

NAME : MAKVANA NEEL

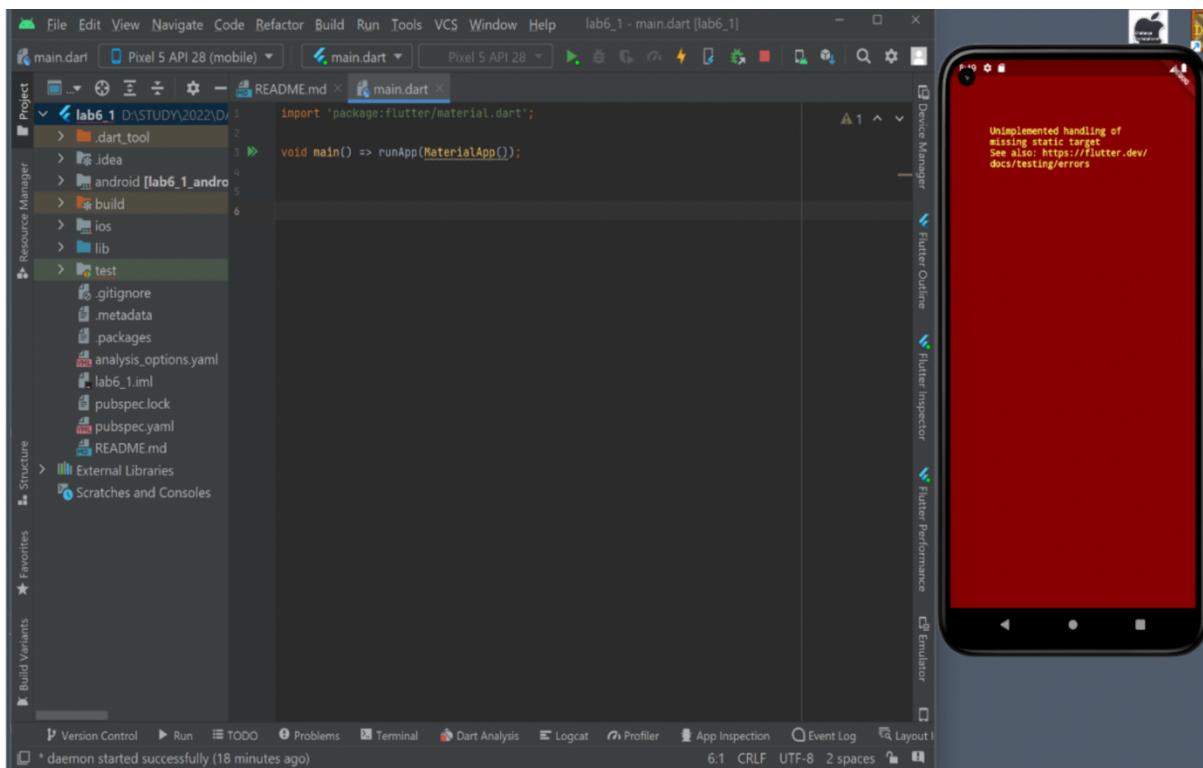
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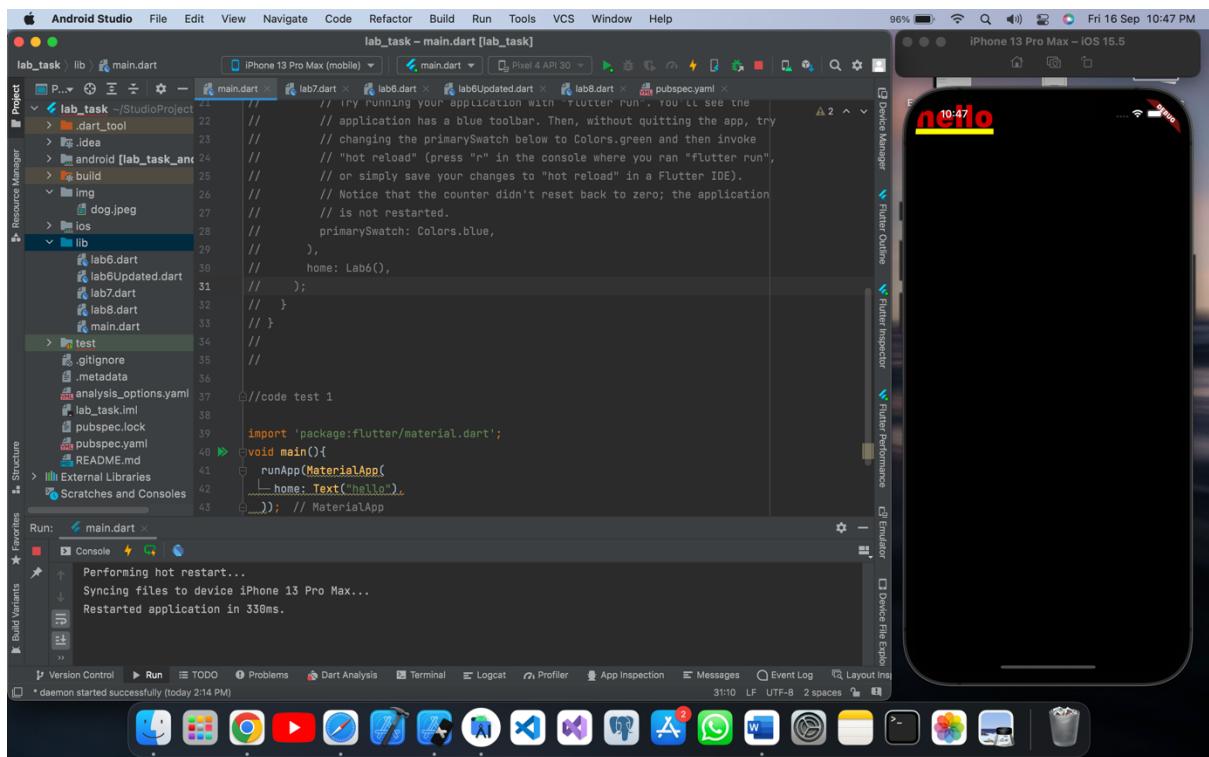
BATCH : A4

LAB06:

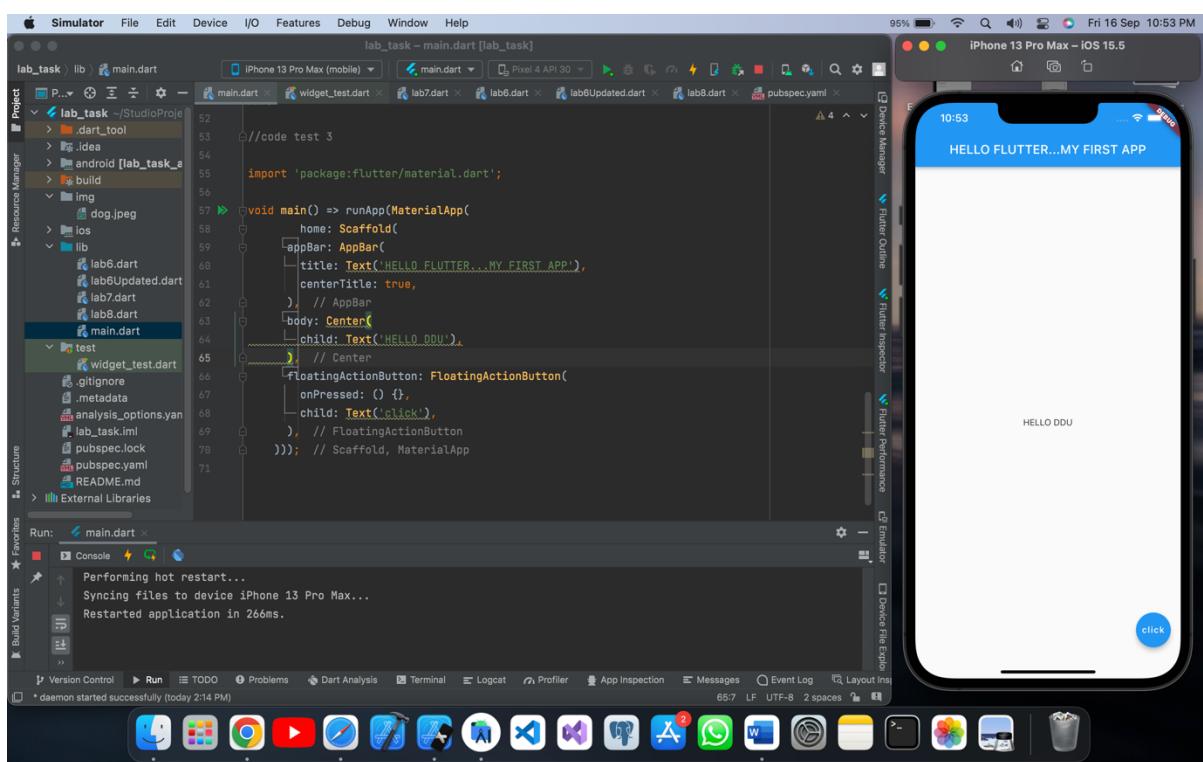
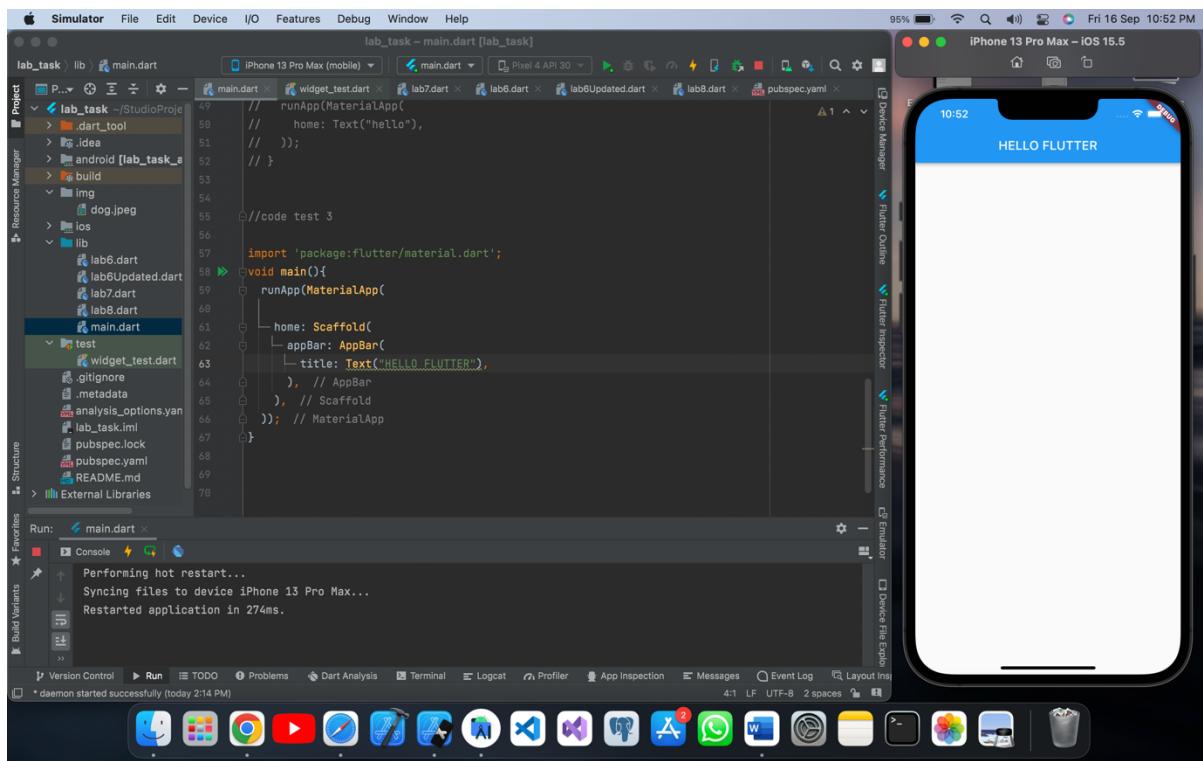
Code test:1



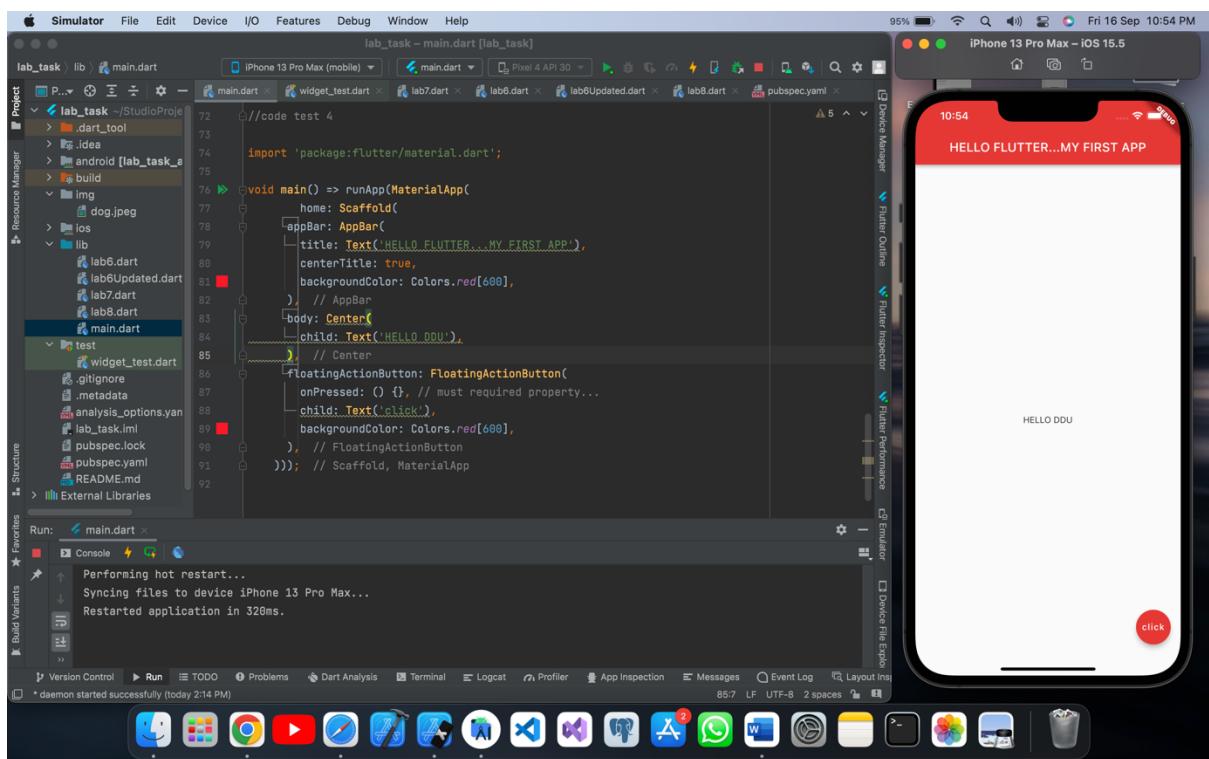
code test:2



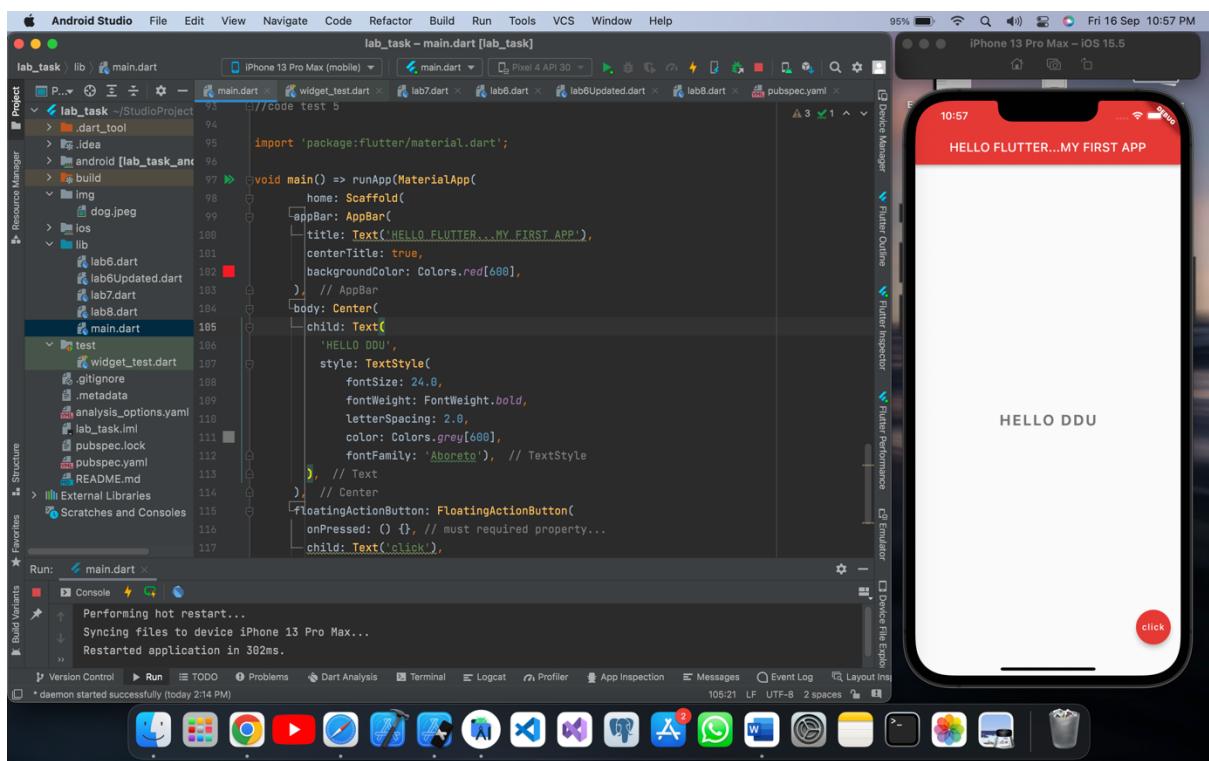
Code test: 3



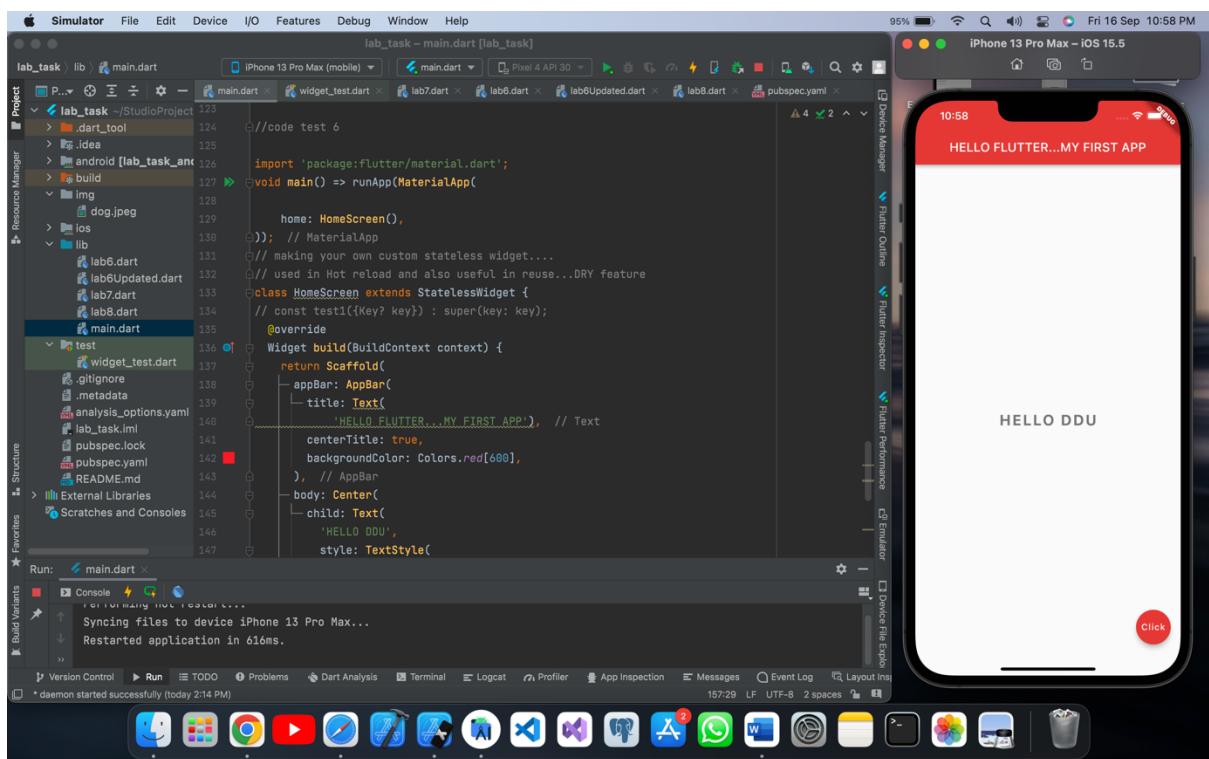
Code test 4:



Code test 5:



Code test 6:



Final code of lab 6:

```
//code test 1

// import 'package:flutter/material.dart';
// void main() {
//   runApp(MaterialApp());
// }

//code test 2

// import 'package:flutter/material.dart';
// void main() {
//   runApp(MaterialApp(
//     home: Text("hello"),
//   ));
// }

//code test 3

// import 'package:flutter/material.dart';
//
// void main() => runApp(MaterialApp(
//   home: Scaffold(
//     appBar: AppBar(
//       title: Text('HELLO FLUTTER...MY FIRST APP'),
//       centerTitle: true,
//     ),
//     body: Center(
//       child: Text('HELLO DDU'),
//     ),
//     floatingActionButton: FloatingActionButton(
//       onPressed: () {},
//       child: Text('click'),
//     ),
//   )));
// }

//code test 4

// import 'package:flutter/material.dart';
//
// void main() => runApp(MaterialApp(
//   home: Scaffold(
//     appBar: AppBar(
//       title: Text('HELLO FLUTTER...MY FIRST APP'),
//       centerTitle: true,
//       backgroundColor: Colors.red[600],
//     ),
//     body: Center(
```

```

//           child: Text('HELLO DDU'),
//           ),
//           floatingActionButton: FloatingActionButton(
//             onPressed: () {}, // must required property...
//             child: Text('click'),
//             backgroundColor: Colors.red[600],
//           ),
//         ),
//       )));
// 
```

//code test 5

```

// import 'package:flutter/material.dart';
// 
// void main() => runApp(MaterialApp(
//   home: Scaffold(
//     appBar: AppBar(
//       title: Text('HELLO FLUTTER...MY FIRST APP'),
//       centerTitle: true,
//       backgroundColor: Colors.red[600],
//     ),
//     body: Center(
//       child: Text(
//         'HELLO DDU',
//         style: TextStyle(
//           fontSize: 24.0,
//           fontWeight: FontWeight.bold,
//           letterSpacing: 2.0,
//           color: Colors.grey[600],
//           fontFamily: 'Aboreto',
//         ),
//       ),
//     ),
//     floatingActionButton: FloatingActionButton(
//       onPressed: () {}, // must required property...
//       child: Text('click'),
//       backgroundColor: Colors.red[600],
//     ),
//   )));
// 
```

//code test 6

```

import 'package:flutter/material.dart';
void main() => runApp(MaterialApp(
  home: HomeScreen(),
));
// making your own custom stateless widget....
// used in Hot reload and also useful in reuse...DRY feature
class HomeScreen extends StatelessWidget {
// const test1({Key? key}) : super(key: key);
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text(
          'HELLO FLUTTER...MY FIRST APP'),
        centerTitle: true,
        backgroundColor: Colors.red[600],
      ),
      body: Center(

```

```
        child: Text(
            'HELLO DDU',
            style: TextStyle(
                fontSize: 24.0,
                fontWeight: FontWeight.bold,
                letterSpacing: 2.0,
                color: Colors.grey[600],
                fontFamily: 'Aboreto'
            ),
        ),
    ),
),
floatingActionButton: FloatingActionButton(
    onPressed: () {},
    child: Text('Click'),
    backgroundColor: Colors.red[600],
),
);
}
}
```