

Apr 2022

MOBILE APPLICATION PROGRAMMING (MAPG)

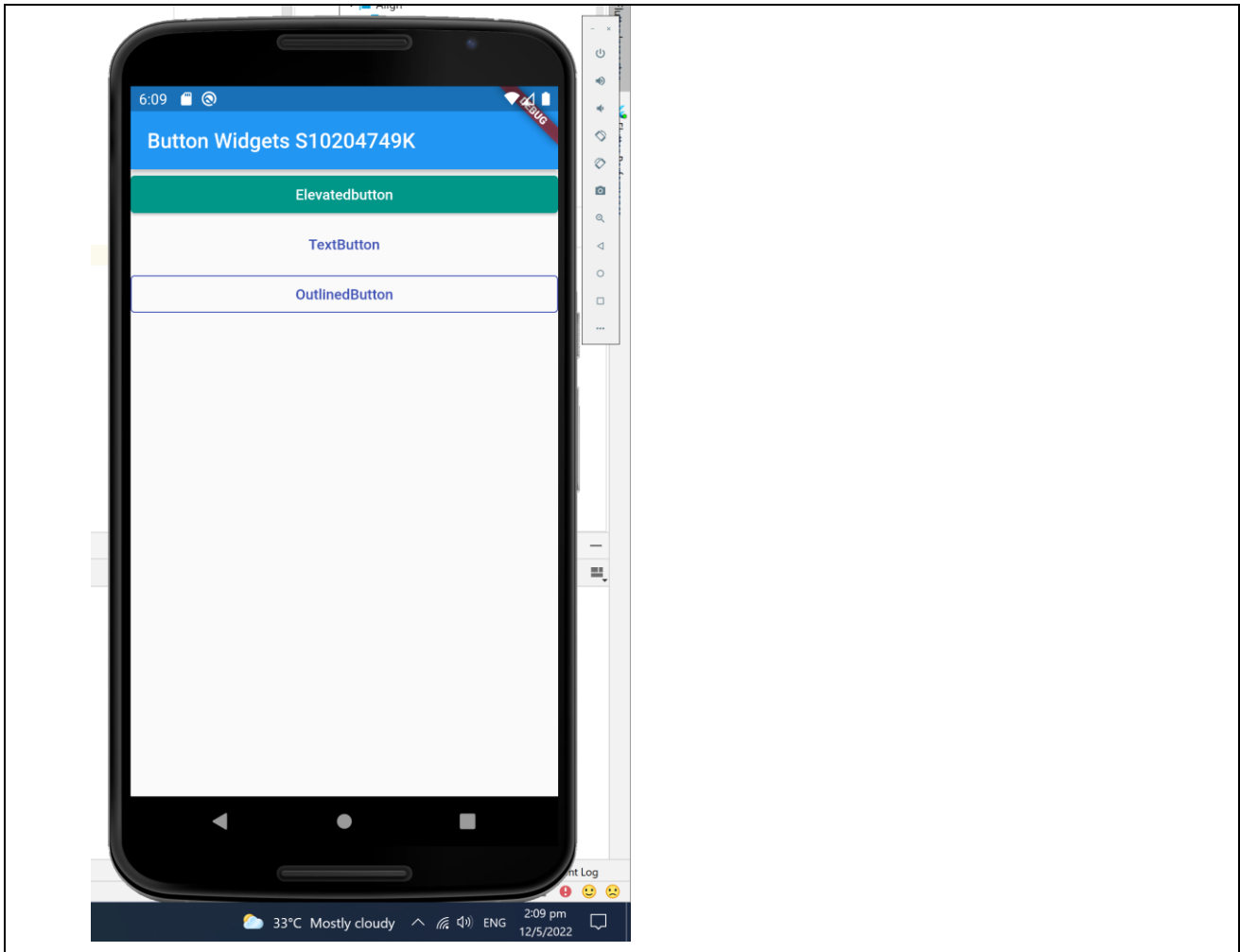
Lab 6 Button Widget

Name of Student: Jamie Gonzales Esguerra

Student ID: _____

1. Exercise 1:

1) Paste the **screenshot** of the layout here:



2) **Paste (Ctrl + V)** the codes of main.dart file here. (Note: Do not paste the screenshots)

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

void main() => runApp(const MyApp());

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
```

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```

appBar: AppBar(
  title: const Text('Button Widgets S10204749K'),
),
body: Align(
  child: Column(
    mainAxisAlignment: MainAxisAlignment.start,
    crossAxisAlignment: CrossAxisAlignment.stretch,
    children: [
      ElevatedButton(
        style: ElevatedButton.styleFrom(
          primary: Colors.teal,
          onPressed: Colors.white,
        ),
        onPressed: () {
          print('Pressed ElavatedButton');
        },
        child: const Text('Elevatedbutton'),
      ),
      TextButton(
        style: TextButton.styleFrom(
          primary: Colors.indigo,
        ),
        onPressed: () {
          print('Pressed TextButton');
        },
        child: const Text('TextButton'),
      ),
      OutlinedButton(
        style: OutlinedButton.styleFrom(
          primary: Colors.indigo,
          side: const BorderSide(color: Colors.indigo),
        ),
        onPressed: () {
          print('Pressed OutlinedButton');
        },
        child: const Text('OutlinedButton'),
      ),
    ],
  ),
),
);
}

```

End of Exercise