Program to demonstrate the features of Dart Language.



Void main()

{

Print(‘Welcome to Dart’)

}

b)

void main()

{

final a=12;

const pi =3.14;

print(a);

print(pi);

}

c)

void main()

{

void add (inta, int b)

{

int c;

c=a+b;

print(c);

}

}

d)

void main()

for(var i=1;i<10;i++)

if(i%2 == 0){

print(i);

}

}

Practical 2:

\*Practical No : 2 (Designing the mobile app to implement different widgets)

import 'package:flutter/material.dart';

void main() {

runApp(const MyApp());

}

class MyApp extends StatelessWidget {

const MyApp({super.key});

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Flutter Demo',

home: Scaffold(

appBar: AppBar(

title: Text("Flutter\_Container"),

),

body: Center(

child:Container(

width:100,

height:100,

color:Colors.limeAccent,

child: Text("Hello Developers"),

),

),

),

);

}

}

\*Practical No : 3 : Designing the mobile app to implement different Layouts.\*

import 'package:flutter/material.dart';

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

class MyApp extends StatelessWidget {

// It is the root widget of your application.

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Multiple Layout Widget',

debugShowCheckedModeBanner: false,

theme: ThemeData(

// This is the theme of your application.

primarySwatch: Colors.blue,

),

home: MyHomePage(),

);

}

}

class MyHomePage extends StatelessWidget {

@override

Widget build(BuildContext context) {

return Center(

child: Container(

alignment: Alignment.center,

color: Colors.white,

child: Row(

children: <Widget>[

Expanded(

child: Text('Peter', textAlign: TextAlign.center),

),

Expanded(

child: Text('John', textAlign: TextAlign.center ),

),

Expanded(

child: FittedBox(

fit: BoxFit.contain, // otherwise the logo will be tiny

child: const FlutterLogo(),

),

),

],

),

),

);

}

}

\*Practical No 4 : Designing the mobile app to implement Gestures.\*

import 'package:flutter/material.dart';

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

class MyApp extends StatelessWidget {

// This widget is the root of your application.

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Flutter Demo Application', theme: ThemeData(

primarySwatch: Colors.green,),

home: MyHomePage(),

);

}

}

class MyHomePage extends StatefulWidget {

@override

MyHomePageState createState() => new MyHomePageState();

}

class MyHomePageState extends State<MyHomePage> {

@override

Widget build(BuildContext context) {

return new Scaffold(

appBar: new AppBar(

title: new Text('Gestures Example'),

centerTitle: true,

),

body: new Center(child: GestureDetector(

onTap: () {

print('Box Clicked');

},

child: Container(

height: 60.0,

width: 120.0,

padding: EdgeInsets.all(10.0),

decoration: BoxDecoration(

color: Colors.blueGrey,

borderRadius: BorderRadius.circular(15.0),

),

child: Center(child: Text('Click Me')),

)

)),

);

}

}

\* Practical No 5 : Designing the mobile app to implement the theming and styling.\*

import 'package:flutter/material.dart';

void main() {

runApp(const MyApp());

}

class MyApp extends StatelessWidget {

const MyApp({super.key});

@override

Widget build(BuildContext context) {

const appName = 'Custom Themes';

return MaterialApp(

title: appName,

theme: ThemeData(

brightness: Brightness.dark,

primaryColor: Colors.lightBlue[800],

fontFamily: 'Georgia',

textTheme: const TextTheme(

displayLarge: TextStyle(fontSize: 72, fontWeight: FontWeight.bold),

titleLarge: TextStyle(fontSize: 36, fontStyle: FontStyle.italic),

bodyMedium: TextStyle(fontSize: 14, fontFamily: 'Hind'),

),

),

home: const MyHomePage(

title: appName,

),

);

}

}

class MyHomePage extends StatelessWidget {

final String title;

const MyHomePage({super.key, required this.title});

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: Text(title),

),

body: Center(

child: Container(

color: Theme.of(context).colorScheme.secondary,

child: Text(

'Text with a background color',

style: Theme.of(context).textTheme.titleLarge,

),

),

),

floatingActionButton: Theme(

data: Theme.of(context).copyWith(splashColor: Colors.yellow),

child: FloatingActionButton(

onPressed: () {},

child: const Icon(Icons.add),

),

),

);

}

}

\* Practical No : 6- Designing the mobile app to implement the routing.\*

import 'package:flutter/material.dart';

void main() {

runApp(

MaterialApp(

title: 'Named Routes Demo',

routes: {

// When navigating to the "/" route, build the FirstScreen widget.

'/': (context) => const FirstScreen(),

'/second': (context) => const SecondScreen(),

},

),

);

}

class FirstScreen extends StatelessWidget {

const FirstScreen({super.key});

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: const Text('First Screen'),

),

body: Center(

child: ElevatedButton(

// Within the `FirstScreen` widget

onPressed: () {

Navigator.pushNamed(context, '/second');

},

child: const Text('Launch screen'),

),

),

);

}

}

class SecondScreen extends StatelessWidget {

const SecondScreen({super.key});

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: const Text('Second Screen'),

),

body: Center(

child: ElevatedButton(

onPressed: () {

Navigator.pop(context);

},

child: const Text('Go back!'),

),

),

);

}

}