3 Text in Column

*import* 'package:flutter/material.dart';  
  
*void* main() {  
 runApp(*const* MyApp());  
}  
  
*class* MyApp *extends* StatelessWidget {  
 *const* MyApp({Key? key}) : *super*(key: key);  
  
 *// This widget is the root of your application.* @override  
 Widget build(BuildContext context) {  
 *return* MaterialApp(  
 title: 'Flutter Demo',  
 theme: ThemeData(  
  
 primarySwatch: Colors.*lightGreen*,  
  
 ),  
 home: *const* MyHomePage(title: 'Test First APP'),  
 );  
 }  
}  
  
*class* MyHomePage *extends* StatefulWidget {  
 *const* MyHomePage({Key? key, *required this*.title}) : *super*(key: key);  
  
 *// This widget is the home page of your application. It is stateful, meaning  
 // that it has a State object (defined below) that contains fields that affect  
 // how it looks.  
  
 // This class is the configuration for the state. It holds the values (in this  
 // case the title) provided by the parent (in this case the App widget) and  
 // used by the build method of the State. Fields in a Widget subclass are  
 // always marked "final".  
  
 final* String title;  
  
 @override  
 State<MyHomePage> createState() => \_MyHomePageState();  
}  
  
*class* \_MyHomePageState *extends* State<MyHomePage> {  
  
 @override  
 Widget build(BuildContext context) {  
 *// This method is rerun every time setState is called, for instance as done  
 // by the \_incrementCounter method above.  
 //  
 // The Flutter framework has been optimized to make rerunning build methods  
 // fast, so that you can just rebuild anything that needs updating rather  
 // than having to individually change instances of widgets.  
 return* Scaffold(  
 appBar: AppBar(  
 title: *const* Text(" Home",style: TextStyle(color: Colors.*black*),),  
 ),  
 body: Center(  
 child: Column(  
  
 mainAxisAlignment: MainAxisAlignment.center,  
 *// ignore: prefer\_const\_literals\_to\_create\_immutables* children:[  
 *const* Text(  
 'First Text',  
 ),  
 *const* Text(  
 'Second Text',  
 ),  
 *const* Text(  
 '3 Text',  
 ),  
 *const* Text(  
 'Diving Into the Basics & Understanding Widgets,Diving Into the Basics & Understanding Widgets,',  
 textAlign: TextAlign.center,  
 style: TextStyle(fontWeight: FontWeight.*bold*),  
 ),  
 *// Text(  
 // '$\_counter',  
 // style: Theme.of(context).textTheme.headline4,  
 // ),* ],  
 ),  
 ),  
 );  
 }  
}

// 3 Text in Rows

*import* 'package:flutter/material.dart';  
  
*void* main() {  
 runApp(*const* MyApp());  
}  
  
*class* MyApp *extends* StatelessWidget {  
 *const* MyApp({Key? key}) : *super*(key: key);  
  
 *// This widget is the root of your application.* @override  
 Widget build(BuildContext context) {  
 *return* MaterialApp(  
 title: 'Flutter Demo',  
 theme: ThemeData(  
  
 primarySwatch: Colors.*lightGreen*,  
  
 ),  
 home: *const* MyHomePage(title: 'Test First APP'),  
 );  
 }  
}  
  
*class* MyHomePage *extends* StatefulWidget {  
 *const* MyHomePage({Key? key, *required this*.title}) : *super*(key: key);  
  
 *// This widget is the home page of your application. It is stateful, meaning  
 // that it has a State object (defined below) that contains fields that affect  
 // how it looks.  
  
 // This class is the configuration for the state. It holds the values (in this  
 // case the title) provided by the parent (in this case the App widget) and  
 // used by the build method of the State. Fields in a Widget subclass are  
 // always marked "final".  
  
 final* String title;  
  
 @override  
 State<MyHomePage> createState() => \_MyHomePageState();  
}  
  
*class* \_MyHomePageState *extends* State<MyHomePage> {  
  
 @override  
 Widget build(BuildContext context) {  
 *// This method is rerun every time setState is called, for instance as done  
 // by the \_incrementCounter method above.  
 //  
 // The Flutter framework has been optimized to make rerunning build methods  
 // fast, so that you can just rebuild anything that needs updating rather  
 // than having to individually change instances of widgets.  
 return* Scaffold(  
 appBar: AppBar(  
 centerTitle: *true*,  
 title: *const* Text(" Home App Bar",  
 style: TextStyle(color: Colors.*white*,  
  
 ),  
  
 ),  
  
 ),  
 body: Center(  
  
 child: Row(  
  
 mainAxisAlignment: MainAxisAlignment.spaceEvenly,  
 *// ignore: prefer\_const\_literals\_to\_create\_immutables* children:[  
 *const* Text(  
 'First Text',  
 style: TextStyle(  
 fontSize:20,  
 color: Colors.*orange*,  
  
 )  
 ),  
 *const* Text(  
 'Second Text',  
 style :TextStyle(  
 fontSize: 30,  
 color: Colors.*red*,  
 )  
 ),  
 *const* Text(  
 '3 Text',  
 style: TextStyle(  
 fontSize: 20,  
 color: Colors.*purple*,  
 )  
 ),  
  
 ],  
 ),  
  
 ),  
 );  
 }  
}

text Fields

*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(  
 title: 'Flutter Demo',  
 theme: ThemeData(  
  
 primarySwatch: Colors.*lightGreen*,  
  
 ),  
 home: *const* MyHomePage(title: 'Test First APP'),  
 );  
 }  
}  
  
*class* MyHomePage *extends* StatefulWidget {  
 *const* MyHomePage({Key? key, *required this*.title}) : *super*(key: key);  
  
 *final* String title;  
  
 @override  
 State<MyHomePage> createState() => \_MyHomePageState();  
}  
  
*class* \_MyHomePageState *extends* State<MyHomePage> {  
 TextEditingController nameController = TextEditingController();  
 String fullName = 'Data in Text Field';  
  
 @override  
 Widget build(BuildContext context) {  
  
 *return* Scaffold(  
 appBar: AppBar(  
 centerTitle: *true*,  
 title: *const* Text(" Home App Bar",  
 style: TextStyle(color: Colors.*white*,  
  
 ),  
  
 ),  
  
 ),  
 body: Center(  
  
 child: Column(  
  
  
 *// mainAxisAlignment: MainAxisAlignment.spaceEvenly,* mainAxisAlignment: MainAxisAlignment.start,  
 children:[  
 Container(height: 20,),  
 Container(  
  
 margin: *const* EdgeInsets.only(left:8.0,right: 8.0),  
 *// padding: const EdgeInsets.all(40),* child: TextField(  
 controller: nameController,  
 decoration: *const* InputDecoration(  
 *// border: OutlineInputBorder(),* border: OutlineInputBorder(  
 borderRadius: BorderRadius.all(Radius.circular(30)),  
 borderSide: BorderSide(color: Colors.*redAccent*, width: 0.0),  
 ),  
  
 *// labelText: 'Full Name',* hintText: 'Enter Your Name',  
 *// helperText: 'Write Your Full Name.',* ),  
 onChanged: (text) {  
 setState(() {  
 fullName = text;  
  
 });  
 },  
 )),  
 Text(  
 fullName,  
 style :*const* TextStyle(  
 fontSize: 30,  
 color: Colors.*red*,  
 )  
 ),  
 ],  
  
 ),  
  
 ),  
 );  
 }  
}

Fetch Data from text field and show in Text using Text Button

*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(  
 title: 'Flutter Demo',  
 theme: ThemeData(  
  
 primarySwatch: Colors.*lightGreen*,  
  
 ),  
 home: *const* MyHomePage(title: 'Test First APP'),  
 );  
 }  
}  
  
*class* MyHomePage *extends* StatefulWidget {  
 *const* MyHomePage({Key? key, *required this*.title}) : *super*(key: key);  
  
 *final* String title;  
  
 @override  
 State<MyHomePage> createState() => \_MyHomePageState();  
}  
  
*class* \_MyHomePageState *extends* State<MyHomePage> {  
 TextEditingController nameController = TextEditingController();  
 String fullName = '';  
 String temp ='';  
 @override  
 *void* dispose() {  
 *// Clean up the controller when the widget is disposed.* nameController.dispose();  
 *super*.dispose();  
 }  
   
 @override  
 Widget build(BuildContext context) {  
  
 *return* Scaffold(  
 appBar: AppBar(  
 centerTitle: *true*,  
 title: *const* Text(" Home App Bar",  
 style: TextStyle(color: Colors.*white*,  
  
 ),  
  
 ),  
  
 ),  
 body: Center(  
  
 child: Column(  
 *// mainAxisAlignment: MainAxisAlignment.spaceEvenly,* mainAxisAlignment: MainAxisAlignment.start,  
 children:[  
 Container(height: 20,),  
 Container(  
 margin: *const* EdgeInsets.only(left:8.0,right: 8.0),  
 *// padding: const EdgeInsets.all(40),* child: TextField(  
 controller: nameController,  
 decoration: *const* InputDecoration(  
 *// border: OutlineInputBorder(),* border: OutlineInputBorder(  
 borderRadius: BorderRadius.all(Radius.circular(30)),  
 borderSide: BorderSide(color: Colors.*redAccent*, width: 0.0),  
 ),  
 *// labelText: 'Full Name',* hintText: 'Enter Your Name',  
 *// helperText: 'Write Your Full Name.',* ),  
 onChanged: (text) {  
 setState(() {  
 fullName = text;  
 });  
 },  
 )  
 ),  
  
  
 Column(  
 children: [  
 Container(  
 child: TextButton(  
 style: TextButton.*styleFrom*(  
 primary: Colors.*blue*,  
 minimumSize: Size(88, 36),  
 ),  
 onPressed: () {  
 setState(() {  
 temp = fullName;  
 });  
 },  
 child: Text('TextButton'),  
  
 )  
 ),  
   
 Text(  
 temp,  
 style :*const* TextStyle(  
 fontSize: 30,  
 color: Colors.*red*,  
 )  
 ),  
 ],  
 ),  
 ],*// Childer 2 end* ),  
  
  
 ),  
  
 );  
 }  
}

Text b**utton, elevated button, Outlined Button, Floating Button fetch data from rows and display it.**

*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(  
 title: 'Flutter Demo',  
 theme: ThemeData(  
  
 primarySwatch: Colors.*lightGreen*,  
  
 ),  
 home: *const* MyHomePage(title: 'Test First APP'),  
 );  
 }  
}  
  
*class* MyHomePage *extends* StatefulWidget {  
 *const* MyHomePage({Key? key, *required this*.title}) : *super*(key: key);  
  
 *final* String title;  
  
 @override  
 State<MyHomePage> createState() => \_MyHomePageState();  
}  
  
*class* \_MyHomePageState *extends* State<MyHomePage> {  
 TextEditingController nameController = TextEditingController();  
 String fullName = '';  
 String temp ='';  
 @override  
 *void* dispose() {  
 *// Clean up the controller when the widget is disposed.* nameController.dispose();  
 *super*.dispose();  
 }  
   
 @override  
 Widget build(BuildContext context) {  
  
 *return* Scaffold(  
 appBar: AppBar(  
 centerTitle: *true*,  
 title: *const* Text(" Home App Bar",  
 style: TextStyle(color: Colors.*white*,  
  
 ),  
  
 ),  
  
 ),  
 body: Center(  
  
 child: Column(  
 *// mainAxisAlignment: MainAxisAlignment.spaceEvenly,* mainAxisAlignment: MainAxisAlignment.start,  
 children:[  
 *const* SizedBox(height: 20,),  
 *// Container(height: 20,),  
 // SizedBox use* Container(  
 margin: *const* EdgeInsets.only(left:8.0,right: 8.0),  
 *// padding: const EdgeInsets.all(40),* child: TextField(  
 controller: nameController,  
 decoration: *const* InputDecoration(  
 *// border: OutlineInputBorder(),* border: OutlineInputBorder(  
 borderRadius: BorderRadius.all(Radius.circular(30)),  
 borderSide: BorderSide(color: Colors.*redAccent*, width: 0.0),  
 ),  
 *// labelText: 'Full Name',* hintText: 'Enter Your Name',  
 *// helperText: 'Write Your Full Name.',* ),  
 onChanged: (text) {  
 setState(() {  
 fullName = text;  
 });  
 },  
 )  
 ),  
  
 Row(  
 children: [  
  
 Container(  
 margin: *const* EdgeInsets.only(left: 5.0, right: 5.0, top: 10.0, bottom: 10.0),  
 child: TextButton(  
 style: TextButton.*styleFrom*(  
 primary: Colors.*blue*,  
 ),  
 onPressed: () {  
 setState(() {  
 temp = fullName;  
 });  
 },  
 child: Text('Text Button'),  
  
 )  
 ),  
 Container(  
 margin: *const* EdgeInsets.only(left: 5.0, right: 5.0, top: 10.0, bottom: 10.0),  
 *// margin: const EdgeInsets.all(10.0),* child: ElevatedButton(  
 style: ElevatedButton.*styleFrom*(  
 primary: Colors.*red*, *// background* onPrimary: Colors.*white*, *// foreground* ),  
 onPressed: () {  
 setState(() {  
 temp = fullName;  
 });  
 },  
 child: Text('Elevated Button'),  
  
 )  
 ),  
  
 Container(  
 margin: *const* EdgeInsets.only(left: 5.0, right: 5.0, top: 10.0, bottom: 10.0),  
 *// margin: const EdgeInsets.all(10.0),* child: OutlinedButton(  
 onPressed: () {  
 print('Received click');  
 },  
 child: *const* Text('Click Me'),  
 ),  
 ),  
  
  
 ],  
 ),  
 Row(  
 children: [  
 Container(  
 margin: *const* EdgeInsets.all(10.0),  
 ),  
 Text(  
 temp,  
  
 style :*const* TextStyle(  
 fontSize: 30,  
 color: Colors.*red*,  
 )  
 ),  
  
 ],  
 )  
 ],*// Childer 2 end* ),  
  
 ),  
  
 floatingActionButton: FloatingActionButton.extended(  
 onPressed: () {  
 setState(() {  
 temp = '';  
 fullName ='';  
 nameController.text ='';  
 });  
 },  
 label: *const* Text('Floating Action Button'),  
 icon: *const* Icon(Icons.*add\_reaction\_outlined*), *//thumb\_up* backgroundColor: Colors.*orange*,  
 foregroundColor: Colors.*white*,  
 ),  
  
 );  
 }  
}

Icon Button,

*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(  
 title: 'Flutter Demo',  
 theme: ThemeData(  
 primarySwatch: Colors.*lightGreen*,  
 ),  
 home: *const* MyHomePage(title: 'Test First APP'),  
 );  
 }  
}  
  
*class* MyHomePage *extends* StatefulWidget {  
 *const* MyHomePage({Key? key, *required this*.title}) : *super*(key: key);  
  
 *final* String title;  
  
 @override  
 State<MyHomePage> createState() => \_MyHomePageState();  
}  
  
*class* \_MyHomePageState *extends* State<MyHomePage> {  
 TextEditingController nameController = TextEditingController();  
 String fullName = '';  
 String temp = '';  
 int volume = 0;  
  
 @override  
 *void* dispose() {  
 *// Clean up the controller when the widget is disposed.* nameController.dispose();  
 *super*.dispose();  
 }  
  
 @override  
 Widget build(BuildContext context) {  
 *return* Scaffold(  
 appBar: AppBar(  
 centerTitle: *true*,  
 title: *const* Text(  
 " Home App Bar",  
 style: TextStyle(  
 color: Colors.*white*,  
 ),  
 ),  
 ),  
 body: Center(  
 child: Column(  
 *// mainAxisAlignment: MainAxisAlignment.spaceEvenly,* mainAxisAlignment: MainAxisAlignment.start,  
 children: [  
 *const* SizedBox(  
 height: 20,  
 ),  
 *// Container(height: 20,),  
 // SizedBox use* Container(  
 margin: *const* EdgeInsets.only(left: 8.0, right: 8.0),  
 *// padding: const EdgeInsets.all(40),* child: TextField(  
 controller: nameController,  
 decoration: *const* InputDecoration(  
 *// border: OutlineInputBorder(),* border: OutlineInputBorder(  
 borderRadius: BorderRadius.all(Radius.circular(30)),  
 borderSide:  
 BorderSide(color: Colors.*redAccent*, width: 0.0),  
 ),  
 *// labelText: 'Full Name',* hintText: 'Enter Your Name',  
 *// helperText: 'Write Your Full Name.',* ),  
 onChanged: (text) {  
 setState(() {  
 fullName = text;  
 });  
 },  
 )),  
  
 Row(  
 children: [  
 Container(  
 margin: *const* EdgeInsets.only(  
 left: 5.0, right: 5.0, top: 10.0, bottom: 10.0),  
 child: TextButton(  
 style: TextButton.*styleFrom*(  
 primary: Colors.*blue*,  
 ),  
 onPressed: () {  
 setState(() {  
 temp = fullName;  
 });  
 },  
 child: *const* Text('Text Button'),  
 )),  
 Container(  
 margin: *const* EdgeInsets.only(  
 left: 5.0, right: 5.0, top: 10.0, bottom: 10.0),  
 *// margin: const EdgeInsets.all(10.0),* child: ElevatedButton(  
 style: ElevatedButton.*styleFrom*(  
 primary: Colors.*red*, *// background* onPrimary: Colors.*white*, *// foreground* ),  
 onPressed: () {  
 setState(() {  
 temp = fullName;  
 });  
 },  
 child: *const* Text('Elevated Button'),  
 )),  
 Container(  
 margin: *const* EdgeInsets.only(  
 left: 5.0, right: 5.0, top: 10.0, bottom: 10.0),  
 *// margin: const EdgeInsets.all(10.0),* child: OutlinedButton(  
 onPressed: () {  
 setState(() {  
 temp = fullName;  
 });  
 },  
 child: *const* Text('Click Me'),  
 ),  
 ),  
 ],  
 ),  
 Row(  
 mainAxisAlignment: MainAxisAlignment.center,  
 crossAxisAlignment: CrossAxisAlignment.center,  
 children: [  
 Text(temp,  
 textAlign: TextAlign.center,  
 style: *const* TextStyle(  
 fontSize: 30,  
 color: Colors.*red*,  
 )),  
 *// ),* ],  
 ),  
  
 Row(  
 mainAxisAlignment: MainAxisAlignment.center,  
 crossAxisAlignment: CrossAxisAlignment.center,  
 children: [  
 IconButton(  
 icon: *const* Icon(Icons.*volume\_up*, size: 40.0),  
 tooltip: 'Increase volume by 10',  
 padding: *const* EdgeInsets.only(left: 30, right: 30),  
 onPressed: () {  
 setState(() {  
 *if* (volume <= 90) {  
 volume += 10;  
 }  
 });  
 },  
 ),  
 Text(  
 *// 'Volume : $volume',* '$volume',  
 *// textAlign: TextAlign.center,* style: *const* TextStyle(  
 fontSize: 40.0,  
 color: Colors.*red*,  
 )),  
  
 IconButton(  
 icon: *const* Icon(Icons.*volume\_down\_sharp*, size: 40.0),  
 tooltip: 'decrease volume by 10',  
 padding: *const* EdgeInsets.only(left: 10, right: 30),  
 onPressed: () {  
 setState(() {  
 *if* (volume >= 10) {  
 volume -= 10;  
 }  
 });  
 },  
 ),  
 *// ),* ],  
 )  
 ], *// Children 2 end* ),  
 ),  
 floatingActionButton: FloatingActionButton.extended(  
 onPressed: () {  
 setState(() {  
 temp = '';  
 fullName = '';  
 nameController.text = '';  
 });  
 },  
 label: *const* Text('Floating Action Button'),  
 icon: *const* Icon(Icons.*add\_reaction\_outlined*),  
 *//thumb\_up* backgroundColor: Colors.*orange*,  
 foregroundColor: Colors.*white*,  
 ),  
 );  
 }  
}