

New Project

Project name: world_time_app

Project location: ~\OneDrive - Platned Syngco Limited\Documents\StudioProjects\world_time_app ...

Description: A new Flutter project.

Project type: Application

Organization: com.esoft.worldtime

Android language: Java Kotlin

Platforms: Android iOS Linux MacOS Web Windows

When created, the new project will run on the selected platforms (others can be added later).

Create project offline

> More Settings

?

Previous Create Cancel

The screenshot shows the Android Studio interface with the project 'world_time_app' open. The left sidebar displays the project structure, including folders for dart_tool, idea, android, ios, lib, linux, macos, test, windows, .gitignore, .metadata, analysis_options.yaml, pubspec.lock, pubspec.yaml, README.md, and world_time_app.iml. The right side shows the code editor with the 'main.dart' file selected. The code implements a simple Flutter application with a purple theme and a home page titled 'Flutter Demo Home Page'.

```
1 import 'package:flutter/material.dart';
2
3 void main() {
4     runApp(const MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8     const MyApp({super.key});
9
10    // This widget is the root of your application.
11    @override
12    Widget build(BuildContext context) {
13        return MaterialApp(
14            title: 'Flutter Demo',
15            theme: ThemeData(
16                // This is the theme of your application.
17                //
18                // TRY THIS: Try running your application with "flutter run". You'll see
19                // the application has a purple toolbar. Then, without quitting the app,
20                // try changing the seedColor in the colorScheme below to Colors.green
21                // and then invoke "hot reload" (save your changes or press the "hot
22                // reload" button in a Flutter-supported IDE, or press "+" if you used
23                // the command line to start the app).
24                //
25                // Notice that the counter didn't reset back to zero; the application
26                // state is not lost during the reload. To reset the state, use hot
27                // restart instead.
28                //
29                // This works for code too, not just values: Most code changes can be
30                // tested with just a hot reload.
31                colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),
32                useMaterial3: true,
33            ), // ThemeData
34            home: const MyHomePage(title: 'Flutter Demo Home Page'),
35        ); // MaterialApp
36    }
37
38
39 class MyHomePage extends StatefulWidget {
40     const MyHomePage({super.key, required this.title});
41
42     // This widget is the home page of your application. It is stateful, meaning
```

main.dart

```
import 'package:flutter/material.dart';

void main() {
    runApp(
        const MaterialApp(
            home: Text('Esoft Metro Campus'),
        )
    );
}
```

The screenshot shows the Android Studio interface with the project 'world_time_app' open. The left sidebar displays the project structure, including the 'lib' folder containing 'main.dart'. The main editor window shows the code for 'main.dart':

```
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(
5     const MaterialApp(
6       home: Text('Esoft Metro Campus'),
7     ) // MaterialApp
8   );
9 }
10
11 
```

The right side of the screen shows a preview of the app running on a 'Pixel 8 API 35 (mobile)' device, displaying the text 'Esoft Metro Campus'.

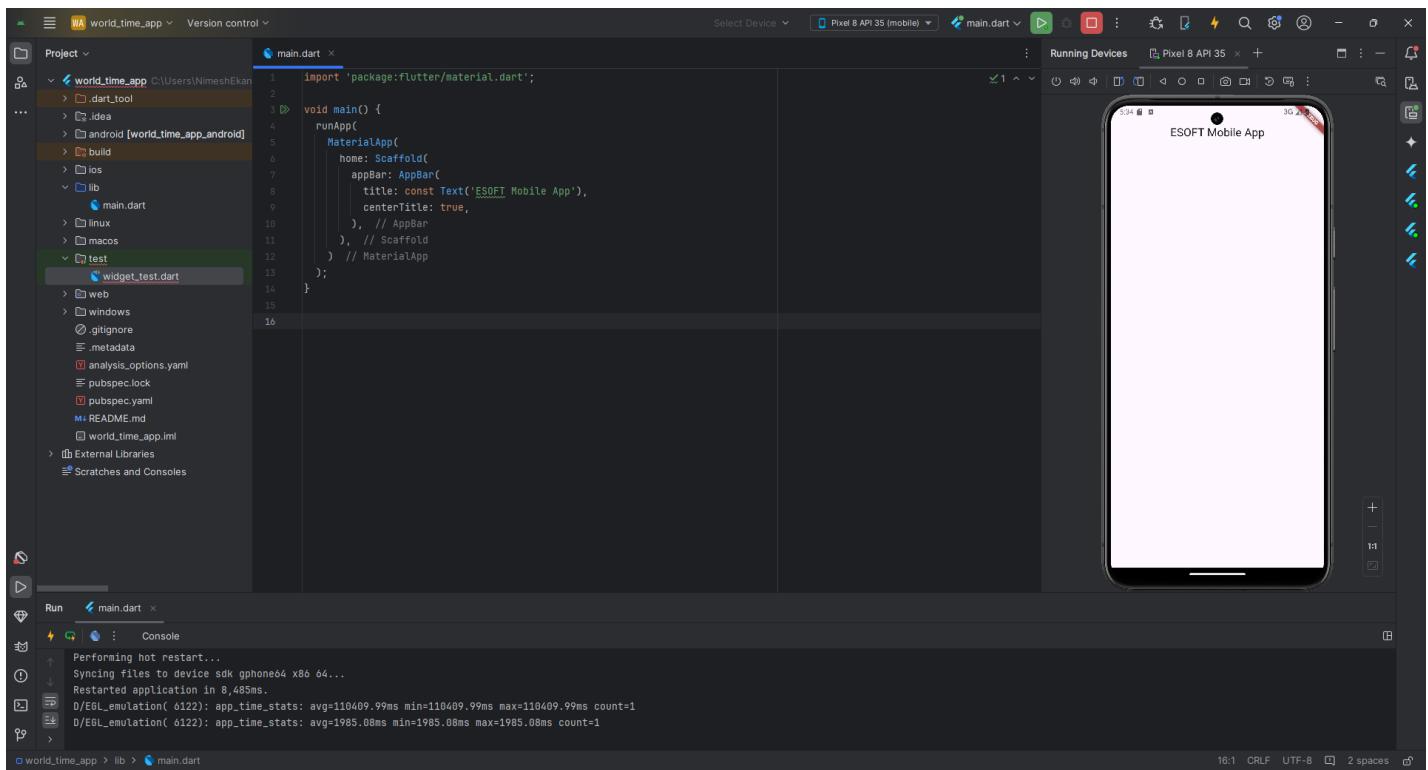
The bottom section of the interface shows the 'Run' tab selected, and the 'Console' tab is open, displaying log output:

```
v Built build\app\outputs\flutter-apk\app-debug.apk
Installing build\app\outputs\flutter-apk\app-debug.apk...
Debug service listening on ws://127.0.0.1:53739/aPDK3MCE-M=/ws
Syncing files to device sdk gphone64_x86_64...
I/.world_time_app( 6122): Compiler allocated 5174KB to compile void android.view.ViewRootImpl.performTraversals()
W/.world_time_app( 6122): Suspending all threads took: 97.972ms
E/SurfaceSyncGroup( 6122): Failed to receive transaction ready in 1000ms. Marking SurfaceSyncGroup(wmsSync-VRI[MainActivity]#2) as ready
E/SurfaceSyncGroup( 6122): Failed to receive transaction ready in 1000ms. Marking SurfaceSyncGroup(VRI[MainActivity]#3) as ready
D/ActivityThread( 6122): Package [com.android.vending] reported as REPLACED, but missing application info. Assuming REMOVED.
D/ActivityThread( 6122): Package [com.android.vending] reported as REPLACED, but missing application info. Assuming REMOVED.
```

Main.dart

```
import 'package:flutter/material.dart';

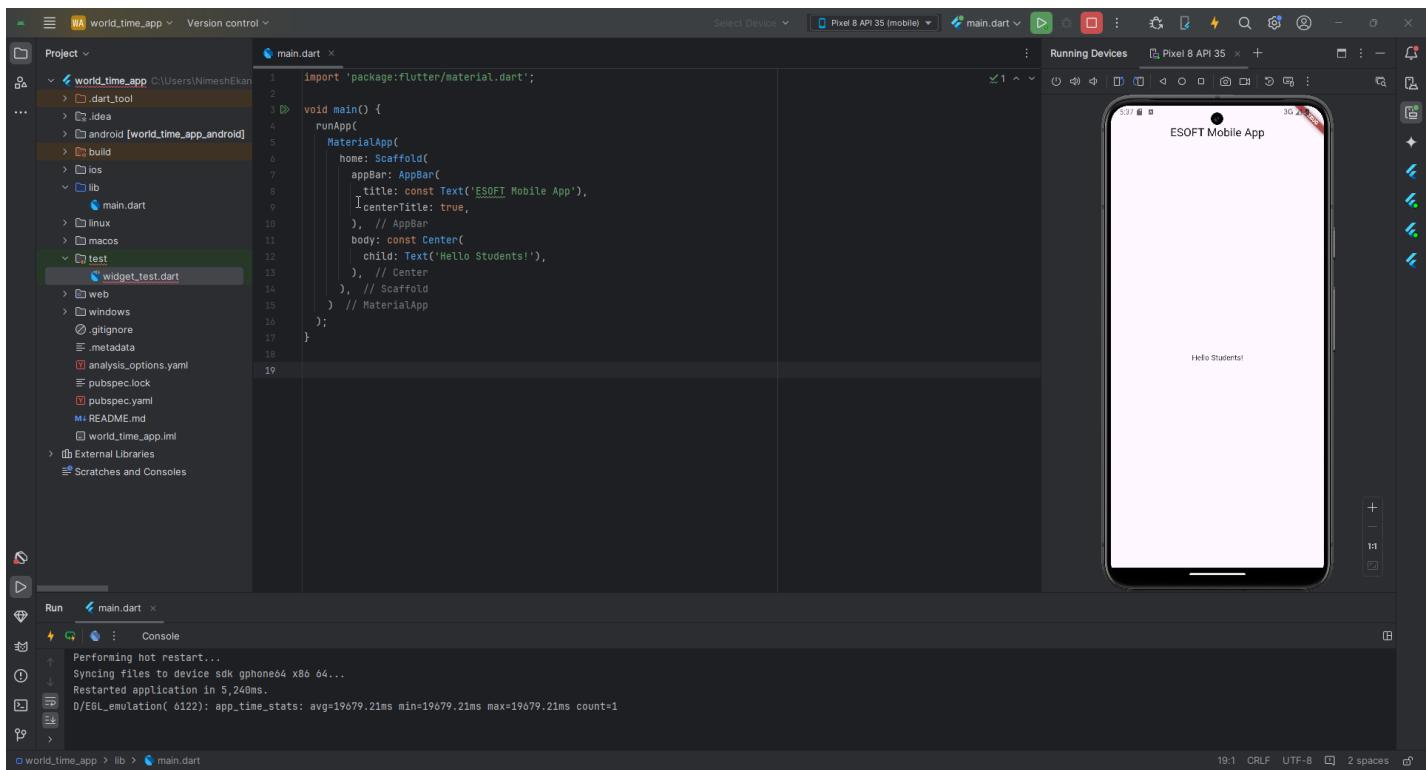
void main() {
  runApp(
    MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: const Text('ESOFT Mobile App'),
          centerTitle: true,
        ),
        ),
      )
    );
}
```



Main.dart

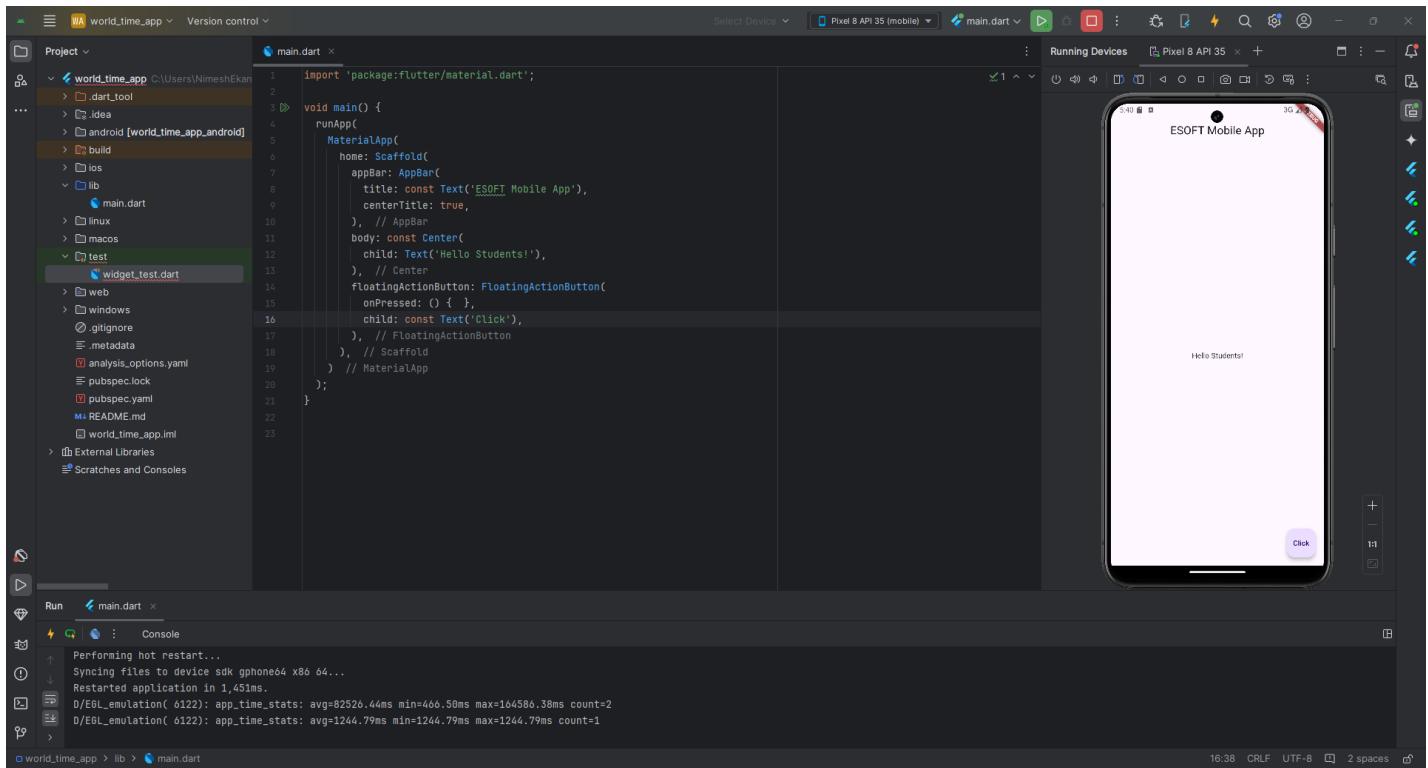
```
import 'package:flutter/material.dart';

void main() {
  runApp(
    MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: const Text('ESOFT Mobile App'),
        ),
        centerTitle: true,
      ),
    ),
  );
}
```



```
import 'package:flutter/material.dart';

void main() {
  runApp(
    MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: const Text('ESOFT Mobile App'),
          centerTitle: true,
        ),
        body: const Center(
          child: Text('Hello Students!'),
        ),
        floatingActionButton: FloatingActionButton(
          onPressed: () { },
          child: const Text('Click'),
        ),
      ),
    );
}
```



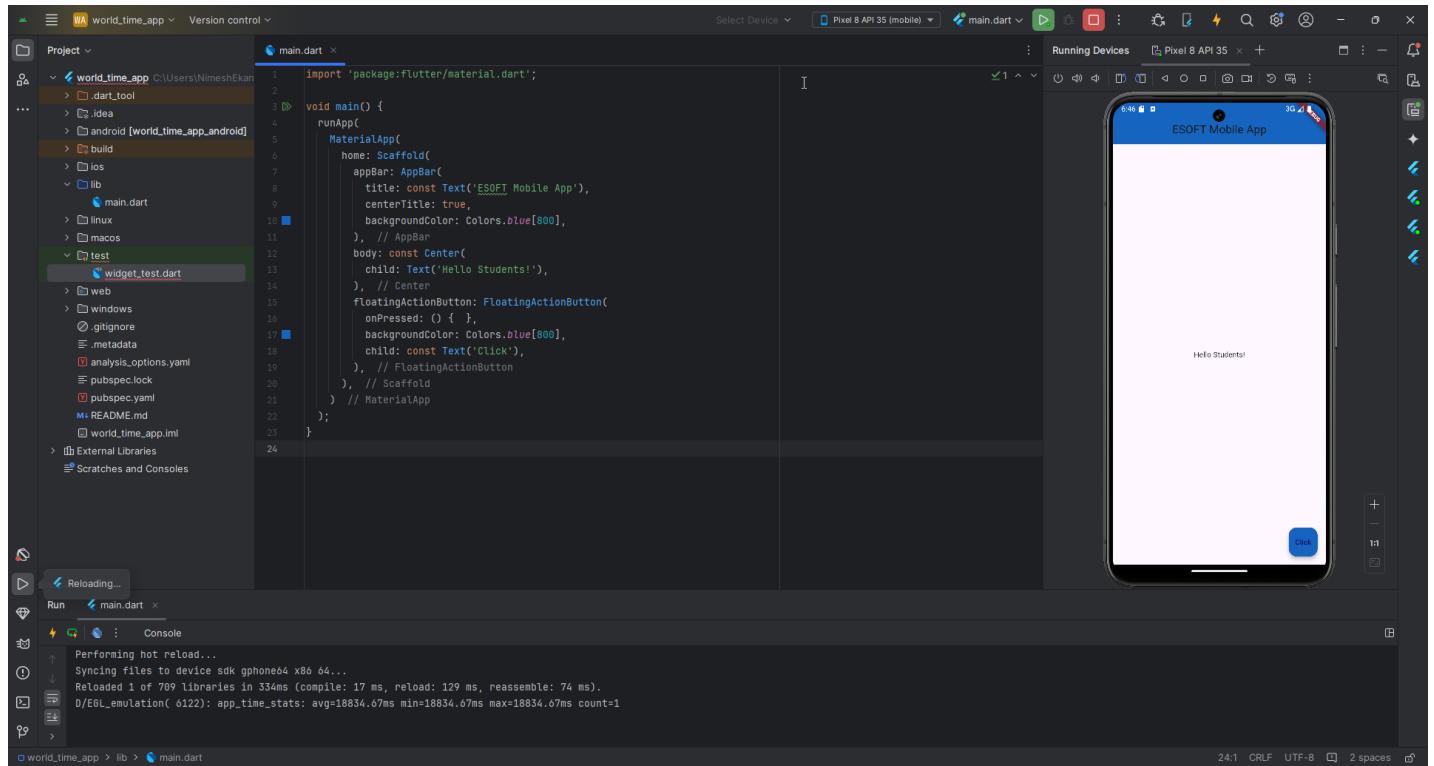
<https://api.flutter.dev/flutter/material/Scaffold-class.html>

```
import 'package:flutter/material.dart';

void main() {
  runApp(
    MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: const Text('ESOFT Mobile App'),
          centerTitle: true,
          backgroundColor: Colors.blue[800],
        ),
        body: const Center(
          child: Text('Hello Students!'),
        ),
        floatingActionButton: FloatingActionButton(
          onPressed: () { },
          backgroundColor: Colors.blue[800],
          child: const Text('Click'),
        ),
      ),
    ),
  )
}
```

```
 );  
 }
```

<https://m1.material.io/style/color.html#color-color-palette>



RMB Project > New > Directory

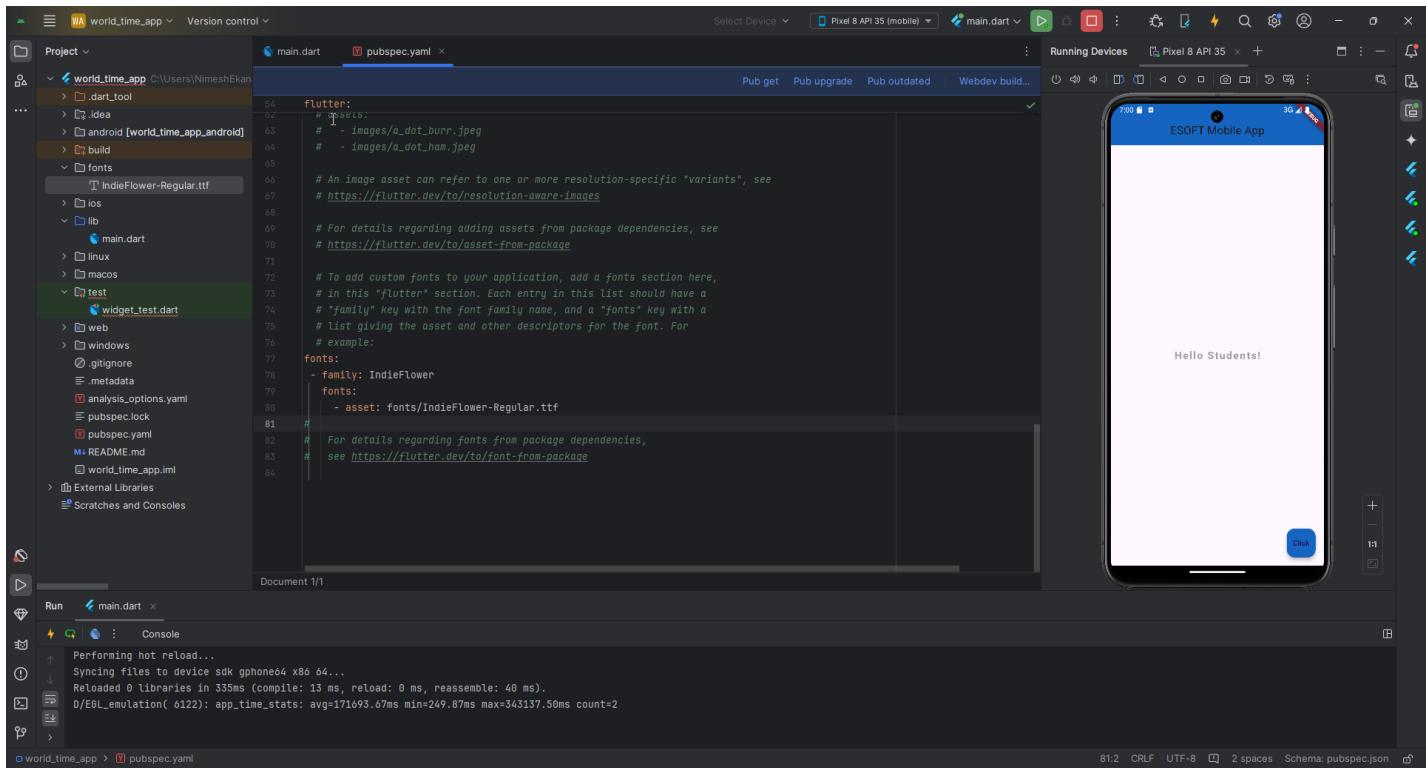
The screenshot shows the Android Studio interface. On the left is the Project navigation pane, displaying the file structure of the 'world_time_app' project. On the right is the code editor for 'main.dart'. A context menu is open over the code at line 19, with options 'New Directory' and 'fonts' visible.

```
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(
5     MaterialApp(
6       home: Scaffold(
7         appBar: AppBar(
8           title: const Text('ESOFT Mobile App'),
9           centerTitle: true,
10          backgroundColor: Colors.blue[800],
11        ), // AppBar
12        body: const Center(
13          child: Text(
14            'Hello Students!',
15            style: TextStyle(
16              fontSize: 20.0,
17              fontWeight: FontWeight.bold,
18              letterSpacing: 2.0,
19              color: Colors.grey[600],
20            ), // TextStyle
21          ), // Text
22        ), // Center
23        floatingActionButton: FloatingActionButton(
24          onPressed: () { },
25        ),
26      ),
27    ),
28  );
29}
```

Drag and drop the font to the created directory.

<https://fonts.google.com/specimen/Indie+Flower?query=indie>

```
pubspec.yaml
fonts:
- family: IndieFlower
  fonts:
  - asset: fonts/IndieFlower-Regular.ttf
```

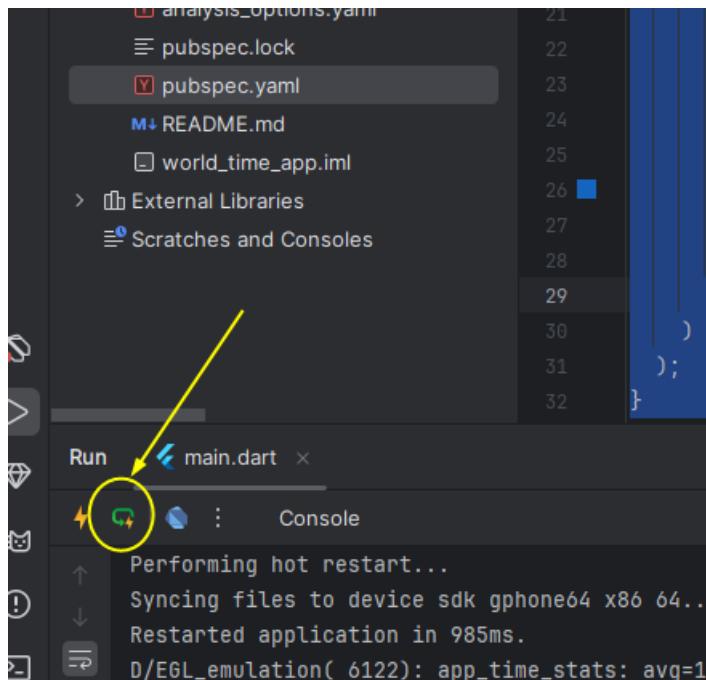


```
import 'package:flutter/material.dart';

void main() {
  runApp(
    MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: const Text('ESOFT Mobile App'),
          centerTitle: true,
          backgroundColor: Colors.blue[800],
        ),
        body: const Center(
          child: Text(
            'Hello Students!',
            style: TextStyle(
              fontSize: 20.0,
              fontWeight: FontWeight.bold,
              letterSpacing: 2.0,
              color: Colors.grey,
              fontFamily: 'IndieFlower',
            ),
          ),
        ),
        floatingActionButton: FloatingActionButton(
          onPressed: () { },
          backgroundColor: Colors.blue[800],
          child: const Text('Click'),
        ),
      ),
    ),
}
```

```
    ),  
    ),  
)  
);  
}
```

Do a Hot Restart



```
main.dart  
import 'package:flutter/material.dart';  
  
void main() {  
  runApp(  
    MaterialApp(  
      home: Scaffold(  
        appBar: AppBar(  
          title: const Text('ESOFT Mobile App'),  
          centerTitle: true,  
          backgroundColor: Colors.blue[800],  
        ),  
        body: const Center(  
          child: Text(  
            'Hello Students!',  
            style: TextStyle(  
              fontSize: 20.0,  
              fontWeight: FontWeight.bold,  
              letterSpacing: 2.0,  
              color: Colors.grey,  
              fontFamily: 'IndieFlower',
```

```
        fontStyle: FontStyle.normal,
    ),
),
),
floatingActionButton: FloatingActionButton(
    onPressed: () { },
    backgroundColor: Colors.blue[800],
    child: const Text('Click'),
),
),
);
}
```

Stateless Widgets and Hot Reload

Type stless > select and enter

Stateless – the state of the widget cannot change overtime. If we do a change in the code, it will auto-rebuild the app due to the change.

```
main.dart
import 'package:flutter/material.dart';

void main() {
  runApp(
    const MaterialApp(
      home: Home()
    )
  );
}

class Home extends StatelessWidget {
  const Home({super.key});

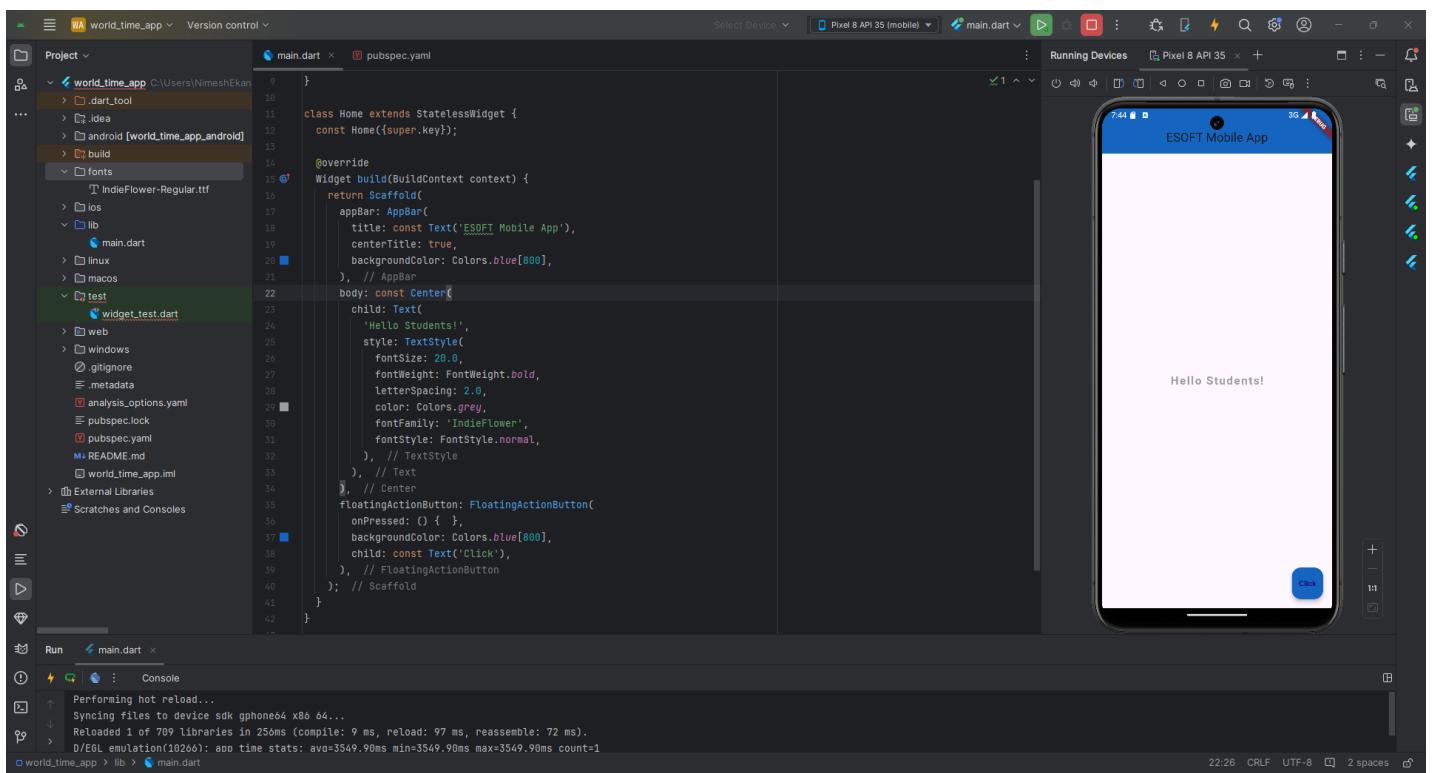
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: const Center(
        child: Text(
          'Hello Students!',
          style: TextStyle(

```

```

fontSize: 20.0,
fontWeight: FontWeight.bold,
letterSpacing: 2.0,
color: Colors.grey,
fontFamily: 'IndieFlower',
fontSize: FontStyle.normal,
),
),
),
),
floatingActionButton: FloatingActionButton(
 onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
),
);
}
}

```



Images and Assets

Image over network:

<https://esoft.lk/wp-content/uploads/2023/12/ban.png>

```

main.dart
import 'package:flutter/material.dart';

```

```
void main() {
  runApp(
    const MaterialApp(
      home: Home()
    )
  );
}

class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: const Center(
        child: Image(
          image: NetworkImage('https://esoft.lk/wp-content/uploads/2023/12/ban.png'),
        )
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () { },
        backgroundColor: Colors.blue[800],
        child: const Text('Click'),
      ),
    );
  }
}
```

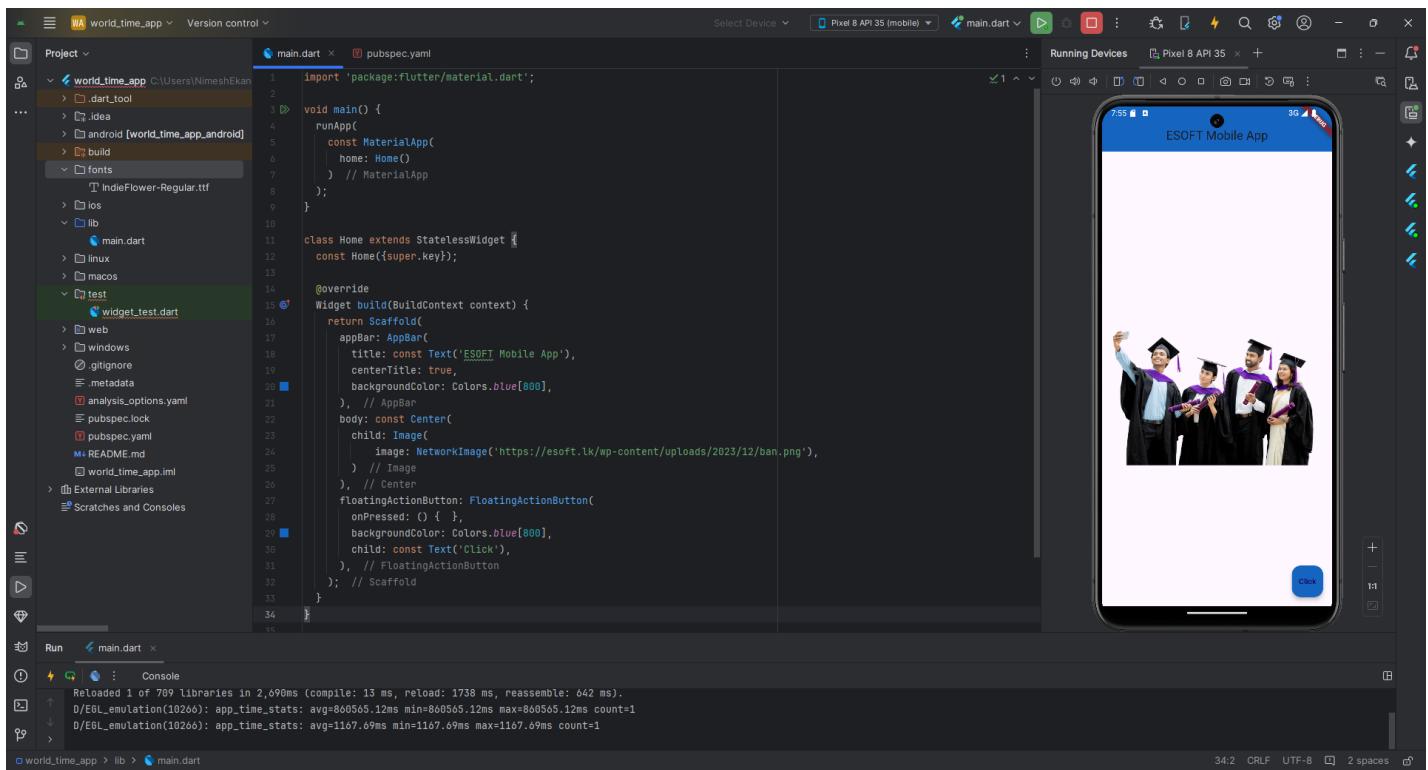
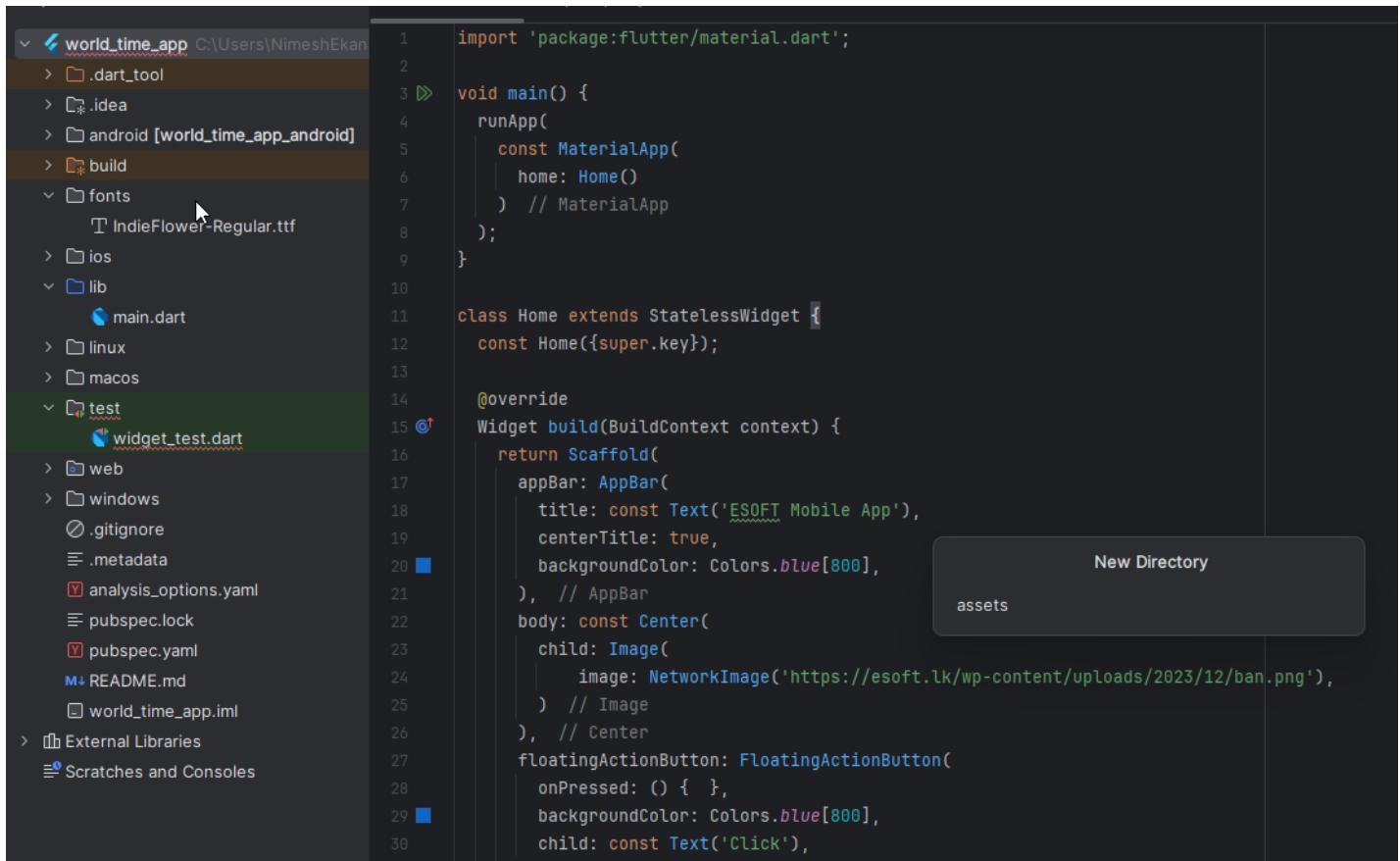


Image from Asset:

New Directory:



Drag and Drop the images to assets directory.

```
pubspec.yaml (2 ways)
# To add assets to your application, add an assets section, like this:
assets:
- assets/AboutEsoft.jpg

# To add assets to your application, add an assets section, like this:
assets:
- assets/
```

```
main.dart (2 ways)
import 'package:flutter/material.dart';

void main() {
  runApp(
    const MaterialApp(
      home: Home()
    )
  );
}

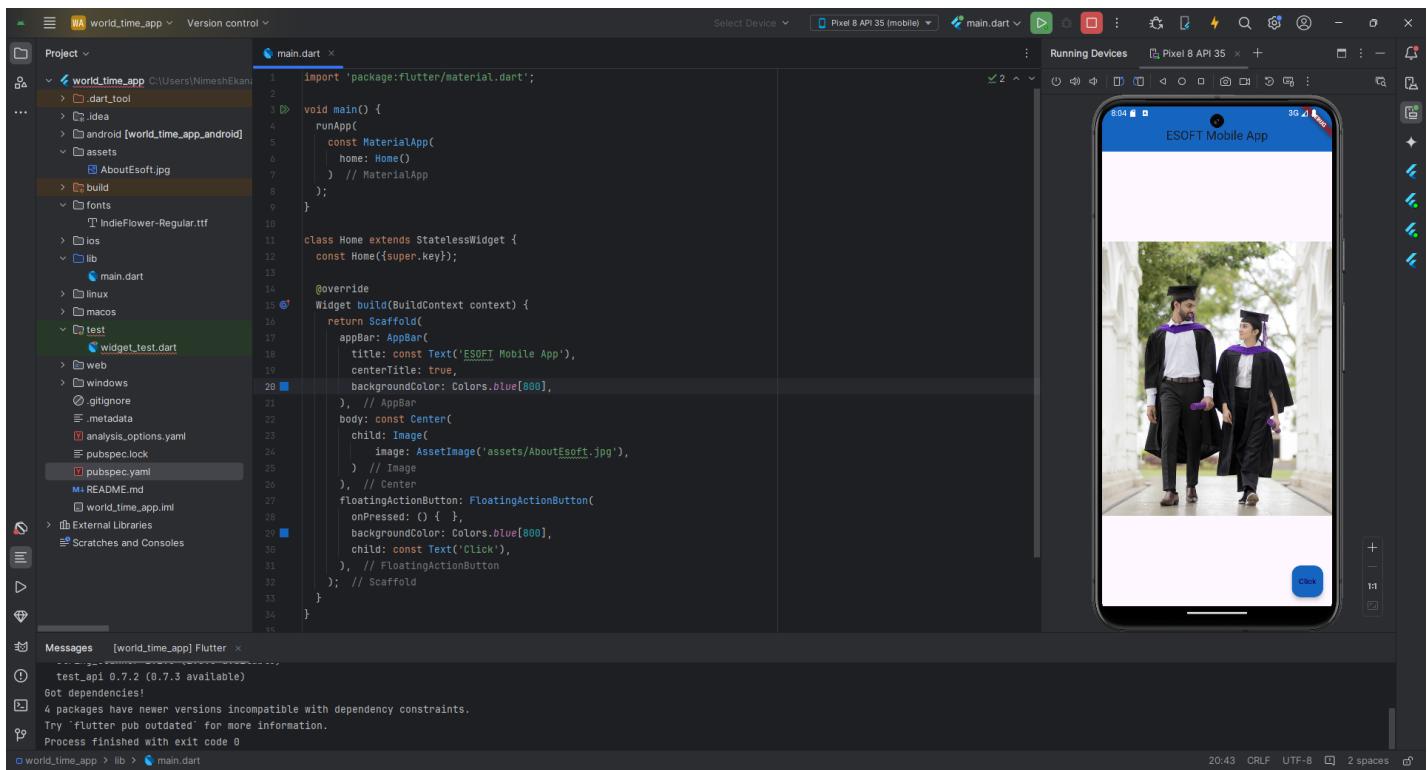
class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: const Center(
        child: Image(
          image: AssetImage('assets/AboutEsoft.jpg'),
        )
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () { },
        backgroundColor: Colors.blue[800],
        child: const Text('Click'),
      ),
    );
  }
}

import 'package:flutter/material.dart';

void main() {
```

```
runApp(  
  const MaterialApp(  
    home: Home()  
  )  
)  
};  
  
class Home extends StatelessWidget {  
  const Home({super.key});  
  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      appBar: AppBar(  
        title: const Text('ESOFT Mobile App'),  
        centerTitle: true,  
        backgroundColor: Colors.blue[800],  
      ),  
      body: Center(  
        child: Image.asset('assets/AboutEsoft.jpg'),  
      ),  
      floatingActionButton: FloatingActionButton(  
        onPressed: () { },  
        backgroundColor: Colors.blue[800],  
        child: const Text('Click'),  
      ),  
    );  
  }  
}
```



The screenshot shows the Android Studio interface with the project 'world_time_app' open. The main.dart file is selected and displayed in the code editor. The code defines a main() function that runs an MaterialApp with a Home widget. The Home widget has an AppBar with the title 'ESOFT Mobile App', a blue background color, and a floating action button labeled 'Click'. The body of the Home widget contains a Center with an AssetImage of 'AboutEsoft.jpg'. A preview of the app running on a Pixel 8 API 35 device is shown on the right, displaying two people in graduation gowns walking outdoors.

```
import 'package:flutter/material.dart';

void main() {
  runApp(
    const MaterialApp(
      home: Home()
    )
  );
}

class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: const Center(
        child: Image(
          image: AssetImage('assets/AboutEsoft.jpg'),
        ),
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () {},
        backgroundColor: Colors.blue[800],
        child: const Text('Click'),
      ),
    );
  }
}
```

Buttons and Icons

```
maint.dart
import 'package:flutter/material.dart';

void main() {
  runApp(
    const MaterialApp(
      home: Home()
    )
  );
}

class Home extends StatelessWidget {
  const Home({super.key});

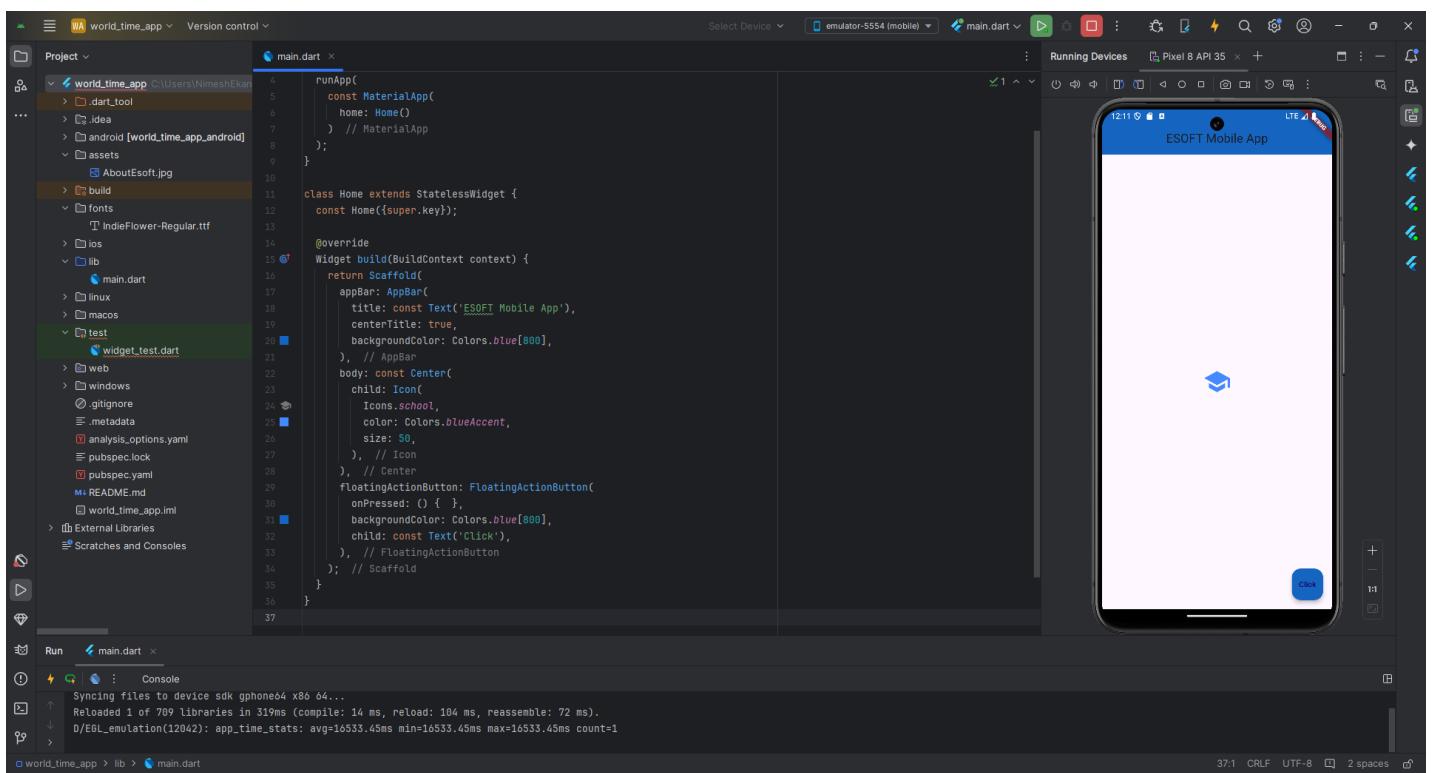
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: const Center(
        child: Icon(

```

```

Icons.school,
color: Colors.blueAccent,
size: 50,
),
),
floatingActionButton: FloatingActionButton(
 onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
),
);
}
}

```



```

class Home extends StatelessWidget {
const Home({super.key});

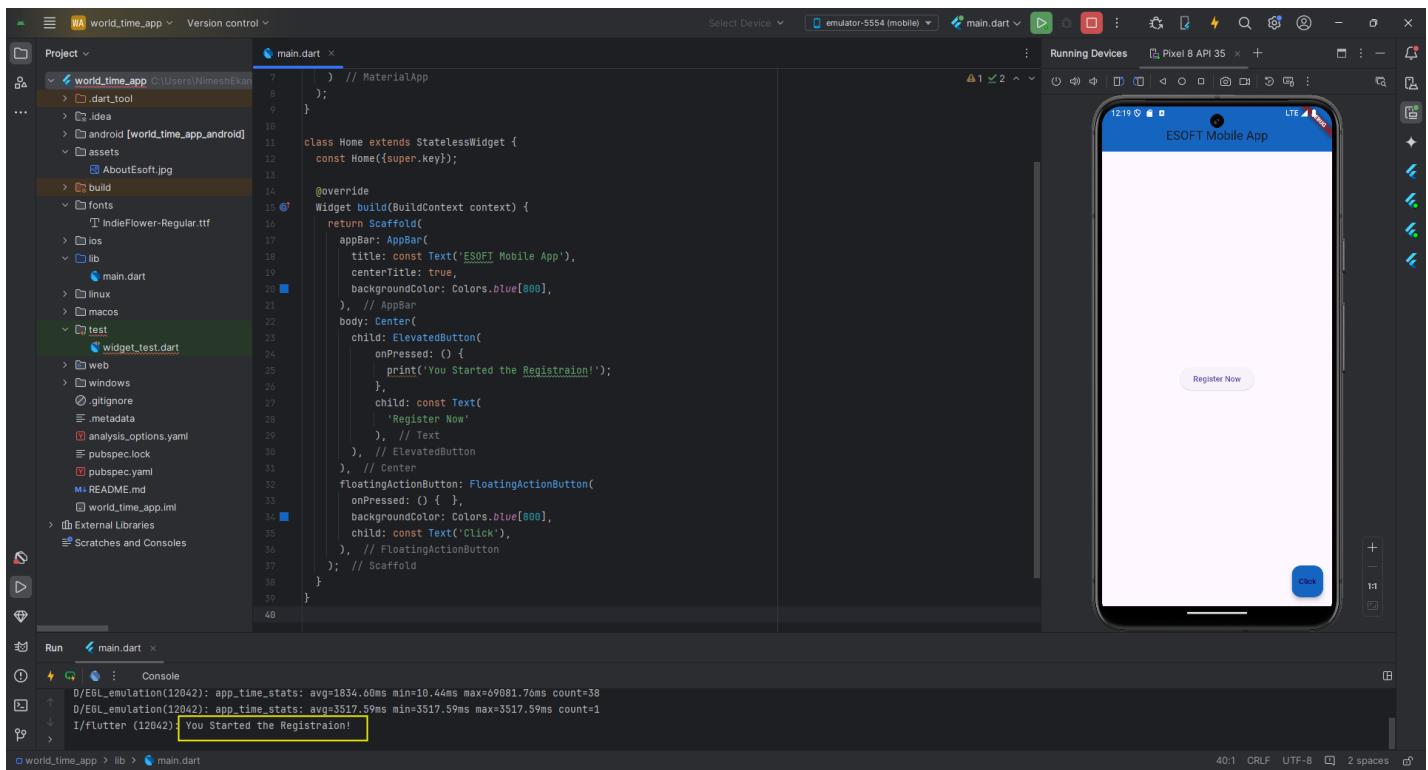
@Override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: const Text('ESOFT Mobile App'),
centerTitle: true,
backgroundColor: Colors.blue[800],
),
// AppBar
body: const Center(
child: Icon(
Icons.school,
color: Colors.blueAccent,
size: 50,
), // Icon
), // Center
floatingActionButton: FloatingActionButton(
onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
), // FloatingActionButton
); // Scaffold
}
}

```

```
body: Center(
  child: ElevatedButton(
    onPressed: () {
      print('You Started the Registration!');
    },
    child: const Text(
      'Register Now'
    ),
  ),
),
floatingActionButton: FloatingActionButton(
  onPressed: () { },
  backgroundColor: Colors.blue[800],
  child: const Text('Click'),
),
);
}
}
```

```
class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: Center(
        child: TextButton(
          onPressed: () {
            print('You Started the Registration!');
          },
          child: const Text(
            'Register Now'
          ),
        ),
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () { },
        backgroundColor: Colors.blue[800],
        child: const Text('Click'),
      ),
    );
  }
}
```



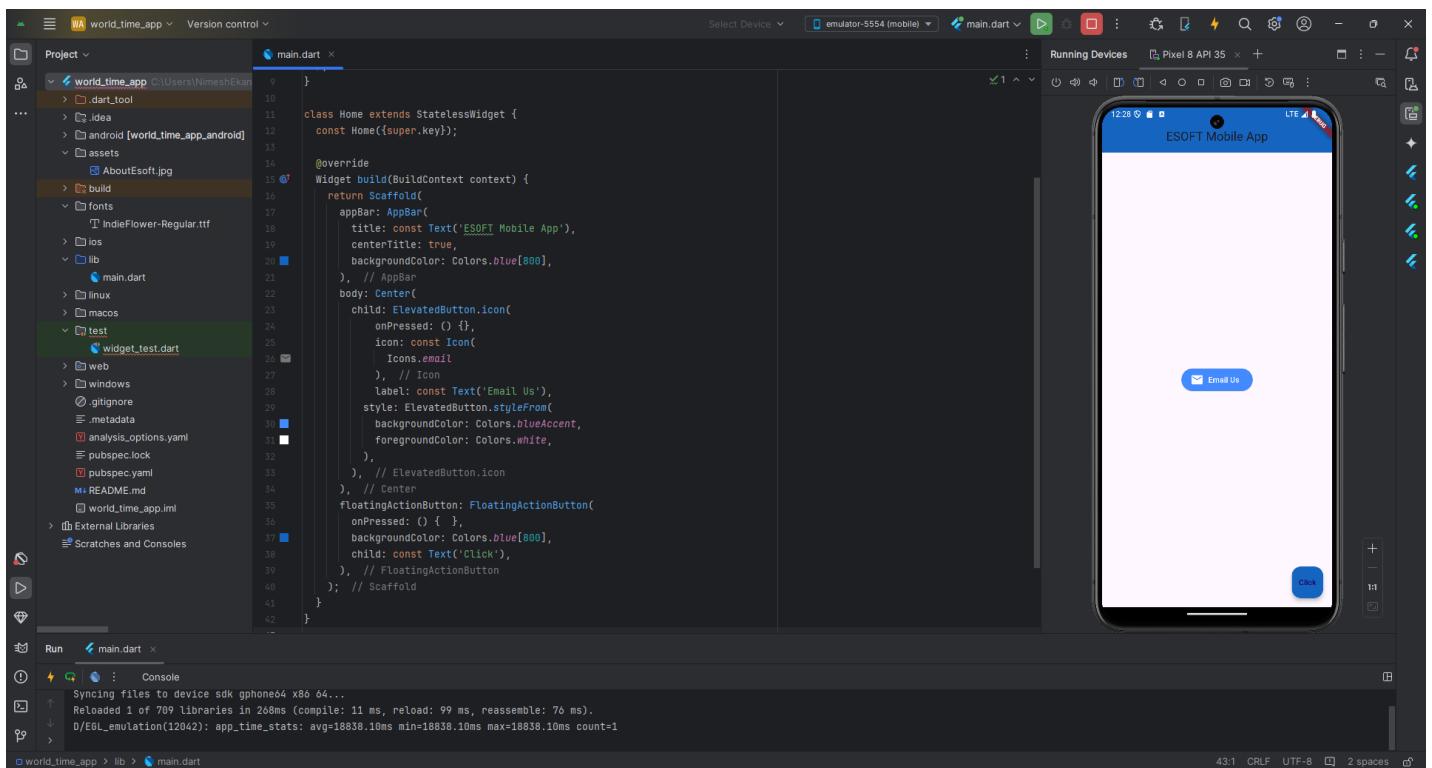
```
class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: Center(
        child: ElevatedButton.icon(
          onPressed: () {},
          icon: const Icon(
            Icons.email
          ),
          label: const Text('Email Us'),
          style: ElevatedButton.styleFrom(
            backgroundColor: Colors.blueAccent,
            foregroundColor: Colors.white,
          ),
        ),
        floatingActionButton: FloatingActionButton(
          onPressed: () {},
          backgroundColor: Colors.blue[800],
        ),
      ),
    );
  }
}
```

```

        child: const Text('Click'),
    ),
}
}

```



```

class Home extends StatelessWidget {
const Home({super.key});

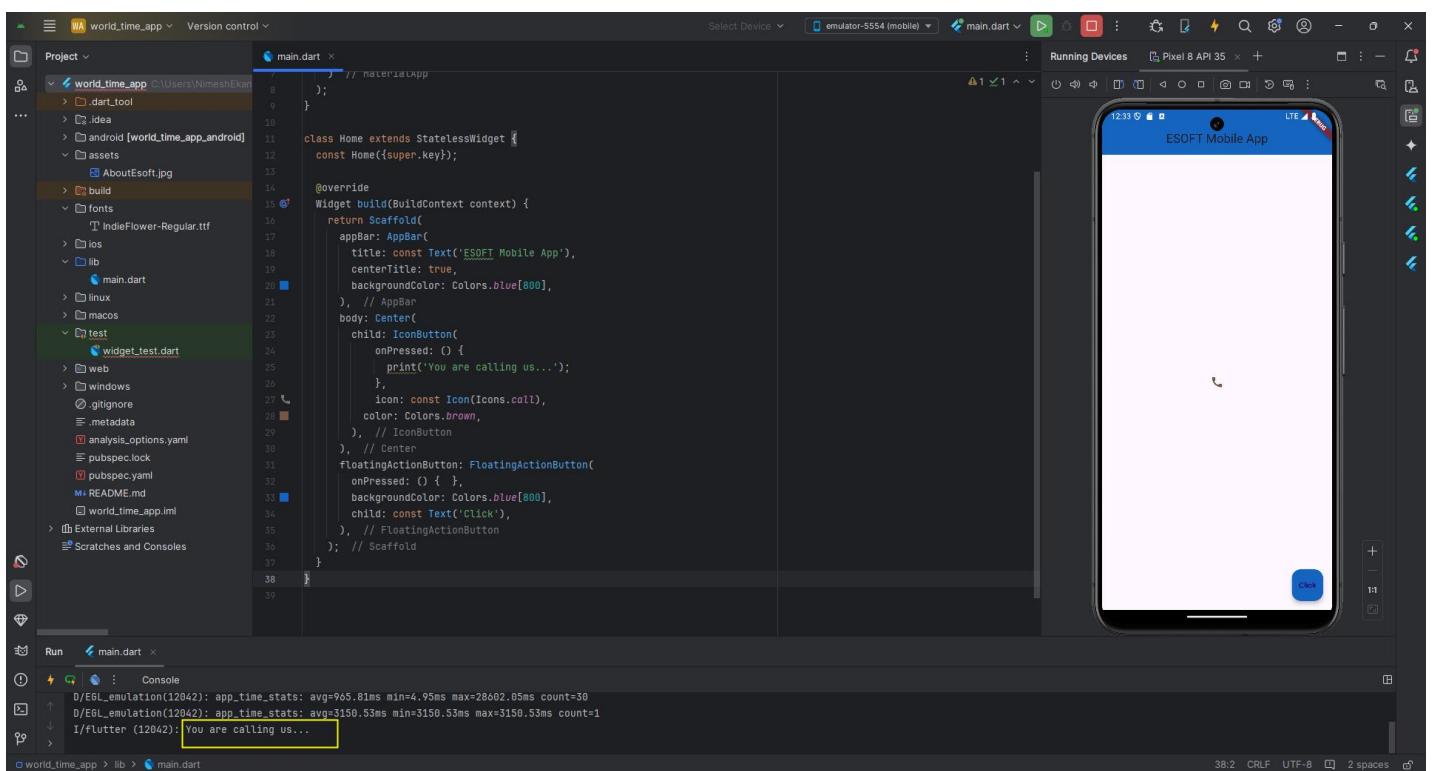
@Override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: const Text('ESOFT Mobile App'),
centerTitle: true,
backgroundColor: Colors.blue[800],
),
body: Center(
child: IconButton(
onPressed: () {
print('You are calling us...!');
},
icon: const Icon(Icons.call),
color: Colors.brown,
),
)
}

```

```

),
floatingActionButton: FloatingActionButton(
  onPressed: () { },
  backgroundColor: Colors.blue[800],
  child: const Text('Click'),
),
);
}
}

```



Containers & Padding

```

class Home extends StatelessWidget {
  const Home({super.key});

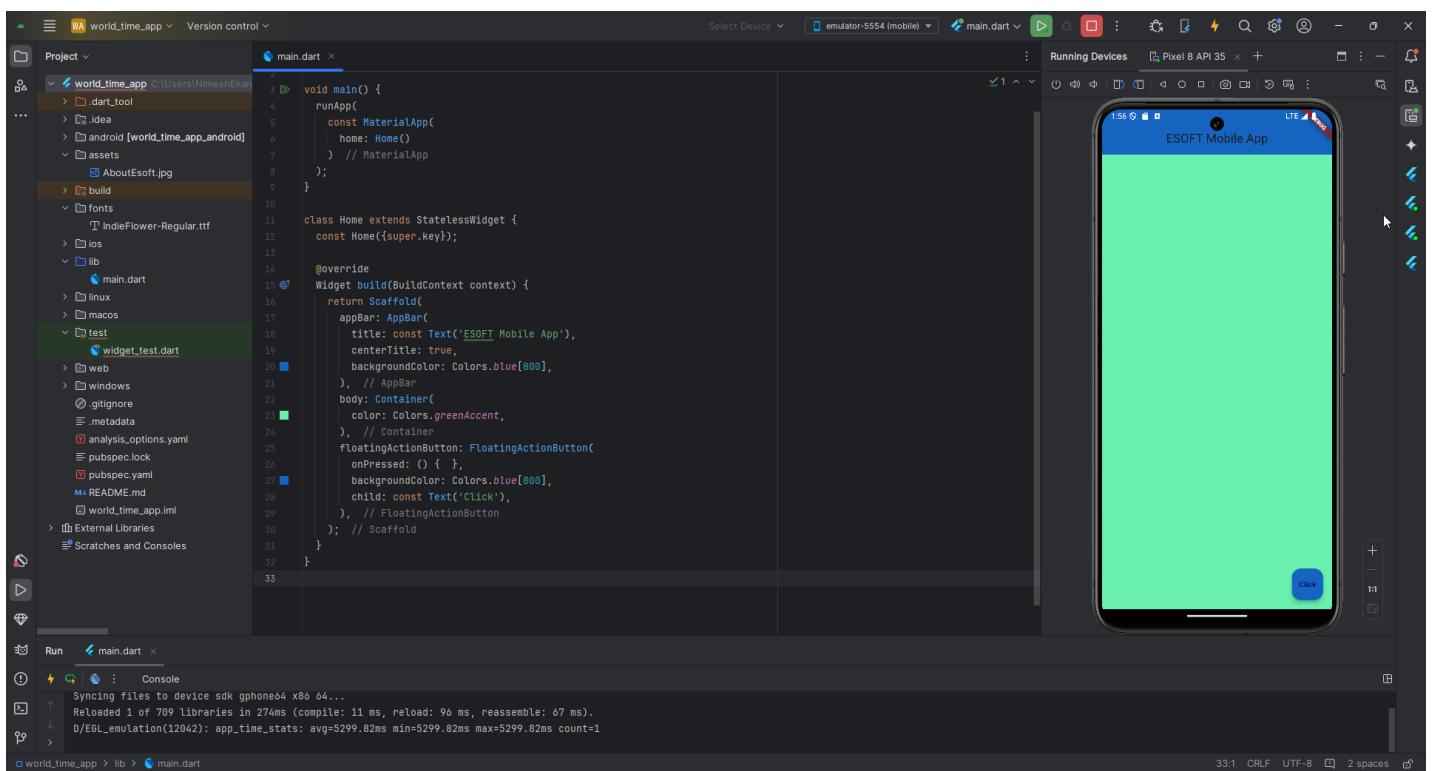
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),

```

```

body: Container(
  color: Colors.greenAccent,
),
floatingActionButton: FloatingActionButton(
  onPressed: () { },
  backgroundColor: Colors.blue[800],
  child: const Text('Click'),
),
);
}
}

```



```

class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: Container(
        color: Colors.greenAccent,

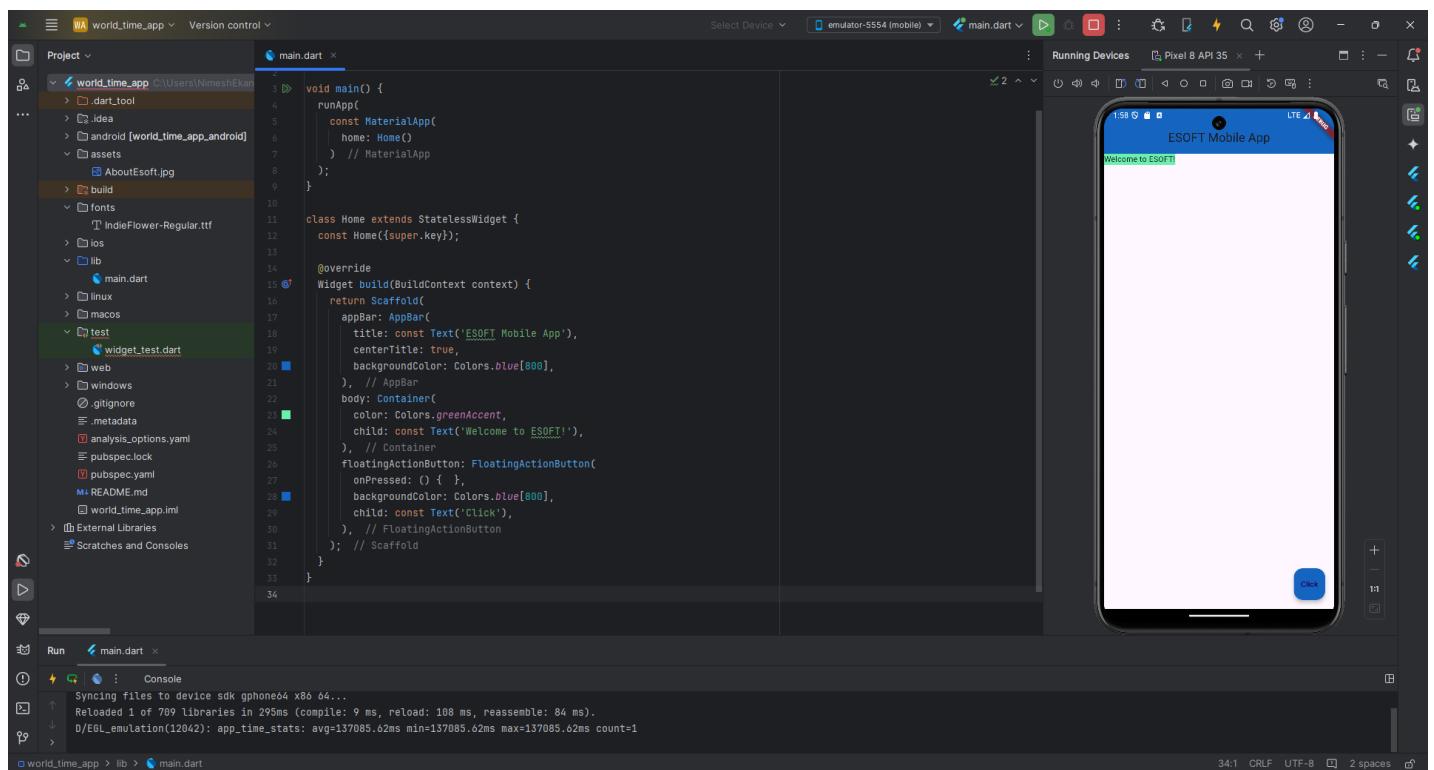
```

```

    child: const Text('Welcome to ESOFT!'),
),
floatingActionButton: FloatingActionButton(
 onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
),
);
}
}

```

When having a child widget, the container restricts itself to the child widget size.



```

class Home extends StatelessWidget {
const Home({super.key});

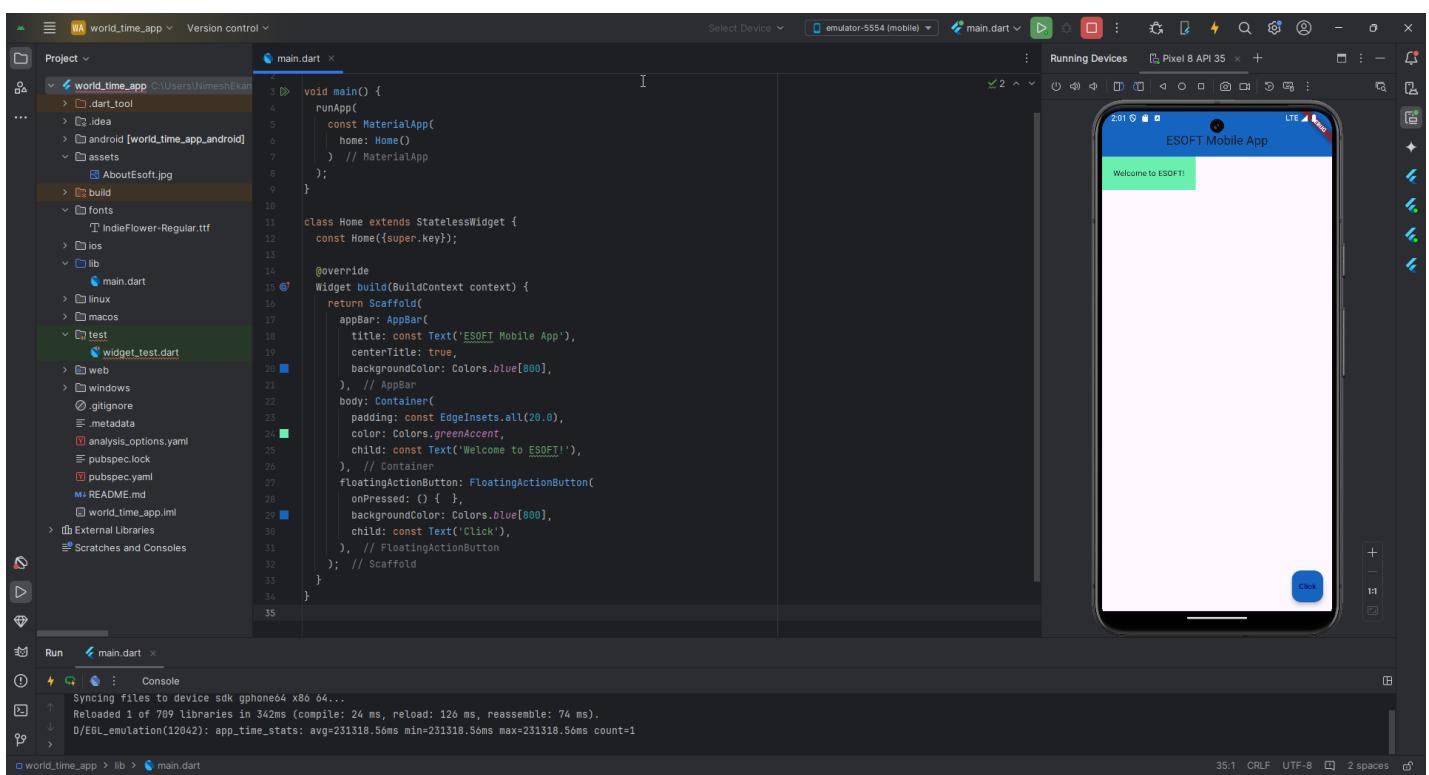
@Override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: const Text('ESOFT Mobile App'),
centerTitle: true,
backgroundColor: Colors.blue[800],
),
body: Container(
color: Colors.greenAccent,
child: const Text('Welcome to ESOFT!'),
),
// Container
floatingActionButton: FloatingActionButton(
onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
),
// FloatingActionButton
); // Scaffold
}
}

```

```

padding: const EdgeInsets.all(20.0),
color: Colors.greenAccent,
child: const Text('Welcome to ESOFT!'),
),
floatingActionButton: FloatingActionButton(
 onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
),
);
}
}

```



```

class Home extends StatelessWidget {
const Home({super.key});

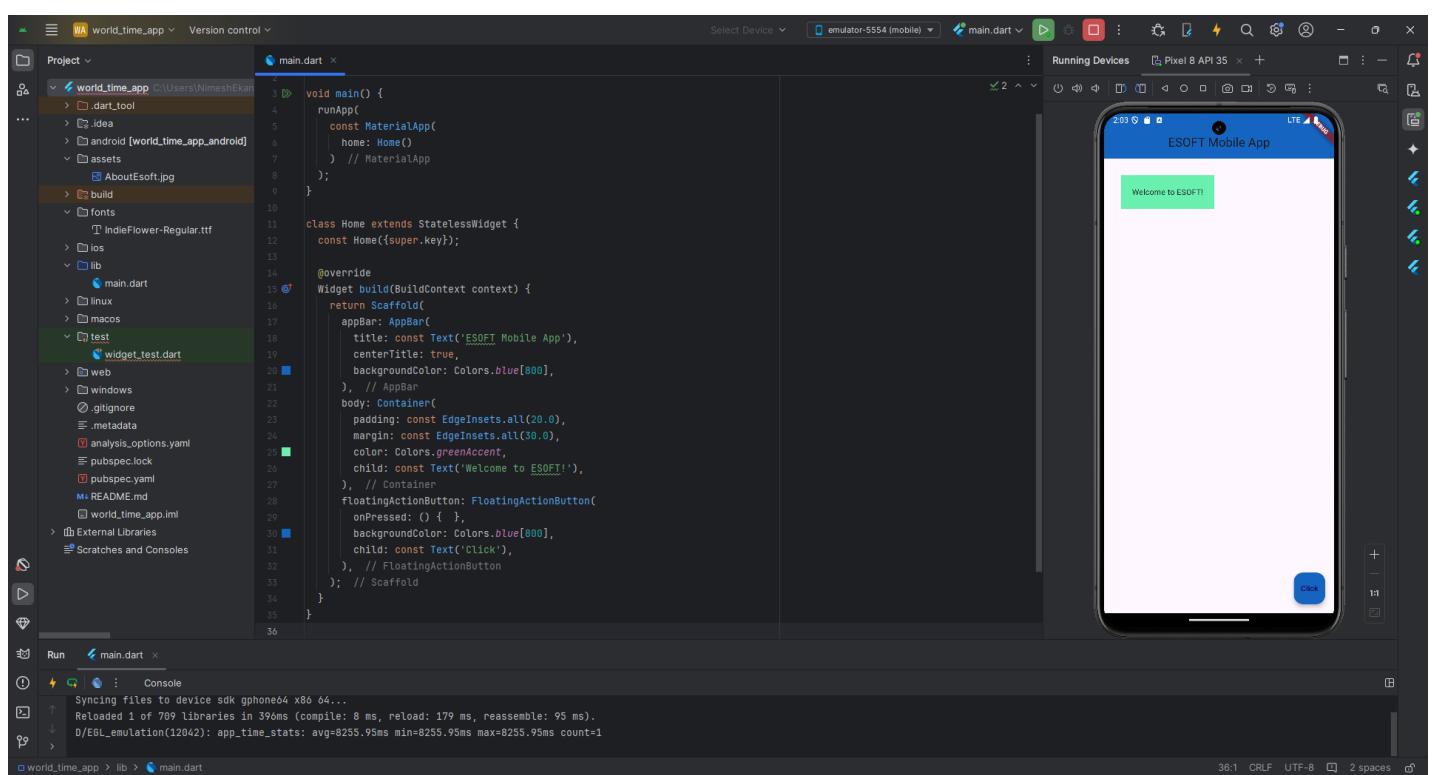
@Override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: const Text('ESOFT Mobile App'),
centerTitle: true,
backgroundColor: Colors.blue[800],
),
body: Container(
padding: const EdgeInsets.all(20.0),
color: Colors.greenAccent,
child: const Text('Welcome to ESOFT!'),
),
floatingActionButton: FloatingActionButton(
onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
),
); // Scaffold
}
}

```

```

padding: const EdgeInsets.all(20.0),
margin: const EdgeInsets.all(30.0),
color: Colors.greenAccent,
child: const Text('Welcome to ESOFT!'),
),
floatingActionButton: FloatingActionButton(
 onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
),
);
}
}

```



```

class Home extends StatelessWidget {
const Home({super.key});

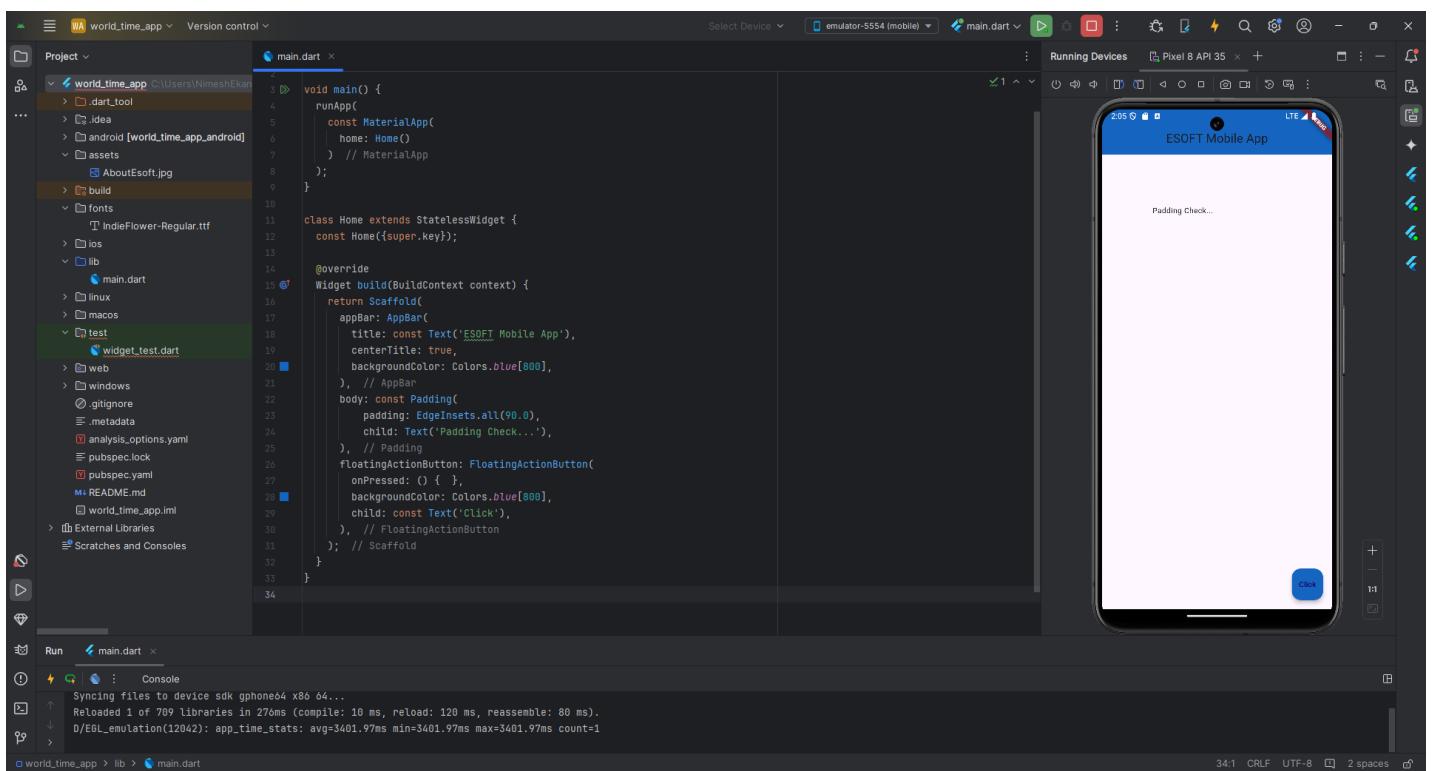
@Override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: const Text('ESOFT Mobile App'),
centerTitle: true,
backgroundColor: Colors.blue[800],
),
),
floatingActionButton: FloatingActionButton(
 onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
),
);
}

```

```

body: const Padding(
  padding: EdgeInsets.all(90.0),
  child: Text('Padding Check...'),
),
floatingActionButton: FloatingActionButton(
  onPressed: () { },
  backgroundColor: Colors.blue[800],
  child: const Text('Click'),
),
);
}
}

```



Rows

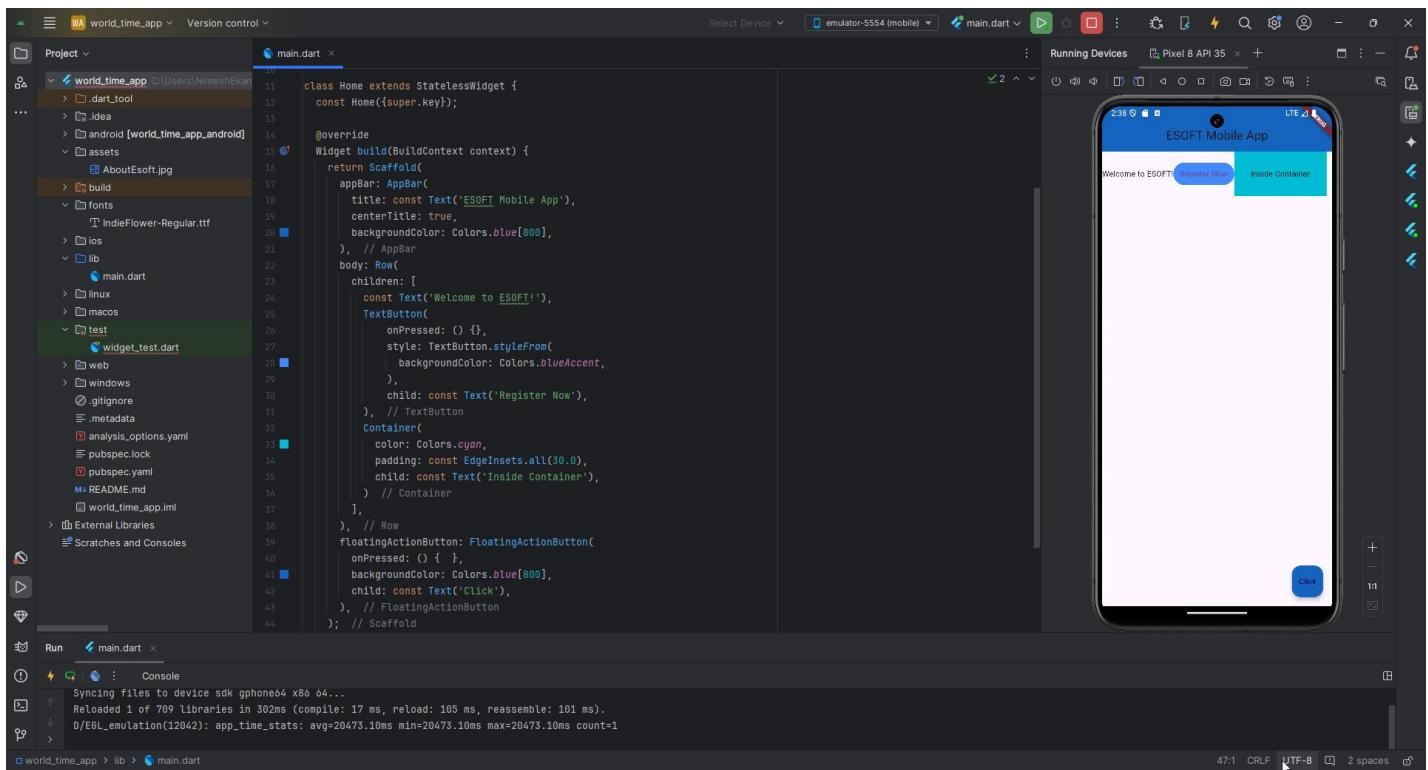
```

class Home extends StatelessWidget {
const Home({super.key});

@Override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: const Text('ESOFT Mobile App'),
),
// Padding
padding: EdgeInsets.all(90.0),
child: Text('Padding Check...'),
), // Padding
floatingActionButton: FloatingActionButton(
onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
); // FloatingActionButton
); // Scaffold
}
}

```

```
centerTitle: true,  
backgroundColor: Colors.blue[800],  
,  
body: Row(  
children: [  
  const Text('Welcome to ESOFT!'),  
  TextButton(  
    onPressed: () {},  
    style: TextButton.styleFrom(  
      backgroundColor: Colors.blueAccent,  
    ),  
    child: const Text('Register Now'),  
,  
  Container(  
    color: Colors.cyan,  
    padding: const EdgeInsets.all(30.0),  
    child: const Text('Inside Container'),  
)  
,  
,  
floatingActionButton: FloatingActionButton(  
  onPressed: () { },  
  backgroundColor: Colors.blue[800],  
  child: const Text('Click'),  
,  
);  
}  
}
```



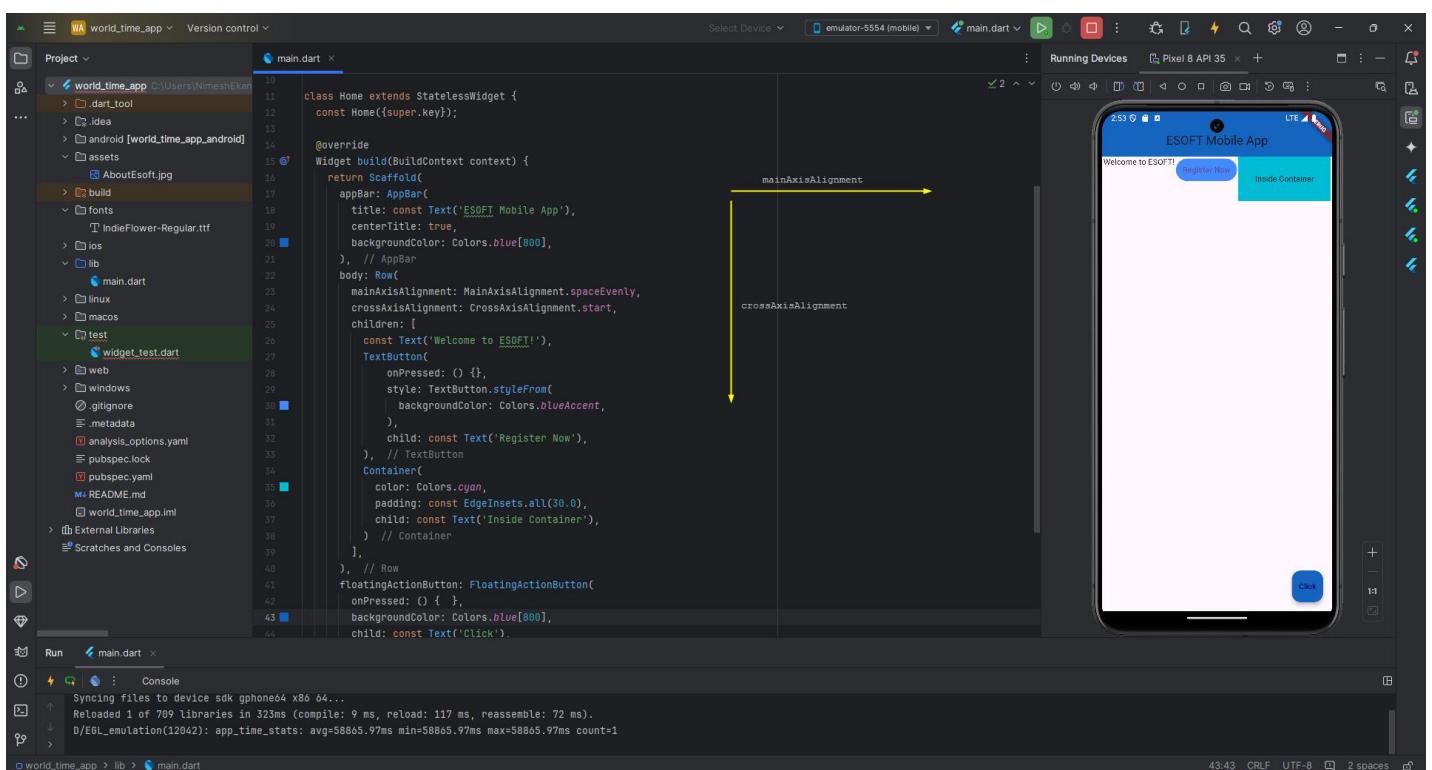
```
class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: Row(
        mainAxisAlignment: MainAxisAlignment.spaceEvenly,
        crossAxisAlignment: CrossAxisAlignment.start,
        children: [
          const Text('Welcome to ESOFT!'),
          TextButton(
            onPressed: () {},
            style: TextButton.styleFrom(
              backgroundColor: Colors.blueAccent,
            ),
            child: const Text('Register Now'),
          ),
          Container(
            color: Colors.cyan,
            padding: const EdgeInsets.all(30.0),
            child: const Text('Inside Container'),
          )
        ],
      ),
    );
  }
}
```

```

),
],
),
floatingActionButton: FloatingActionButton(
 onPressed: () { },
backgroundColor: Colors.blue[800],
child: const Text('Click'),
),
);
}
}

```



Columns

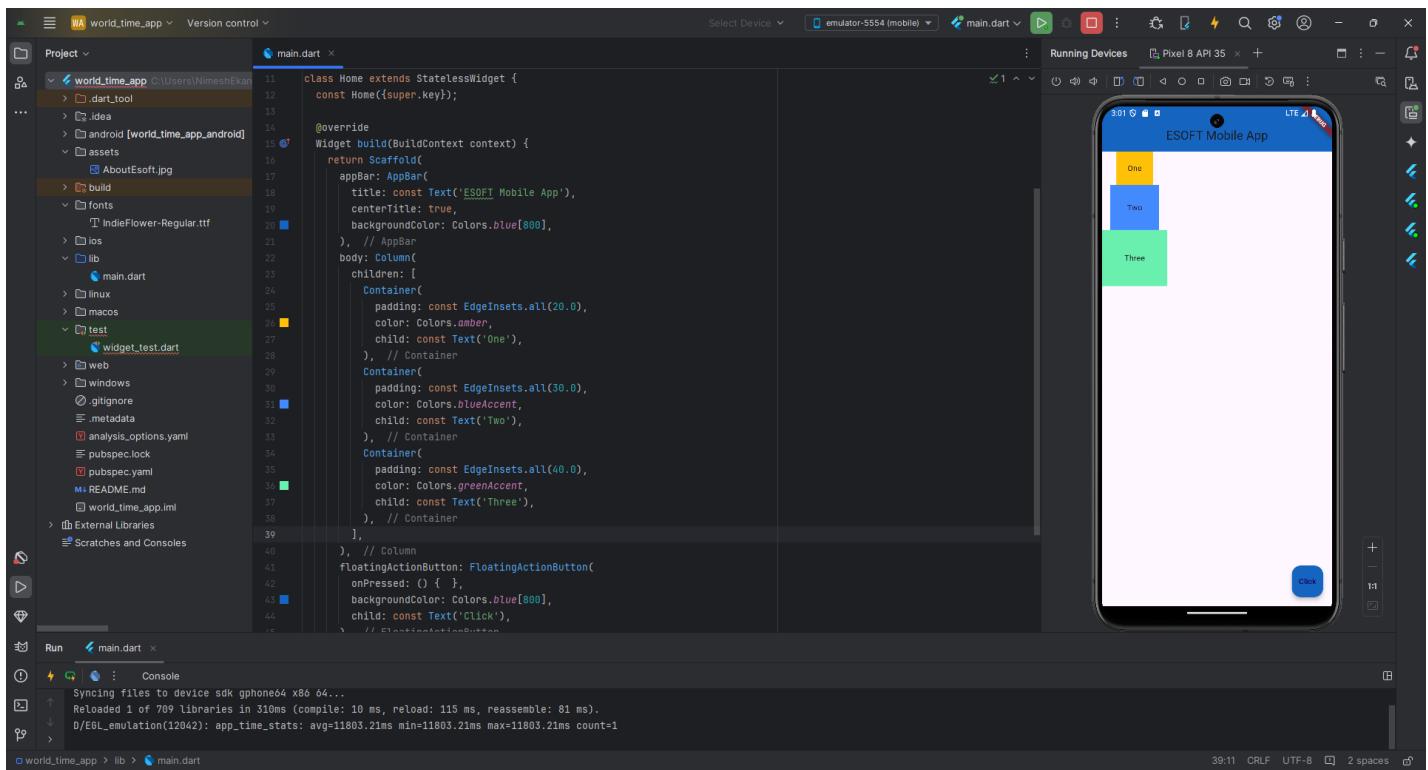
```

class Home extends StatelessWidget {
const Home({super.key});

@Override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: const Text('ESOFT Mobile App'),
centerTitle: true,

```

```
backgroundColor: Colors.blue[800],  
,  
body: Column(  
  children: [  
    Container(  
      padding: const EdgeInsets.all(20.0),  
      color: Colors.amber,  
      child: const Text('One'),  
    ),  
    Container(  
      padding: const EdgeInsets.all(30.0),  
      color: Colors.blueAccent,  
      child: const Text('Two'),  
    ),  
    Container(  
      padding: const EdgeInsets.all(40.0),  
      color: Colors.greenAccent,  
      child: const Text('Three'),  
    ),  
  ],  
,  
floatingActionButton: FloatingActionButton(  
  onPressed: () { },  
  backgroundColor: Colors.blue[800],  
  child: const Text('Click'),  
,  
);  
}  
}
```



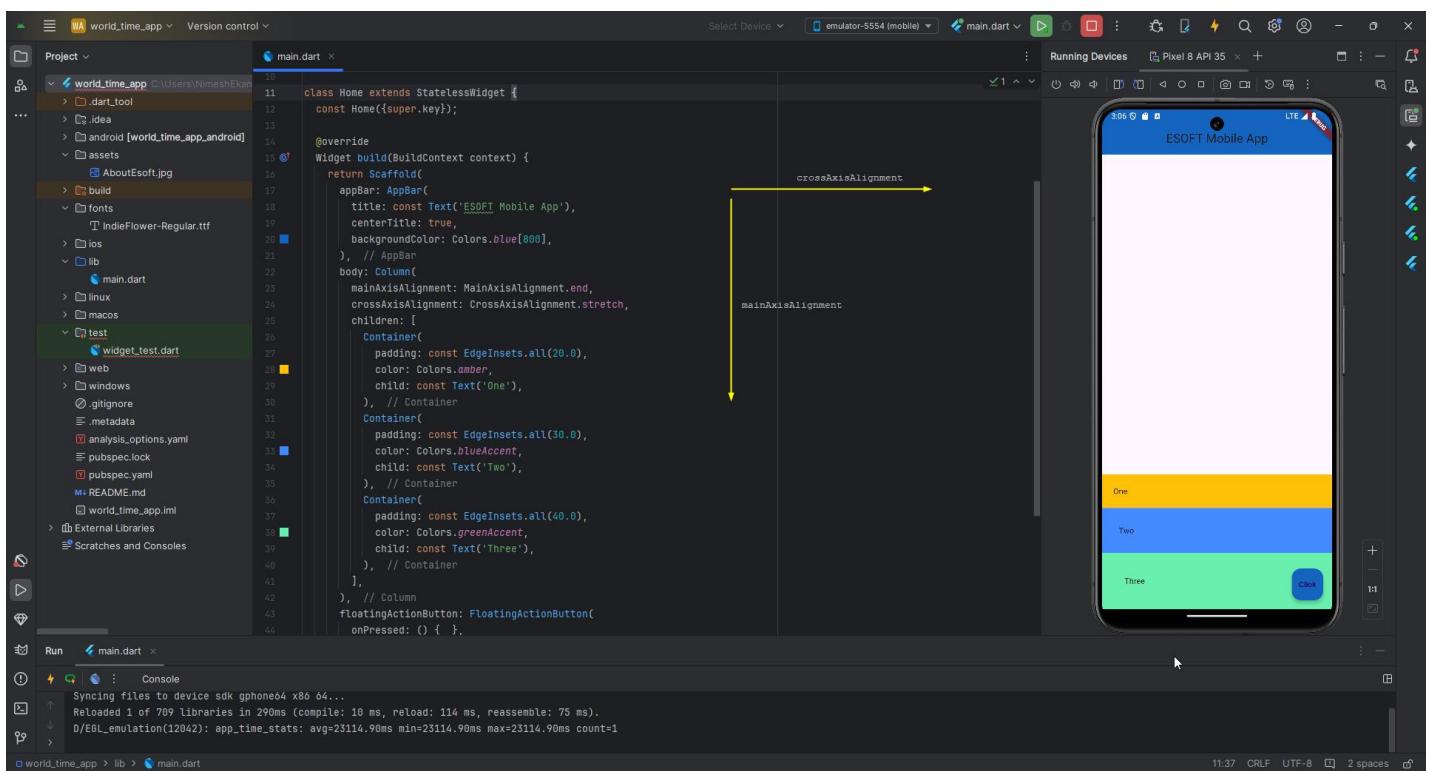
```
class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: Column(
        mainAxisAlignment: MainAxisAlignment.end,
        crossAxisAlignment: CrossAxisAlignment.stretch,
        children: [
          Container(
            padding: const EdgeInsets.all(20.0),
            color: Colors.amber,
            child: const Text('One'),
          ),
          Container(
            padding: const EdgeInsets.all(30.0),
            color: Colors.blueAccent,
            child: const Text('Two'),
          ),
          Container(
            padding: const EdgeInsets.all(40.0),
            color: Colors.greenAccent,
            child: const Text('Three'),
          ),
        ],
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () {},
        backgroundColor: Colors.blue[800],
        child: const Text('Click'),
      ),
    );
  }
}
```

```

        color: Colors.greenAccent,
        child: const Text('Three'),
    ),
],
),
floatingActionButton: FloatingActionButton(
    onPressed: () { },
    backgroundColor: Colors.blue[800],
    child: const Text('Click'),
),
);
}
}

```



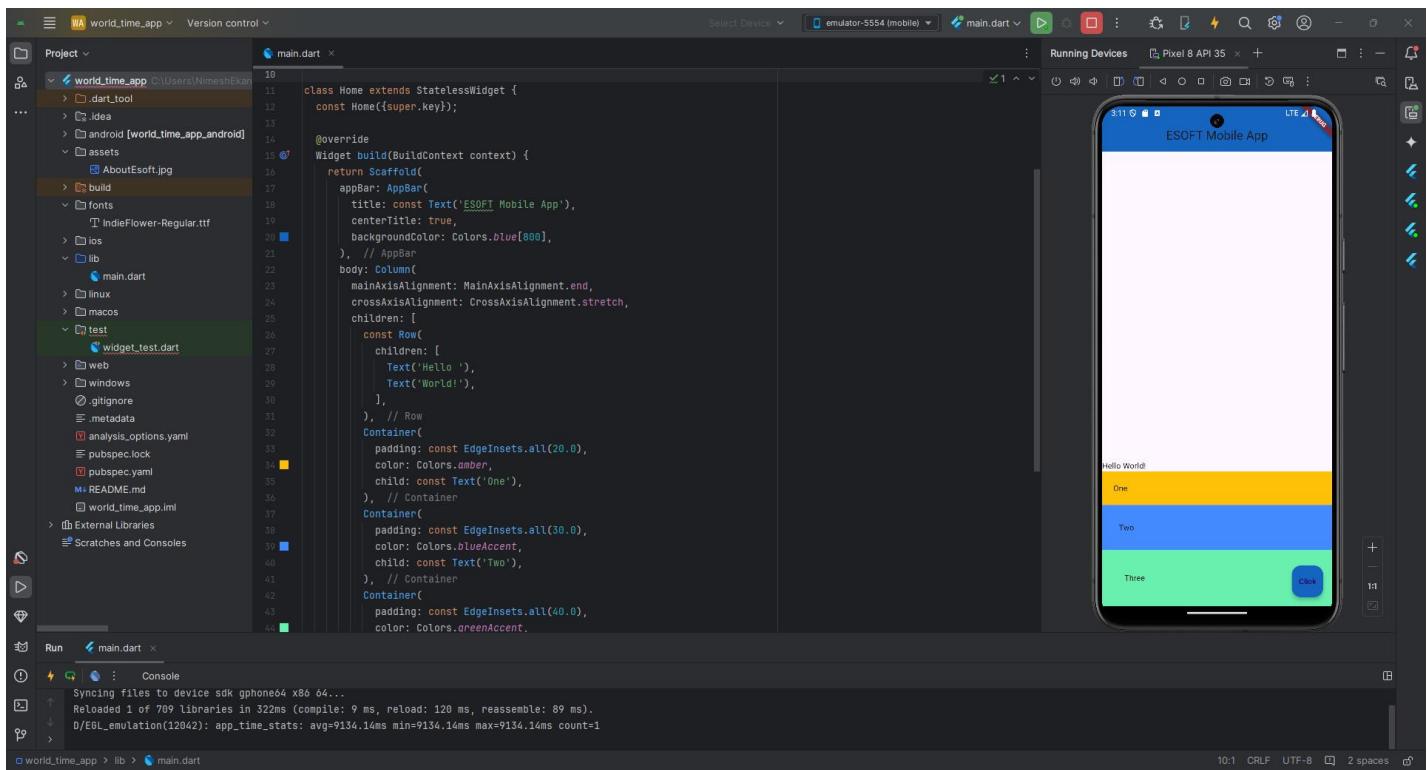
```

class Home extends StatelessWidget {
const Home({super.key});

@Override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: const Text('ESOFT Mobile App'),
centerTitle: true,
backgroundColor: Colors.blue[800],
),
),

```

```
body: Column(  
  mainAxisAlignment: MainAxisAlignment.end,  
  crossAxisAlignment: CrossAxisAlignment.stretch,  
  children: [  
    const Row(  
      children: [  
        Text('Hello '),  
        Text('World!'),  
      ],  
    ),  
    Container(  
      padding: const EdgeInsets.all(20.0),  
      color: Colors.amber,  
      child: const Text('One'),  
    ),  
    Container(  
      padding: const EdgeInsets.all(30.0),  
      color: Colors.blueAccent,  
      child: const Text('Two'),  
    ),  
    Container(  
      padding: const EdgeInsets.all(40.0),  
      color: Colors.greenAccent,  
      child: const Text('Three'),  
    ),  
  ],  
),  
floatingActionButton: FloatingActionButton(  
  onPressed: () { },  
  backgroundColor: Colors.blue[800],  
  child: const Text('Click'),  
,  
);  
}  
}
```



Expanded Widgets

```
class Home extends StatelessWidget {
  const Home({super.key});

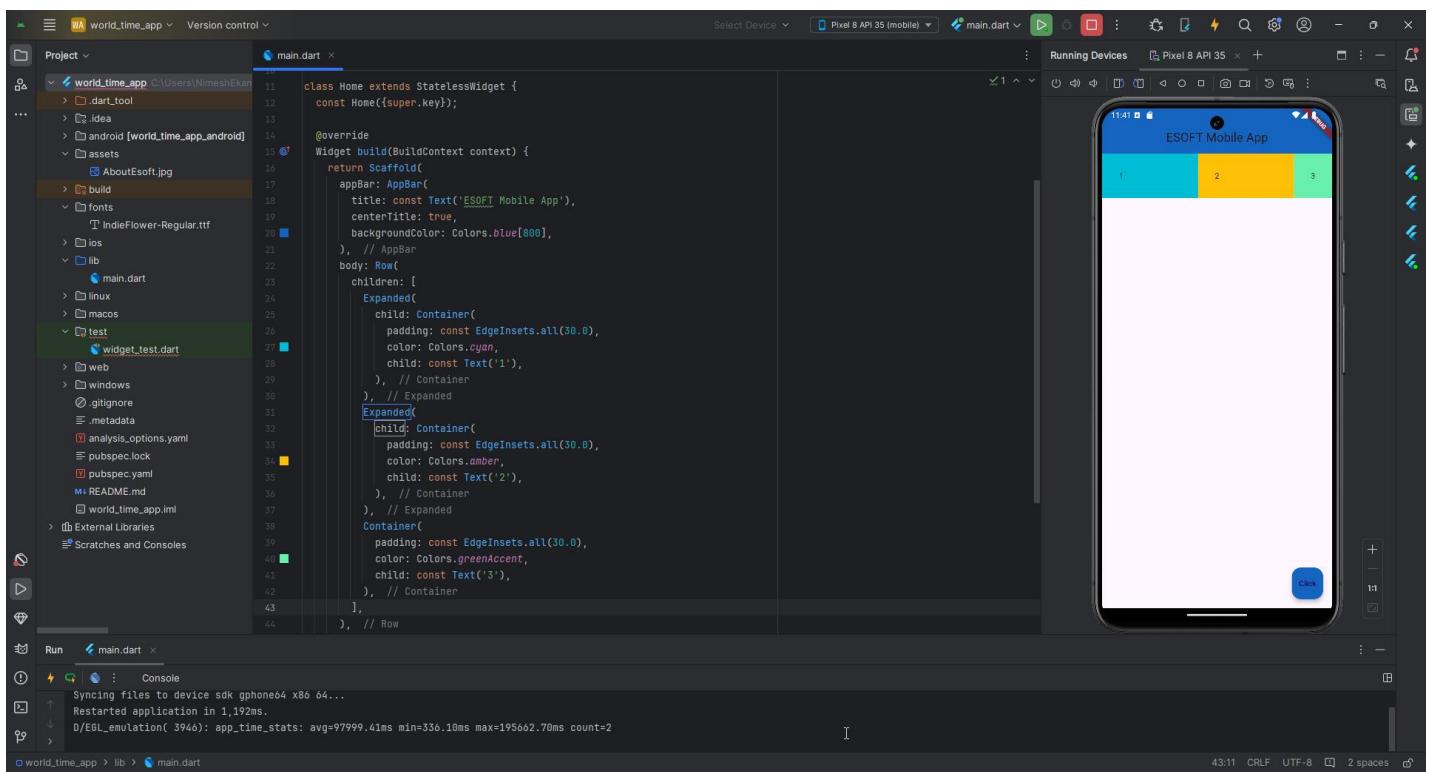
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ),
      body: Row(
        children: [
          Expanded(
            child: Container(
              padding: const EdgeInsets.all(30.0),
              color: Colors.cyan,
              child: const Text('1'),
            ),
          ),
          Expanded(
            child: Container(
              padding: const EdgeInsets.all(30.0),

```

```

        color: Colors.amber,
        child: const Text('2'),
    ),
),
Container(
    padding: const EdgeInsets.all(30.0),
    color: Colors.greenAccent,
    child: const Text('3'),
),
],
),
floatingActionButton: FloatingActionButton(
    onPressed: () { },
    backgroundColor: Colors.blue[800],
    child: const Text('Click'),
),
);
}
}

```



```

class Home extends StatelessWidget {
    const Home({super.key});

    @override
    Widget build(BuildContext context) {

```

```
return Scaffold(  
  appBar: AppBar(  
    title: const Text('ESOFT Mobile App'),  
    centerTitle: true,  
    backgroundColor: Colors.blue[800],  
>),  
  body: Row(  
    children: [  
      Expanded(  
        flex: 3,  
        child: Container(  
          padding: const EdgeInsets.all(30.0),  
          color: Colors.cyan,  
          child: const Text('1'),  
>),  
>),  
      Expanded(  
        flex: 2,  
        child: Container(  
          padding: const EdgeInsets.all(30.0),  
          color: Colors.amber,  
          child: const Text('2'),  
>),  
>),  
      Expanded(  
        flex: 1,  
        child: Container(  
          padding: const EdgeInsets.all(30.0),  
          color: Colors.greenAccent,  
          child: const Text('3'),  
>),  
>),  
    ],  
>),  
  floatingActionButton: FloatingActionButton(  
    onPressed: () {},  
    backgroundColor: Colors.blue[800],  
    child: const Text('Click'),  
>),  
>);  
>}  
>}
```

The screenshot shows the Android Studio interface with the project structure on the left and the code editor on the right. The code editor displays the main.dart file, which contains the following code:

```
class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ), // AppBar
      body: Row(
        children: [
          Expanded(
            flex: 3,
            child: Container(
              padding: const EdgeInsets.all(30.0),
              color: Colors.cyan,
              child: const Text('1'),
            ), // Container
          ), // Expanded
          Expanded(
            flex: 2,
            child: Container(
              padding: const EdgeInsets.all(30.0),
              color: Colors.amber,
              child: const Text('2'),
            ), // Container
          ), // Expanded
          Expanded(
            flex: 1,
            child: Container(
              padding: const EdgeInsets.all(30.0),
              color: Colors.green,
              child: const Text('3'),
            ), // Container
          ), // Expanded
        ],
      ), // Row
    );
  }
}
```

The right side of the interface shows a running Pixel 8 API 35 device displaying the app's UI with three colored boxes (cyan, amber, green) labeled 1, 2, and 3 respectively. The bottom status bar indicates the time as 11:46 AM.

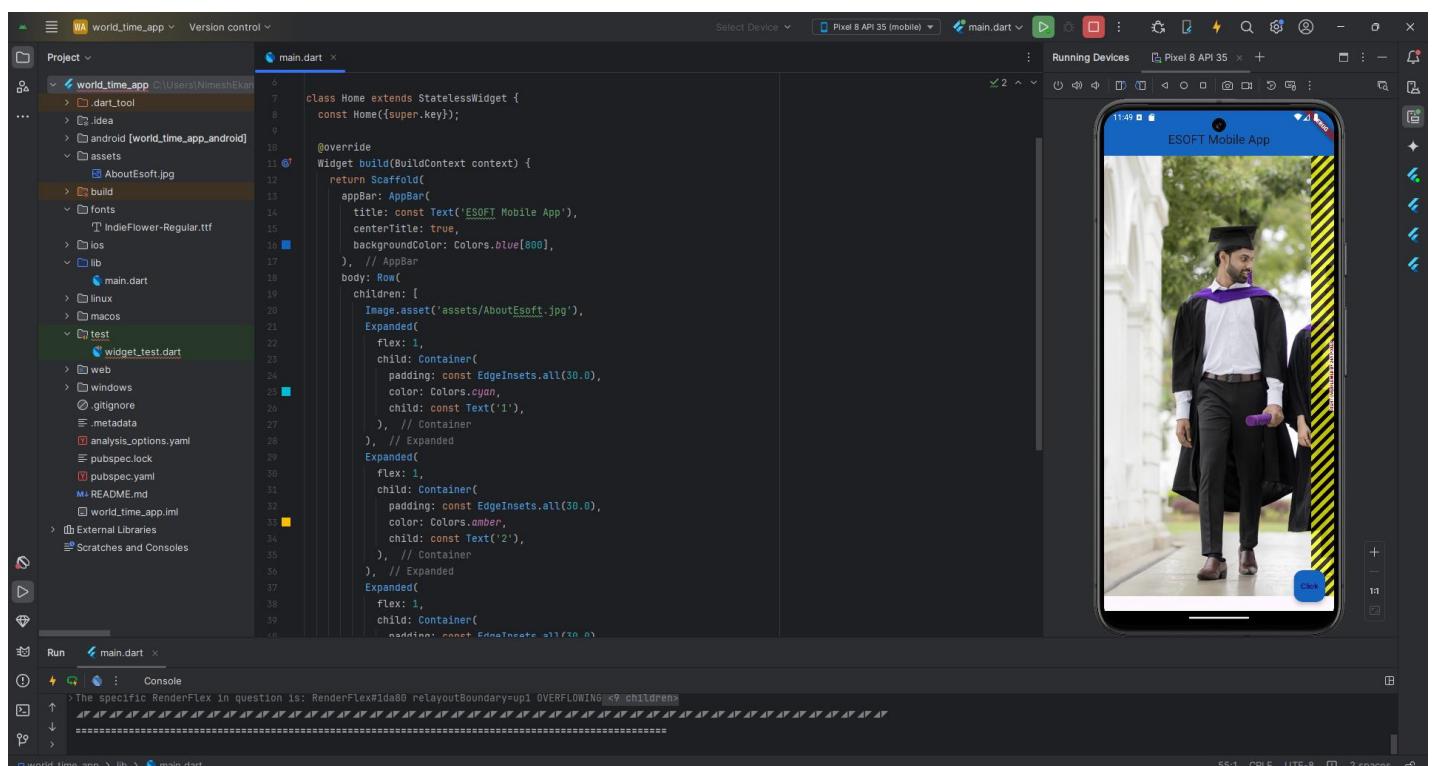
```
class Home extends StatelessWidget {
  const Home({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: const Text('ESOFT Mobile App'),
        centerTitle: true,
        backgroundColor: Colors.blue[800],
      ), // AppBar
      body: Row(
        children: [
          Image.asset('assets/AboutEsoft.jpg'),
          Expanded(
            flex: 1,
            child: Container(
              padding: const EdgeInsets.all(30.0),
              color: Colors.cyan,
              child: const Text('1'),
            ), // Container
          ), // Expanded
          Expanded(
            flex: 2,
            child: Container(
              padding: const EdgeInsets.all(30.0),
              color: Colors.amber,
              child: const Text('2'),
            ), // Container
          ), // Expanded
          Expanded(
            flex: 1,
            child: Container(
              padding: const EdgeInsets.all(30.0),
              color: Colors.green,
              child: const Text('3'),
            ), // Container
          ), // Expanded
        ],
      ), // Row
    );
  }
}
```

```

        child: const Text('2'),
    ),
),
Expanded(
    flex: 1,
    child: Container(
        padding: const EdgeInsets.all(30.0),
        color: Colors.greenAccent,
        child: const Text('3'),
    ),
),
],
),
floatingActionButton: FloatingActionButton(
    onPressed: () {},
    backgroundColor: Colors.blue[800],
    child: const Text('Click'),
),
);
}
}

```



```

class Home extends StatelessWidget {
const Home({super.key});

@Override
Widget build(BuildContext context) {

```

```
return Scaffold(  
  appBar: AppBar(  
    title: const Text('ESOFT Mobile App'),  
    centerTitle: true,  
    backgroundColor: Colors.blue[800],  
>),  
  body: Row(  
    children: [  
      Expanded(  
        flex: 3,  
        child: Image.asset('assets/AboutEsoft.jpg')  
>),  
      Expanded(  
        flex: 1,  
        child: Container(  
          padding: const EdgeInsets.all(30.0),  
          color: Colors.cyan,  
          child: const Text('1')  
>),  
>),  
      Expanded(  
        flex: 1,  
        child: Container(  
          padding: const EdgeInsets.all(30.0),  
          color: Colors.amber,  
          child: const Text('2')  
>),  
>),  
      Expanded(  
        flex: 1,  
        child: Container(  
          padding: const EdgeInsets.all(30.0),  
          color: Colors.greenAccent,  
          child: const Text('3')  
>),  
>),  
    ],  
>),  
  floatingActionButton: FloatingActionButton(  
    onPressed: () {},  
    backgroundColor: Colors.blue[800],  
    child: const Text('Click')  
>),  
>);  
>};  
>}
```

The screenshot shows the Android Studio interface with the following details:

- Project View:** On the left, the project structure for "world_time_app" is displayed. It includes folders for dart_tool, idea, android, assets (containing AboutEsoft.jpg), build, fonts (indieFlower-Regular.ttf), lib (main.dart), test (widget_test.dart), web, windows, .gitignore, .metadata, analysis_options.yaml, pubspec.lock, pubspec.yaml, README.md, and world_time_app.iml.
- Code Editor:** The main.dart file is open in the center editor. The code defines a Scaffold with an AppBar titled "ESOFT Mobile App". The body contains a Row with three Expanded children, each containing a Container with cyan and amber-colored text ("1", "2", and "3") respectively.
- Run Tab:** The Run tab at the bottom shows the command "Syncing files to device sdk gphone64 x86 64...".
- Console Tab:** The Console tab shows log output: "Syncing files to device sdk gphone64 x86 64...", "Reloaded 1 of 709 libraries in 380ms (compile: 13 ms, reload: 123 ms, reassemble: 129 ms).", and "D/EGL_emulation(3946): app_time_stats: avg=15662.85ms min=15662.85ms max=15662.85ms count=1".
- Device Preview:** On the right, a smartphone screen displays the app's UI with the title "ESOFT Mobile App" and three colored boxes (cyan, orange, green) labeled "1", "2", and "3". A blue button at the bottom right is labeled "Click".