWeight.bold, fontSize: 16.0,

letterSpacing: 2.0,

),

),

Divider(

color: Colors.grey[800], height: 60.0,

),

],

),

),

);

}

}

**Exp 3:** Main.dart (form)

import 'package:flutter/material.dart'; void main() => runApp(MyApp());

class MyApp extends StatelessWidget { @override

Widget build(BuildContext context) { final appTitle = 'Flutter Form Demo'; return MaterialApp(

title: appTitle, home: Scaffold( appBar: AppBar(

title: Text(appTitle),

),

body: MyCustomForm(),

),

);

}

}

// Create a Form widget.

class MyCustomForm extends StatefulWidget { @override

MyCustomFormState createState() { return MyCustomFormState();

}

}

// Create a corresponding State class, which holds data related to the form. class MyCustomFormState extends State<MyCustomForm> {

// Create a global key that uniquely identifies the Form widget

// and allows validation of the form.

final \_formKey = GlobalKey<FormState>();

@override

Widget build(BuildContext context) {

// Build a Form widget using the \_formKey created above. return Form(

key: \_formKey, child: Column(

crossAxisAlignment: CrossAxisAlignment.start, children: <Widget>[

TextFormField(

decoration: const InputDecoration( icon: const Icon(Icons.*person*), hintText: 'Enter your full name', labelText: 'Name',

),

validator: (String? value) { if (value!.isEmpty) {

return 'Please enter some text';

}

return null;

},

),

TextFormField(

decoration: const InputDecoration( icon: const Icon(Icons.*phone*), hintText: 'Enter a phone number', labelText: 'Phone',

),

validator: (String? value) { if (value!.isEmpty) {

return 'Please enter valid phone number';

}

return null;

},

),

TextFormField(

decoration: const InputDecoration(

icon: const Icon(Icons.*calendar\_today*), hintText: 'Enter your date of birth', labelText: 'Dob',

),

validator: (String? value) { if (value!.isEmpty) {

return 'Please enter valid date';

}

return null;

},

),

new Container(

padding: const EdgeInsets.only(left: 150.0, top: 40.0), child: new ElevatedButton(

child: const Text('Submit'), onPressed: () {

// It returns true if the form is valid, otherwise returns false if (\_formKey.currentState!.validate()) {

// If the form is valid, display a Snackbar. Scaffold.*of*(context)

.showSnackBar(SnackBar(content: Text('Data is in processing.')));

}

},

)),

],

),

);

}

}

**Exp 4:** Main.dart

(layout of flutter using widget)

import 'dart:ui';

import 'package:flutter/material.dart'; void main() => runApp(const MyApp()); class MyApp extends StatelessWidget {

const MyApp({Key? key}) : super(key: key); static const String *\_title* = 'Flutter Tutorial';

@override

Widget build(BuildContext context) { return MaterialApp(

title: *\_title*, home: Scaffold(

appBar: AppBar(title: const Text(*\_title*)), body: const MyStatefulWidget(),

),

);

}

}

class MyStatefulWidget extends StatefulWidget {

const MyStatefulWidget({Key? key}) : super(key: key);

@override

State<MyStatefulWidget> createState() => \_MyStatefulWidgetState();

}

class \_MyStatefulWidgetState extends State<MyStatefulWidget> { @override

Widget build(BuildContext context) { return Center(

child: GridView(

gridDelegate: const SliverGridDelegateWithFixedCrossAxisCount( crossAxisCount: 3,

),

primary: false,

padding: const EdgeInsets.all(20), children: <Widget>[

Container(

padding: const EdgeInsets.all(8), child: const Text("Rutuja"), color: Colors.*orange*[200],

),

Container(

padding: const EdgeInsets.all(8), child: const Text("Navghane"),

color: Colors.*green*[200],

),

Container(

padding: const EdgeInsets.all(8), child: const Text("Roll No 48"), color: Colors.*red*[200],

),

Container(

padding: const EdgeInsets.all(8),

child: const Text("Bharati Vidyapeeth"), color: Colors.*purple*[200],

),

Container(

padding: const EdgeInsets.all(8),

child: const Text("College Of Engineering"), color: Colors.*blueGrey*[200],

),

Container(

padding: const EdgeInsets.all(12),

child: const Text("Information Technology"), color: Colors.*yellow*[200],

),

],

)

);

}

}

**Exp 5:** Main.dart( to include icon img chart in flutter)

import 'package:flutter/material.dart'; void main() => runApp(MyApp()); class MyApp extends StatelessWidget {

// This widget is the root

// of your application

@override

Widget build(BuildContext context) { return MaterialApp(

home: Scaffold( appBar: AppBar(

title: Text('Rutuja Navghane'),

),

body: Center( child: Column(

children: <Widget>[ Image.asset('assets/images/photo.jpg'),

],

),

),

),

);

}

}

**Pubspec.yaml**

name: exp1

description: A new Flutter project.

# The following line prevents the package from being accidentally published to # pub.dev using `flutter pub publish`. This is preferred for private packages. publish\_to: 'none' # Remove this line if you wish to publish to pub.dev

# The following defines the version and build number for your application. # A version number is three numbers separated by dots, like 1.2.43

# followed by an optional build number separated by a +.

# Both the version and the builder number may be overridden in flutter # build by specifying --build-name and --build-number, respectively.

# In Android, build-name is used as versionName while build-number used as versionCode.

# Read more about Android versioning at https://developer.android.com/studio/publish/versioning

# In iOS, build-name is used as CFBundleShortVersionString while build-number used as CFBundleVersion. # Read more about iOS versioning at

#

https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/Articles/Core FoundationKeys.html

version: 1.0.0+1

environment:

sdk: ">=2.16.2 <3.0.0"

# Dependencies specify other packages that your package needs in order to work. # To automatically upgrade your package dependencies to the latest versions

# consider running `flutter pub upgrade --major-versions`. Alternatively,

# dependencies can be manually updated by changing the version numbers below to # the latest version available on pub.dev. To see which dependencies have newer

# versions available, run `flutter pub outdated`. dependencies:

flutter:

sdk: flutter

# The following adds the Cupertino Icons font to your application. # Use with the CupertinoIcons class for iOS style icons. cupertino\_icons: ^1.0.2

dev\_dependencies:

flutter\_test:

sdk: flutter

# The "flutter\_lints" package below contains a set of recommended lints to # encourage good coding practices. The lint set provided by the package is # activated in the `analysis\_options.yaml` file located at the root of your

# package. See that file for information about deactivating specific lint # rules and activating additional ones.

flutter\_lints: ^1.0.0

# For information on the generic Dart part of this file, see the # following page: https://dart.dev/tools/pub/pubspec

# The following section is specific to Flutter. flutter:

assets:

- assets/images/photo.jpg

# The following line ensures that the Material Icons font is

# included with your application, so that you can use the icons in # the material Icons class.

uses-material-design: true

# To add assets to your application, add an assets section, like this: # assets:

# - images/a\_dot\_burr.jpeg # - images/a\_dot\_ham.jpeg

# An image asset can refer to one or more resolution-specific "variants", see # https://flutter.dev/assets-and-images/#resolution-aware.

# For details regarding adding assets from package dependencies, see # https://flutter.dev/assets-and-images/#from-packages

# To add custom fonts to your application, add a fonts section here, # in this "flutter" section. Each entry in this list should have a

# "family" key with the font family name, and a "fonts" key with a # list giving the asset and other descriptors for the font. For

# example:

# fonts:

# - family: Schyler # fonts:

# - asset: fonts/Schyler-Regular.ttf # - asset: fonts/Schyler-Italic.ttf

# style: italic

# - family: Trajan Pro # fonts:

# - asset: fonts/TrajanPro.ttf

# - asset: fonts/TrajanPro\_Bold.ttf # weight: 700

#

# For details regarding fonts from package dependencies, # see <https://flutter.dev/custom-fonts/#from-packages>

**Exp 6:** Main.dart (to apply navigation routing and gesture)

import 'package:flutter/material.dart'; void main() => runApp(MyApp()); class MyApp extends StatelessWidget { @override

Widget build(BuildContext context) { return MaterialApp(

title: 'Flutter Demo', home: MyHomePage(),

);

}

}

class MyHomePage extends StatefulWidget { @override

\_MyHomePageState createState() => \_MyHomePageState();

}

class MySecondPage extends StatefulWidget { @override

\_MySecondPageState createState() => \_MySecondPageState();

}

class \_MyHomePageState extends State<MyHomePage> { @override

Widget build(BuildContext context) { return Scaffold(

appBar: AppBar(

title: Text('Hello,My name is Rutuja This is home-page'),

),

body: Center(

child: RaisedButton(

child: Text('Go to Second Screen'),

onPressed: () { Navigator.push( context,

MaterialPageRoute(builder: (context) => MySecondPage()),

);

},

),

),

);

}

}

class \_MySecondPageState extends State<MySecondPage> { @override

Widget build(BuildContext context) { return Scaffold(

appBar: AppBar(

title: Text('This is Second Screen after navigation...'),

),

body: Center(

child: RaisedButton(

child: Text('Go back to Home Screen !!'), onPressed: () {

Navigator.pop(context);

},

),

),

);

}

}