GLS UNIVERSITY
Faculty of Computer Applications & IT
IMCA SEM V

222301504 Cross Platform Mobile Application Development
Assignment – 4

Q-1.	Do as Directed
1.	_____is an input element which holds the alphanumeric data, such as name, password, address, etc
2.	_____ are the graphical control element that provides a user to trigger an event such as taking actions, making choices, searching things, and many more.
3.	A _____ is an alternative option for tabs because sometimes the mobile apps do not have sufficient space to support tabs.
4.	An _____ is a graphic image representing an application or any specific entity containing meaning for the user.
5.	The _____ is a widget in Flutter used to implements the basic material design visual layout structure.
6.	Define:Raisedbutton
7.	asset: It load image from your project asset folder.[True/False]
8.	The _____ function takes the given `Widget` and makes it the root of the widget tree.
9.	The ButtonBar widget has various applications, but it is mainly used in situations where multiple buttons are needed to be displayed together in a uniform manner.[True/False]
10.	A `Stack` widget lets you place widgets on top of each other in paint order.[True/False]
Q-2.	Answer the following questions:
1.	Explain the flutter Widget Tree.
2.	Explain the common widget for Material Design and Cupertino.
3.	Explain the Shallow widget tree with its types.
4.	Explain the flutter textfield and floating action button with sample code.
5.	Explain the image and icon with example.
6.	What is menu? Explain the popmenubutton with example.