

Om Gaikwad
D15A 16
Batch A

MAD PWA EXP2

Aim:-

To design Flutter UI by including common widgets

Theory:

Flutter widgets used in the Upwork Clone UI are:

Scaffold:

- `Scaffold` is a basic structure of a material design app. It provides a top app bar, a body, and a bottom navigation bar. In this case, it forms the basic structure of each page.

AppBar:

- `AppBar` is a material design app bar that typically appears at the top of the screen. It contains the app's title or logo in this Upwork Clone and can also include action buttons.

Column:

- `Column` is a widget that arranges its children in a vertical array. It is used here to create a vertical arrangement of UI elements in the login, signup, and home pages.

Padding:

- `Padding` is used to apply padding around its child. It helps in providing spacing around the content, making the UI visually appealing.

Text:

- `Text` is used to display text in the app. It allows you to customize the font, size, color, and other text properties. In this UI, it is used for displaying titles and other textual content.

SizedBox:

- `SizedBox` is used to add empty space (a box) between widgets. It helps in providing vertical spacing between different elements, making the layout more readable.

TextField:

- `TextField` is used to capture user input. It provides a space for the user to enter text. In the login and signup pages, it is used for capturing email and password information.

ElevatedButton and TextButton:

- `ElevatedButton` and `TextButton` are used for creating interactive buttons. They respond to user taps and trigger actions like navigation in this UI. The 'Login' and 'Sign Up' buttons are examples of these buttons.

Navigator:

- `Navigator` is used for managing the navigation stack in Flutter. It allows you to push and pop routes. In this UI, `Navigator` is used to move from the login page to the home page and from the login page to the signup page.

MaterialApp:

- `MaterialApp` is the root widget that represents the material design visual language in Flutter. It is used to configure the overall appearance of the app.

Code:-

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

```
void main() {  
  runApp(MyApp());  
}
```

```
class MyApp extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      title: 'Upwork',  
      theme: ThemeData(  
        primarySwatch: Colors.blue,  
      ),  
      home: LoginPage(),  
    );  
  }  
}
```

```
class LoginPage extends StatelessWidget {  
  @override
```

```

Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text('Upwork'),
    ),
    body: Padding(
      padding: EdgeInsets.all(16.0),
      child: Column(
        mainAxisAlignment: MainAxisAlignment.center,
        crossAxisAlignment: CrossAxisAlignment.stretch,
        children: [
          Text(
            'Upwork',
            style: TextStyle(fontSize: 24.0, fontWeight: FontWeight.bold),
            textAlign: TextAlign.center,
          ),
          SizedBox(height: 20.0),
          TextField(
            decoration: InputDecoration(labelText: 'Email'),
          ),
          SizedBox(height: 12.0),
          TextField(
            obscureText: true,
            decoration: InputDecoration(labelText: 'Password'),
          ),
          SizedBox(height: 20.0),
          ElevatedButton(
            onPressed: () {

              Navigator.push(
                context,
                MaterialPageRoute(builder: (context) => HomePage()),
              );
            },
            child: Text('Login'),
          ),
          SizedBox(height: 12.0),

```

```

    TextButton(
      onPressed: () {

        Navigator.push(
          context,
          MaterialPageRoute(builder: (context) => SignupPage()),
        );
      },
      child: Text('Don\'t have an account? Sign up'),
    ),
  ],
),
);
}
}

```

```

class HomePage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Home'),
      ),
      body: Center(
        child: Text('Welcome to Upwork Clone - Home Page'),
      ),
    );
  }
}

```

```

class SignupPage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Sign Up'),
      ),
    );
  }
}

```

```

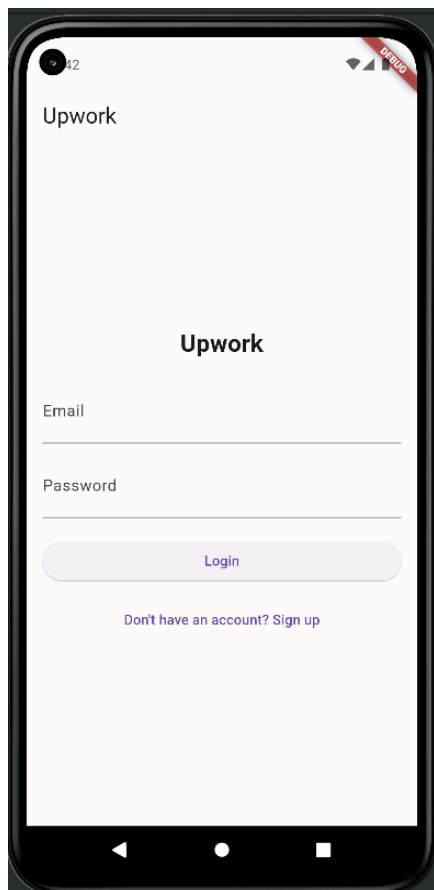
),
body: Padding(
padding: EdgeInsets.all(16.0),
child: Column(
mainAxisAlignment: MainAxisAlignment.center,
crossAxisAlignment: CrossAxisAlignment.stretch,
children: [
Text(
'Sign Up for Upwork Clone',
style: TextStyle(fontSize: 24.0, fontWeight: FontWeight.bold),
textAlign: TextAlign.center,
),
SizedBox(height: 20.0),
TextField(
decoration: InputDecoration(labelText: 'Full Name'),
),
SizedBox(height: 12.0),
TextField(
decoration: InputDecoration(labelText: 'Email'),
),
SizedBox(height: 12.0),
TextField(
obscureText: true,
decoration: InputDecoration(labelText: 'Password'),
),
SizedBox(height: 20.0),
ElevatedButton(
onPressed: () {

Navigator.push(
context,
MaterialPageRoute(builder: (context) => HomePage()),
);
},
child: Text('Sign Up'),
),
],

```

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

UI with Widgets:-



Conclusion:-

In this Flutter experiment, a basic Upwork Clone UI screen was created using fundamental widgets like MaterialApp, Scaffold, Text, TextField, and buttons.