import 'package:flutter/material.dart';  
  
class Climate extends StatefulWidget {  
 const Climate({Key? key}) : super(key: key);  
  
 @override  
 State<Climate> createState() => \_ClimateState();  
}  
  
class \_ClimateState extends State<Climate> {  
 @override  
 Widget build(BuildContext context) {  
 return Scaffold(  
 appBar: AppBar(  
 title: Text(  
 'Weather App',  
 ),  
 backgroundColor: Colors.*red*,  
 actions: [  
 IconButton(  
 onPressed: () {  
 print('clicked');  
 },  
 icon: Icon(Icons.*menu*))  
 ],  
 ),  
 body: Stack(  
 children: [  
 Center(  
 child: Image(  
 image: AssetImage('images/raining.jpg'),  
 height: 16 \* 77,  
 width: 9 \* 77,  
 fit: BoxFit.fill,  
 ),  
 ),  
 ],  
 ),  
 );  
 }  
}