

## Mobile Applications and Web Development - IS4904(Practical)

Student Name:	Student ID:	Section:
Assignment (Classes and constructors)		
Date: 15 April 2024	Max Points:	

Modify the program in lecture 2 by doing the following:

- ❑ Change the text in *Text* widget inside *MaterialApp* to your name.
- ❑ Change the color of the *Text* widget to **white**. (Hint: lookup *TextStyle* widget)
- ❑ Create a new custom widget that has a *Text* widget that displays the following phrase: 'Flutter uses Dart'.

Upload the solution to blackboard.



```

1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   @override
9   Widget build(BuildContext context) {
10    return MaterialApp(
11      title: 'Flutter Demo',
12      home: Scaffold(
13        appBar: AppBar(
14          title: Text('aljwhara alajmi'),
15        ),
16        body: Container(
17          color: Color(0xffffbf8fa),
18          child: Center(
19            child: Column(
20              mainAxisAlignment: MainAxisAlignment.center,
21              children: [
22                SizedBox(height: 20),
23                Container(
24                  padding: EdgeInsets.all(10),
25                  color: Colors.grey[300],
26                  child: Text(
27                    'Flutter uses Dart',
28                    style: TextStyle(
29                      fontSize: 20,
30                      fontWeight: FontWeight.bold,
31                    ),
32                  ),
33                ),
34              ],
35            ),
36          ),
37        ),
38      ),
39    );
40  }
41 }
42

```



