Get started Samples & tutorials Development User interface Introduction to widgets Building lavouts Layouts in Flutter **Tutorial** Creating adaptive and responsive Building adaptive apps [NEW] <u>Understanding constraints</u> Box constraints Adding interactivity Assets and images ▶ Navigation & routing Animations ▶ Advanced UI Widget catalog Data & backend Accessibility & internationalization Platform integration ▶ Packages & plugins ▶ Add Flutter to existing app ▶ Tools & features ▶ Migration notes Testing & debugging Performance & optimization **Deployment**

Reference

Resources

Who is Dash? Widget index

<u>API reference</u> [©]

flutter CLI reference

Package site

```
16 + title: Text('Flutter layout demo'),

17 17 ),

18 18 body: Center(

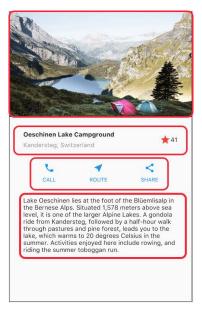
19 19 child: Text('Hello World'),
```

Step 1: Diagram the layout

The first step is to break the layout down to its basic elements:

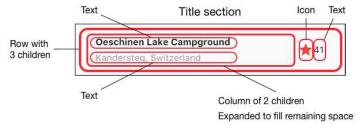
- · Identify the rows and columns.
- · Does the layout include a grid?
- · Are there overlapping elements?
- Does the UI need tabs?
- · Notice areas that require alignment, padding, or borders.

First, identify the larger elements. In this example, four elements are arranged into a column: an image, two rows, and a block of t

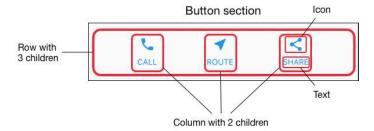


Column elements (circled in red)

Next, diagram each row. The first row, called the Title section, has 3 children: a column of text, a star icon, and a number. Its first child, the column, contains 2 lines of text. That first column takes a lot of space, so it must be wrapped in an Expanded widget.



The second row, called the Button section, also has 3 children: each child is a column that contains an icon and text.



Once the layout has been diagrammed, it's easiest to take a bottom-up approach to implementing it. To minimize the visual confu of deeply nested layout code, place some of the implementation in variables and functions.

Step 2: Implement the title row

First, you'll build the left column in the title section. Add the following code at the top of the build() method of the MyApp class:

lib/main.dart (titleSection)