Experiment No. 2

AIM: To design Flutter UI by including common widgets

Theory:

In Flutter, designing UIs involves combining various widgets to build interactive and visually appealing applications. Here's a more detailed overview of key concepts:

- 1. **Widgets in Flutter**: Everything in Flutter is a widget. Widgets are the building blocks of the UI. There are two main types:
 - **Stateless Widgets**: These are immutable and don't change over time. They are responsible for displaying UI based on fixed data or input.
 - **Stateful Widgets**: These can change their state over time. They are dynamic and are used when the UI needs to update in response to user interaction or other factors.
- 2. Layout Widgets: The layout of your UI is primarily constructed using widgets like:
 - Container: A versatile widget used to hold other widgets and apply styling such as padding, margin, colors, and shapes.
 - **Column**: A widget that arranges its children vertically. It's useful for stacking widgets in a vertical list.
 - **Row**: A widget that arranges its children horizontally. It's useful for placing widgets side by side.
 - **Expanded**: A widget that can be used inside a Column, Row, or Flex to make child widgets flexible and fill available space.

3. Text and Icons:

- **Text**: The Text widget is used to display static or dynamic text. It can be styled with custom fonts, sizes, colors, and more.
- **Icon**: Flutter provides a large set of material design icons, and the Icon widget lets you display them in various sizes and colors.

4. Buttons and User Interactions:

- Flutter provides multiple button widgets like ElevatedButton, TextButton, and IconButton to handle user interaction. These widgets can trigger actions when tapped.
- **TextField**: Used for user input. You can configure it to accept different types of text, such as email or password.

• Checkbox, Radio, and Switch: Used for boolean selections, allowing users to choose options in forms or settings.

5. Navigation:

- Flutter's Navigator widget is responsible for managing routes or screens. You use Navigator.push to navigate to a new screen, and Navigator.pop to return to the previous one.
- **Routes** define the pages of an app, and you can pass data between them using arguments.

6. Displaying Lists and Grids:

- **ListView**: The ListView widget is used to display a list of items that can scroll. It's perfect for long lists that need to be dynamically generated.
- **GridView**: This widget allows you to display items in a grid format, with configurable row and column layouts.

7. State Management:

- Flutter provides a variety of ways to manage state. The simplest approach is using setState() to update the UI. For more complex apps, you can use state management solutions like **Provider**, **Riverpod**, or **Bloc** to separate business logic from UI code.
- Proper state management ensures your UI stays in sync with the underlying data, especially in interactive or dynamic applications.

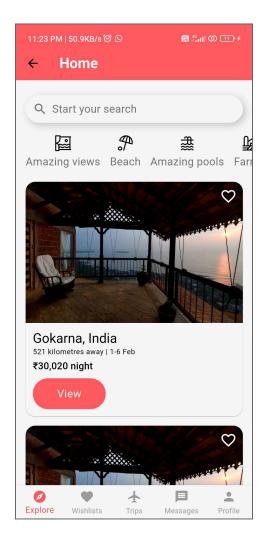
8. Theming and Styling:

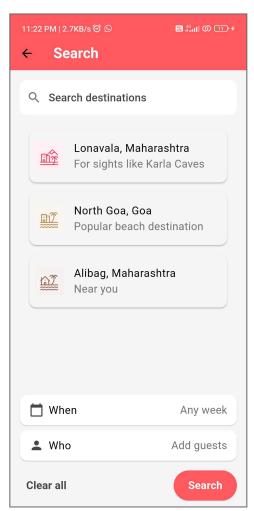
• Flutter allows you to define a global **Theme** for your app using ThemeData, which ensures consistent styling across the entire app. You can customize colors, typography, and button styles.

9. Animations and Transitions:

- Flutter provides powerful animation support to create smooth and visually appealing transitions between UI states.
- **AnimatedContainer**: A widget that animates changes in properties like width, height, or color over a given duration.
- You can also create custom animations using **AnimationController** and **Tween**.

Screenshots:





Code Snippets:

Scaffold & Column Widget

```
class HomeScreen extends StatelessWidget {
@override
Widget build(BuildContext context) {
 return Scaffold(
  appBar: AppBar(
   title: Text(
     "Home",
    style: TextStyle(color: Colors.white),
   backgroundColor: primaryColor,
  ),
  body: Padding(
   padding: const EdgeInsets.only(top: 25.0),
   child: Column(
     crossAxisAlignment: CrossAxisAlignment.start,
     children: [
      Padding(
       padding: const EdgeInsets.symmetric(horizontal: 16.0),
       child: GestureDetector(
        onTap: () => Navigator.push(
         context,
         MaterialPageRoute(builder: (context) => SearchPage()),
        ),
        child: SearchBar(),
       ),
      ),
      const SizedBox(height: 20),
      CategoryTabs(),
      Expanded(child: PropertyList()),
    ],
   ),
  bottomNavigationBar: BottomNavBar(),
 );
```

Row Widget

```
Row(
     mainAxisAlignment: MainAxisAlignment.spaceBetween,
       children: [
        TextButton(
         onPressed: () {},
         child: Text("Clear all", style: TextStyle(color: darkgrey)),
        ),
        ElevatedButton(
         style: ElevatedButton.styleFrom(
           backgroundColor: primaryColor,
           padding: EdgeInsets.symmetric(horizontal: 24, vertical: 12),
          ),
         onPressed: () {},
         child: Text("Search", style: TextStyle(color: Colors.white)),
        ),
       ],
      ),
```

Search Bar - Container widget

```
class SearchBar extends StatelessWidget {
@override
Widget build(BuildContext context) {
 return Container(
  padding: EdgeInsets.symmetric(horizontal: 12, vertical: 10),
  decoration: BoxDecoration(
    color: Theme.of(context).colorScheme.surface,
   borderRadius: BorderRadius.circular(30),
    boxShadow: [
     BoxShadow(
      color: Colors.black.withOpacity(0.2),
      blurRadius: 10,
      offset: Offset(4, 4),
    ),
   ],
  ),
  child: Row(
    children: [
     Icon(Icons.search, color: Colors.black54),
     SizedBox(width: 8),
     Text("Start your search",
       style: Theme.of(context).textTheme.bodyMedium),
  ),
```