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Experiment No 2

Aim: To design flutter UI by including common widgets.

Theory: In Flutter, widgets are the building blocks of the user interface, and several common widgets play crucial roles in creating engaging and interactive applications. Here's a brief overview of some fundamental Flutter widgets:

1. Container: The most basic building block, a container is a box model that can contain other widgets, allowing you to customize its dimensions, padding, and decoration.
2. Row and Column: These widgets help organize children widgets horizontally (Row) or vertically (Column), facilitating the creation of flexible and responsive layouts.
3. AppBar: AppBar is a material design widget providing a top app bar that typically includes the app's title, leading and trailing icons, and actions.
4. ListView: Used to create scrollable lists of widgets, ListView is versatile for displaying a large number of items efficiently.
5. TextField: Enables users to input text, providing a text editing interface with options for validation, styling, and interaction.
6. RaisedButton and FlatButton: These button widgets create interactive elements for users to trigger actions, with RaisedButton offering a raised appearance and FlatButton a flat design.
7. Image: The Image widget displays images from various sources, supporting both local and network images.
8. Scaffold: A top-level container for an app's visual elements, Scaffold provides a structure that includes an AppBar, body, and other optional features like drawers and bottom navigation.
9. Card: Representing a material design card, this widget displays information in a compact and visually appealing format, often used for grouping related content.
10. GestureDetector: Allows detection of various gestures like taps, drags, and long presses, enabling interactive responses to user input.

11. Stack: A widget that allows children widgets to be overlaid, facilitating complex UI designs by layering widgets on top of each other.

12. FutureBuilder: Ideal for handling asynchronous operations, FutureBuilder simplifies the management of UI updates based on the completion of a Future, making it valuable for fetching and displaying data.

These are just a few of the many widgets available in Flutter, each serving a unique purpose in crafting dynamic and user-friendly interfaces.

Code:

```
import 'package:chatgpt/constants/constants.dart';
import 'package:chatgpt/services/assets_manager.dart';
import 'package:flutter/material.dart';

import 'text_widget.dart';

class ChatWidget extends StatelessWidget{
  const ChatWidget({super.key, required this.msg, required
this.chatIndex});
  final String msg;
  final int chatIndex;
  @override
  Widget build(BuildContext context){
    return Column(
      children: [
        Material(
          color: chatIndex == 0 ? scaffoldBackgroundColor : cardColor,
          child: Padding(
            padding: const EdgeInsets.all(8.0),
            child: Row(
              crossAxisAlignment: CrossAxisAlignment.start,
              children: [
                Image.asset(
                  chatIndex == 0
                    ? AssetsManager.userImage
                    : AssetsManager.botImage,
                  height: 30,
```

```

        width: 30,
      ),
      const SizedBox(
        width: 8,
      ),
      Expanded(
        child: TextWidget(
          label: msg,
        ),
      ),
      chatIndex == 0
        ? const SizedBox.shrink()
        : Row(
            mainAxisAlignment: MainAxisAlignment.end,
            mainAxisSize: MainAxisSize.min,
            children: const [
              Icon(
                Icons.thumb_up_alt_outlined,
                color: Colors.white,
              ),
              SizedBox(
                width: 5,
              ),
              Icon(Icons.thumb_down_alt_outlined,
                color: Colors.white)
            ],
          ),
    ],
  ),
),
],
);
}
}

```

```
import 'package:flutter/material.dart';

class TextWidget extends StatelessWidget {
  const TextWidget({
    Key? key,
    required this.label,
    this.fontSize = 18,
    this.color,
    this.fontWeight})
    : super(key: key);

  final String label;
  final double fontSize;
  final Color? color;
  final FontWeight? fontWeight;
  @override
  Widget build(BuildContext context) {
    return Text(
      label,
      // textAlign: TextAlign.justify,
      style: TextStyle(
        color: color ?? Colors.white,
        fontSize: fontSize,
        fontWeight: fontWeight ?? FontWeight.w500,
      ),
    );
  }
}
```

```

import 'package:chatgpt/services/api_service.dart';
import 'package:chatgpt/widgets/text_widget.dart';
import 'package:flutter/material.dart';

import '../constants/constants.dart';
import '../models/models_model.dart';

class ModelsDrowDownWidget extends StatefulWidget {
  const ModelsDrowDownWidget({super.key});

  @override
  State<ModelsDrowDownWidget> createState() =>
    _ModelsDrowDownWidgetState();
}

class _ModelsDrowDownWidgetState extends State<ModelsDrowDownWidget> {
  String currentModel="gpt-3.5-turbo";
  @override
  Widget build(BuildContext context) {
    return FutureBuilder<List<ModelsModel>>(
      future: ApiService.getModels(),
      builder: (context, snapshot) {
        if (snapshot.hasError) {
          return Center(child: TextWidget(label:
snapshot.error.toString()),);
        }
        return snapshot.data == null || snapshot.data!.isEmpty
          ? const SizedBox.shrink()
          :DropdownButton(
              dropdownColor: scaffoldBackgroundColor,

```

```
        iconEnabledColor: Colors.white,
        items: List<DropdownMenuItem<String>>.generate(
            snapshot.data!.length,
            (index) => DropdownMenuItem(
                value: snapshot.data![index].id,
                child: TextWidget(
                    label: snapshot.data![index].id,
                    fontSize: 15,
                )),
            ),
        onChanged: (value) {
            setState(() {
                currentModel=value.toString();
            });
        },
    );
});
}
```

Output -

