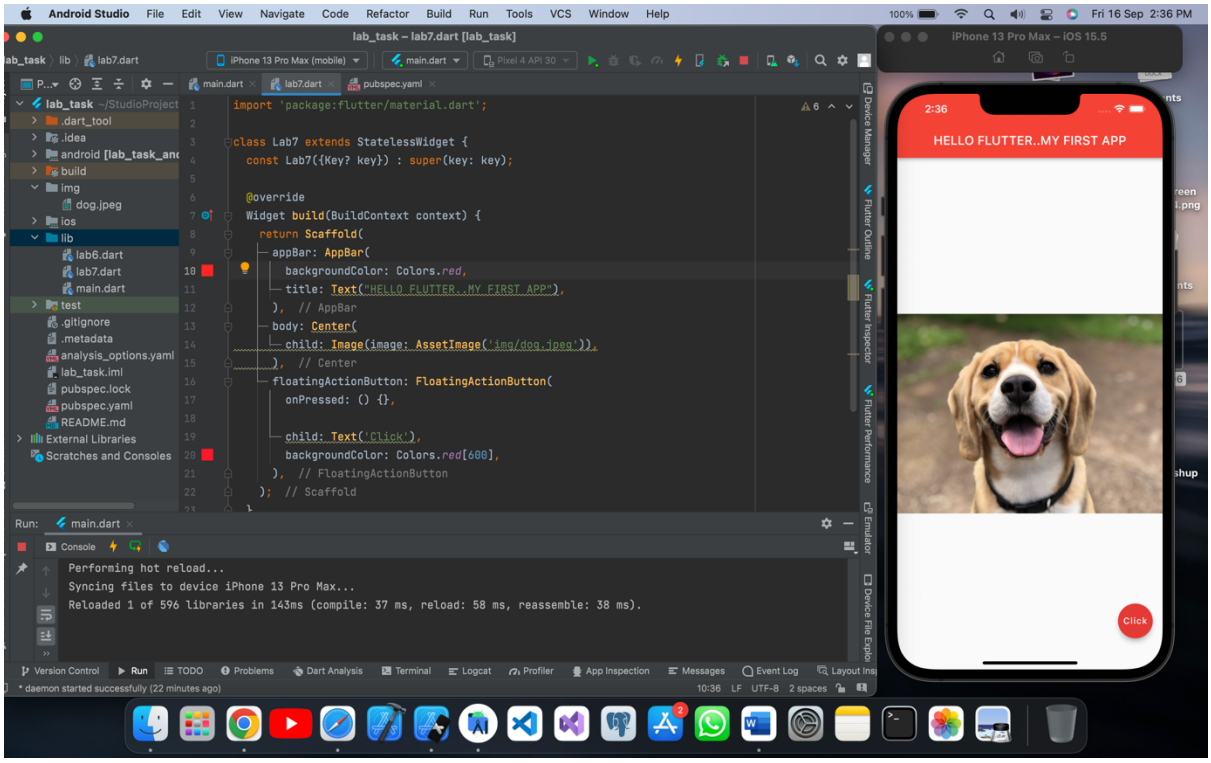
NAME : MAKVANA NEEL

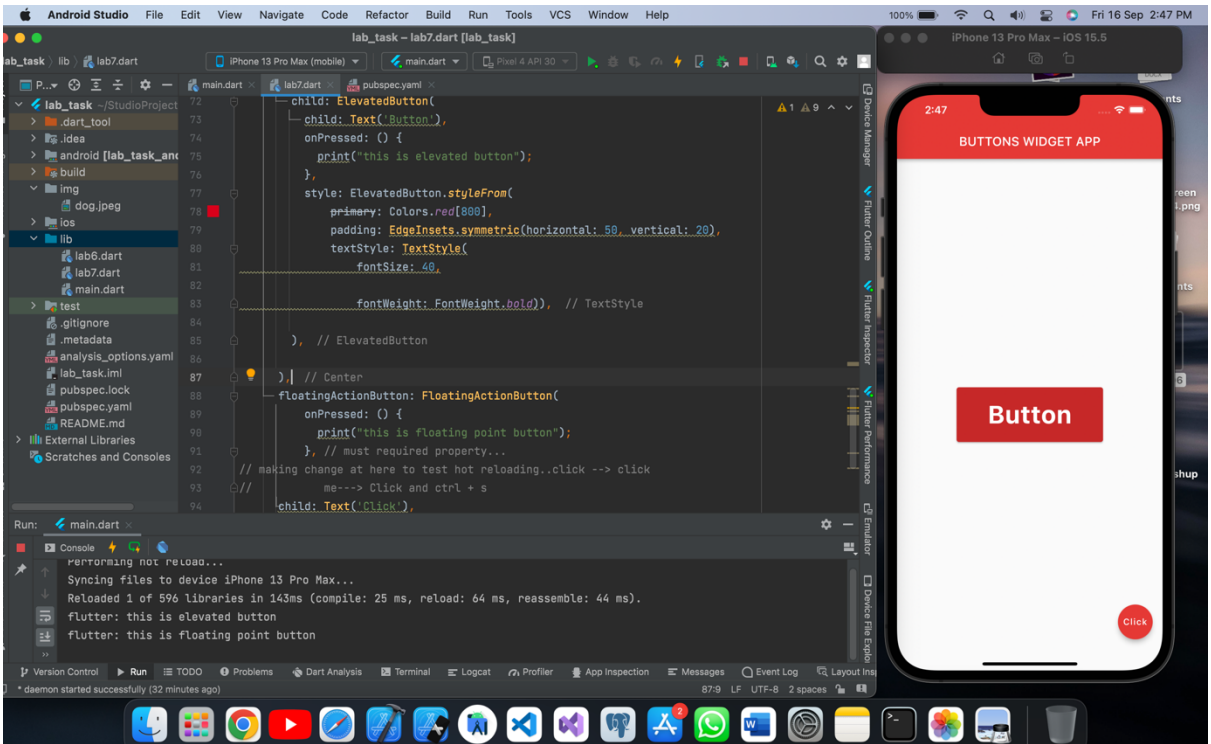
ROLL NO : CE064

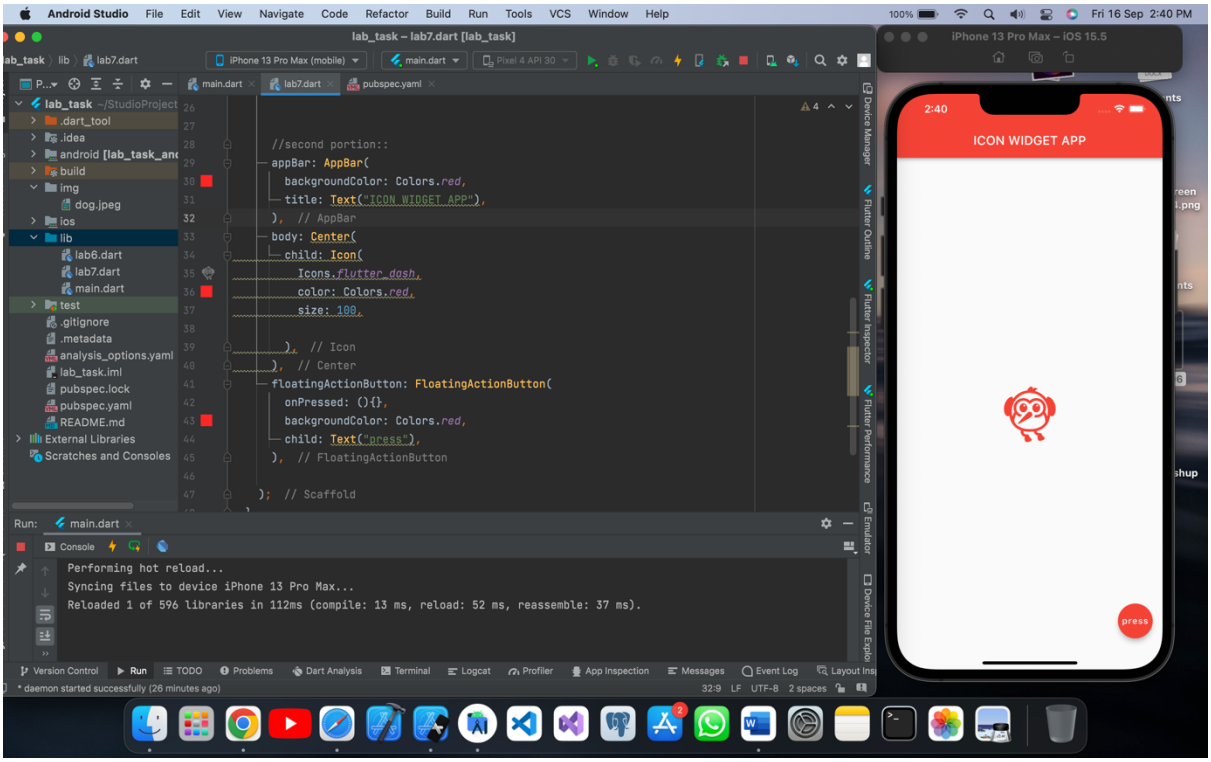
ID : 20CEUOS086

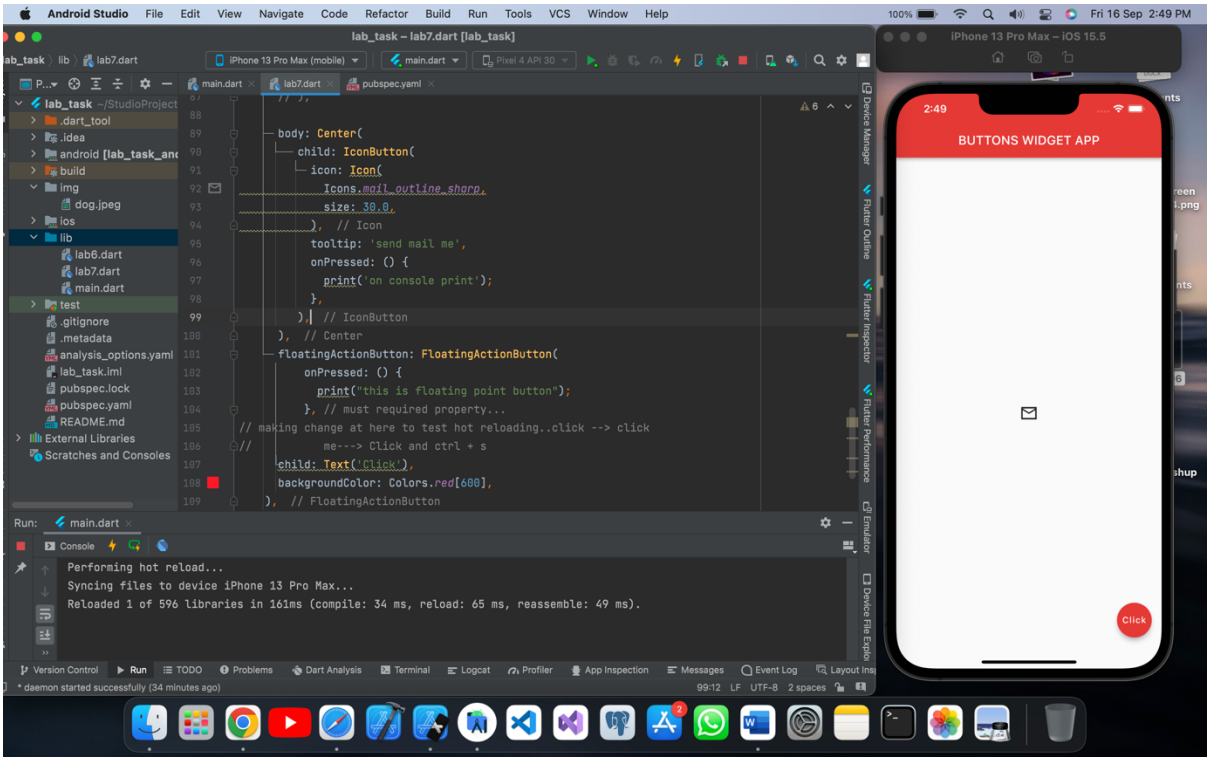
BATCH : A4

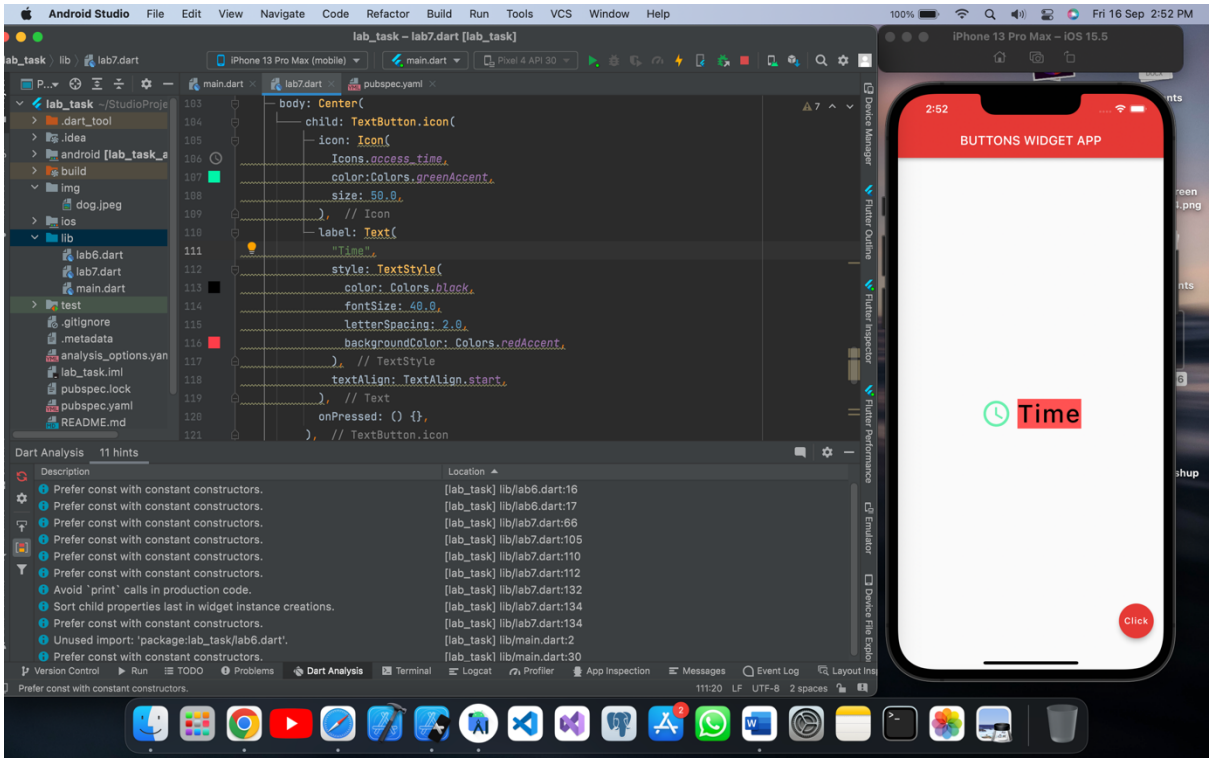
SDP LAB07:

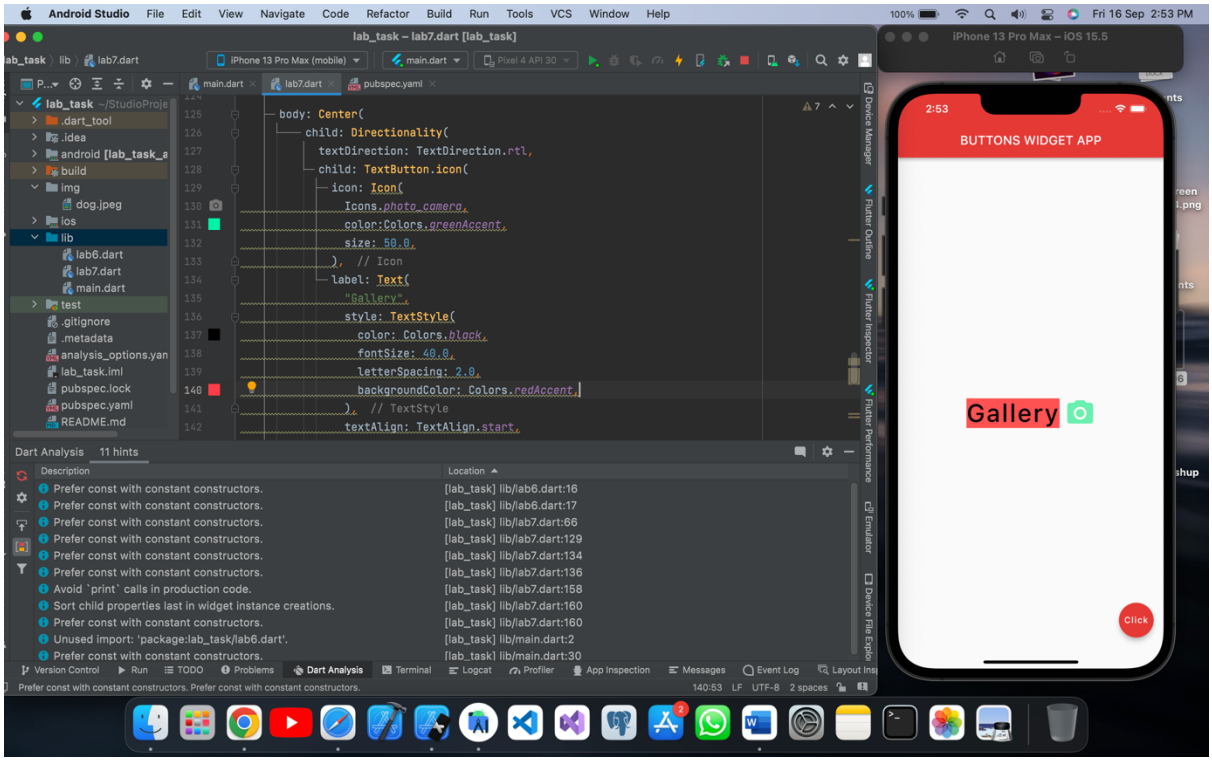





Android Studio File Edit View Navigate Code Refactor Build Run Tools VCS Window Help
Fri 16 Sep 2:40 PM
lab_task – lab7.dart [lab_task]
iPhone 13 Pro Max – iOS 15.5
2:40
ICON WIDGET APP
press
//second portion::
appBar: AppBar(
backgroundColor: Colors.red,
title: Text("ICON WIDGET APP"),
), // AppBar
body: Center(
child: Icon(
Icons.flutter_dash,
color: Colors.red,
size: 100,
), // Icon
), // Center
floatingActionButton: FloatingActionButton(
onPressed: (){},
backgroundColor: Colors.red,
child: Text("press"),
), // FloatingActionButton
); // Scaffold
Performing hot reload...
Syncing files to device iPhone 13 Pro Max...
Reloaded 1 of 596 libraries in 112ms (compile: 13 ms, reload: 52 ms, reassemble: 37 ms).


Android Studio File Edit View Navigate Code Refactor Build Run Tools VCS Window Help
Fri 16 Sep 2:49 PM
lab_task – lab7.dart [lab_task]
iPhone 13 Pro Max – iOS 15.5
2:49
BUTTONS WIDGET APP
Click
body: Center(
child: IconButton(
icon: Icon(
Icons.mail_outline_sharp,
size: 30.0,
), // Icon
tooltip: 'send mail me',
onPressed: () {
print('on console print');
},
), // IconButton
), // Center
floatingActionButton: FloatingActionButton(
onPressed: () {
print("this is floating point button");
}, // must required property...
// making change at here to test hot reloading..click --> click
//   me---> Click and ctrl + s
child: Text('Click'),
backgroundColor: Colors.red[600],
), // FloatingActionButton
Performing hot reload...
Syncing files to device iPhone 13 Pro Max...
Reloaded 1 of 596 libraries in 161ms (compile: 34 ms, reload: 65 ms, reassemble: 49 ms).


lab_task – lab7.dart [lab_task]
iPhone 13 Pro Max – iOS 15.5
2:52
BUTTONS WIDGET APP
Time
Click
Dart Analysis 11 hints
Description
Location
Prefer const with constant constructors. [lab_task] lib/lab6.dart:16
Prefer const with constant constructors. [lab_task] lib/lab6.dart:17
Prefer const with constant constructors. [lab_task] lib/lab7.dart:66
Prefer const with constant constructors. [lab_task] lib/lab7.dart:105
Prefer const with constant constructors. [lab_task] lib/lab7.dart:110
Prefer const with constant constructors. [lab_task] lib/lab7.dart:112
Avoid `print` calls in production code. [lab_task] lib/lab7.dart:132
Sort child properties last in widget instance creations. [lab_task] lib/lab7.dart:134
Prefer const with constant constructors. [lab_task] lib/lab7.dart:134
Unused import: 'package:lab_task/lab6.dart'. [lab_task] lib/main.dart:2
Prefer const with constant constructors. [lab_task] lib/main.dart:30


lab_task – lab7.dart [lab_task]
iPhone 13 Pro Max – iOS 15.5
2:53
BUTTONS WIDGET APP
Gallery
Click
Dart Analysis 11 hints
Description
Location
Prefer const with constant constructors. [lab_task] lib/lab6.dart:16
Prefer const with constant constructors. [lab_task] lib/lab6.dart:17
Prefer const with constant constructors. [lab_task] lib/lab7.dart:66
Prefer const with constant constructors. [lab_task] lib/lab7.dart:129
Prefer const with constant constructors. [lab_task] lib/lab7.dart:134
Prefer const with constant constructors. [lab_task] lib/lab7.dart:136
Avoid `print` calls in production code. [lab_task] lib/lab7.dart:158
Sort child properties last in widget instance creations. [lab_task] lib/lab7.dart:160
Prefer const with constant constructors. [lab_task] lib/lab7.dart:160
Unused import: 'package:lab_task/lab6.dart'. [lab_task] lib/main.dart:2
Prefer const with constant constructors. [lab_task] lib/main.dart:30

Final code of lab 7:

```
// import 'package:flutter/material.dart';
//
// class Lab7 extends StatelessWidget {
//   const Lab7({Key? key}) : super(key: key);
//
//   @override
//   Widget build(BuildContext context) {
//     return Scaffold(
//       //first portion::
//
//       // appBar: AppBar(
//       //   backgroundColor: Colors.red,
//       //   title: Text("HELLO FLUTTER..MY FIRST APP"),
//       // ),
//       // body: Center(
//       //   child: Image(image: AssetImage('img/dog.jpeg')),
//       // ),
//       // floatingActionButton: FloatingActionButton(
//       //   onPressed: () {},
//       //
//       //   child: Text('Click'),
//       //   backgroundColor: Colors.red[600],
//       // ),
//
//
//
//
//       //second portion::
//       appBar: AppBar(
//         backgroundColor: Colors.red,
//         title: Text("ICON WIDGET APP"),
//       ),
//       body: Center(
//         child: Icon(
//           Icons.flutter_dash,
//           color: Colors.red,
//           size: 100,
//
//         ),
//       ),
//       floatingActionButton: FloatingActionButton(
//         onPressed: (){},
//         backgroundColor: Colors.red,
//         child: Text("press"),
//       ),
//
//     );
//   }
// }

//third portion::

import 'package:flutter/material.dart';

class Lab7 extends StatelessWidget {
  const Lab7({Key? key}) : super(key: key);
```

```
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('BUTTONS WIDGET APP'),
        centerTitle: true,
        backgroundColor: Colors.red[600],
      ),
      // body: Center(
      //   child: ElevatedButton(
      //     child: Text('Button'),
      //     onPressed: () {
      //       print("this is elevated button");
      //     },
      //     style: ElevatedButton.styleFrom(
      //         primary: Colors.red[800],
      //         padding: EdgeInsets.symmetric(horizontal: 50, vertical:
20),
      //         textStyle: TextStyle(
      //             fontSize: 40,
      //
      //             fontWeight: FontWeight.bold)),
      //
      //   ),
      //
      // ),

      // body: Center(
      //    child: IconButton(
      //      icon: Icon(
      //        Icons.mail_outline_sharp,
      //        size: 30.0,
      //      ),
      //      tooltip: 'send mail me',
      //      onPressed: () {
      //        print('on console print');
      //      },
      //    ),
      // ),

      // body: Center(
      //     child: TextButton.icon(
      //       icon: Icon(
      //         Icons.access_time,
      //         color:Colors.greenAccent,
      //         size: 50.0,
      //       ),
      //       label: Text(
      //         "Time",
      //         style: TextStyle(
      //           color: Colors.black,
      //           fontSize: 40.0,
      //           letterSpacing: 2.0,
      //           backgroundColor: Colors.redAccent,
      //         ),
      //         textAlign: TextAlign.start,
      //       ),
      //       onPressed: () {},
      //     ),
      // ),
```

```
      body: Center(
        child: Directionality(
          textDirection: TextDirection.rtl,
          child: TextButton.icon(
            icon: Icon(
              Icons.photo_camera,
              color: Colors.greenAccent,
              size: 50.0,
            ),
            label: Text(
              "Gallery",
              style: TextStyle(
                color: Colors.black,
                fontSize: 40.0,
                letterSpacing: 2.0,
                backgroundColor: Colors.redAccent,
              ),
              textAlign: TextAlign.start,
            ),
            onPressed: () {},
          ),
        ),
      ),

      floatingActionButton: FloatingActionButton(
        onPressed: () {
          print("this is floating point button");
        },
        child: Text('Click'),
        backgroundColor: Colors.red[600],
      ),
    );
  }
}
```