

Bano Qabil Program
Mobile App Development Course
Assignment: Flutter Mobile App Development
Deadline: Before the Next Class

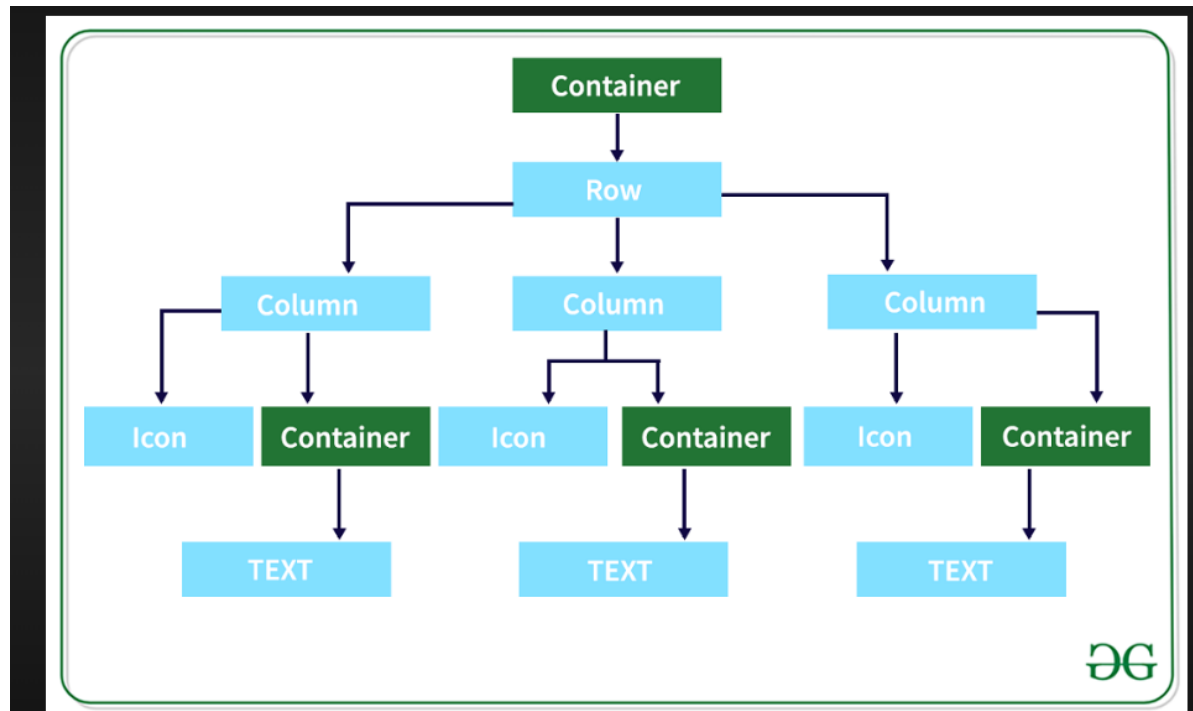
Instructions:

- Complete all questions and submit the assignment before the deadline.
 - Failure to submit the assignment will result in disqualification from the next class.
 - Ensure your code is well-structured and properly formatted.
 - Run your app on an emulator or physical device to test functionality before submission.
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Assignment Questions:

1. **Create a Flutter App:**
 - Install Flutter and create a new Flutter project.
 - Run the app on an emulator or physical device.
 - Provide a screenshot of the running app.
2. **Use Scaffold Widget:**
 - In the same Flutter app, implement a **Scaffold** widget.
 - Use the **AppBar**, **body**, and **floatingActionButton** properties.
3. **Create an App Bar:**
 - Modify the **AppBar** in the Scaffold widget.
 - Set the title to “**Assignment**”.
4. **Use Column Widget with Containers:**
 - Inside the **body** of Scaffold, use a **Column** widget.
 - Add **5 Containers** with different background colors, centered inside the Column.
5. **Implement Different Types of Buttons:**
 - Add an **ElevatedButton** with a print statement on tap.
 - Add a **FloatingActionButton** with an icon.
 - Add a **Switch Button** to toggle between two states.
 - Create a **Custom Button** using the **GestureDetector** widget.
6. **Implement Expanded & Flexible Widgets:**
 - Write a Flutter code snippet demonstrating the difference between **Expanded** and **Flexible** widgets.
 - Display two containers inside a Row, one using **Expanded** and the other using **Flexible**.

7. UI Implementation Task:



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- Design a Flutter UI using tree to the attached image.
- Use the appropriate widgets to replicate the given layout.

Submission Guidelines:

- Submit the completed Flutter Assignment in the Google Form I Share!
- Include screenshots of your output.
- Late submissions will not be accepted.

Best of Luck! Happy Coding! 🚀