

# Flutter Basics-1

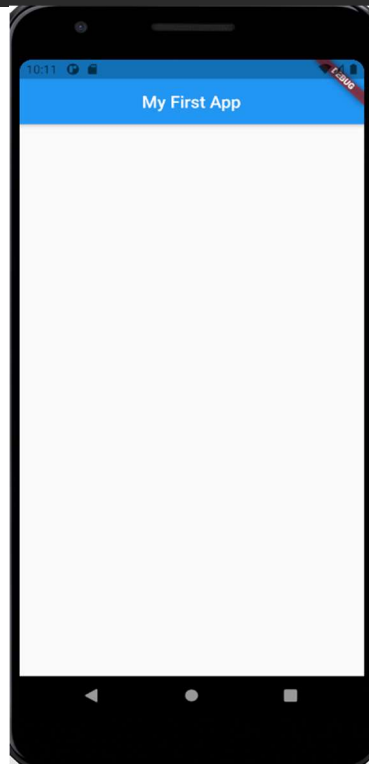
## By Prithvi Jadwani

All files are edited in the main.dart file of the lib

### 1) Header widget

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

void main() => runApp(MaterialApp(
  home: Scaffold(
    appBar: AppBar(
      title: Text("My First App"),
      centerTitle: true,
    ),
  ),
));
```



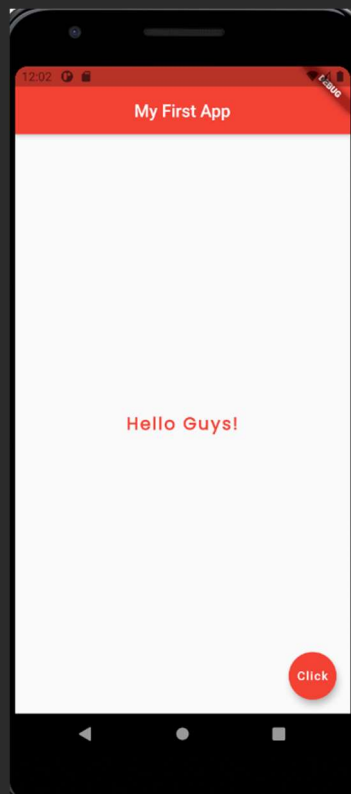
### 2) Basic with font, colour and click

- Make a folder named fonts
- Go to google and search for google fonts.
- Download fonts family of your choice.
- Extract the downloaded file and move your desired font into the folder named fonts in your IDE.
- Go to the pubspec.yaml file and replace the fonts section with your desired font. My font used is poppins-regular.

```
fonts:  
- family: Poppins  
  fonts:  
    - asset: fonts/Poppins-Regular.ttf
```

**Then make changes in the main.dart file.**

```
import 'package:flutter/material.dart';  
  
void main() => runApp(MaterialApp(  
  home: Scaffold(  
    appBar: AppBar(  
      title: Text("My First App"),  
      centerTitle: true,  
      backgroundColor: Colors.red[500] ,  
    ),  
    body: Center(  
      child: Text(  
        'Hello Guys!',  
        style: TextStyle(  
          fontSize: 20.0,  
          fontWeight: FontWeight.bold,  
          letterSpacing: 2.0,  
          color: Colors.red[500],  
          fontFamily: 'Poppins',  
        ),  
      ),  
    ),  
  ),  
  floatingActionButton: FloatingActionButton(  
    onPressed: () { },  
    child: Text("Click"),  
    backgroundColor: Colors.red[500],  
  ),  
),  
));
```



### 3) Stateless Widget

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

void main() => runApp(MaterialApp(
  home: Home(),
));

class Home extends StatelessWidget {

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("My First App"),
        centerTitle: true,
        backgroundColor: Colors.red[500] ,
      ),
      body: Center(
        child: Text(
          'Hello Guys!',
          style: TextStyle(
            fontSize: 20.0,
            fontWeight: FontWeight.bold,
            letterSpacing: 2.0,
            color: Colors.red[500],
            fontFamily: 'Poppins',
          ),
        ),
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () { },
        child: Text('Click Me'),
        backgroundColor: Colors.red[500],
      ),
    );
  }
}
```

*Automatically updates the changes in real time.*

### 5) Image and assets

- To add images create an asset directory.
- Drag and drop downloaded images from your device into this folder for using in flutter.
- Make a change in the pubspec.yaml file in the assets section

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

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

void main() => runApp(MaterialApp(
  home: Home(),
));
```

```

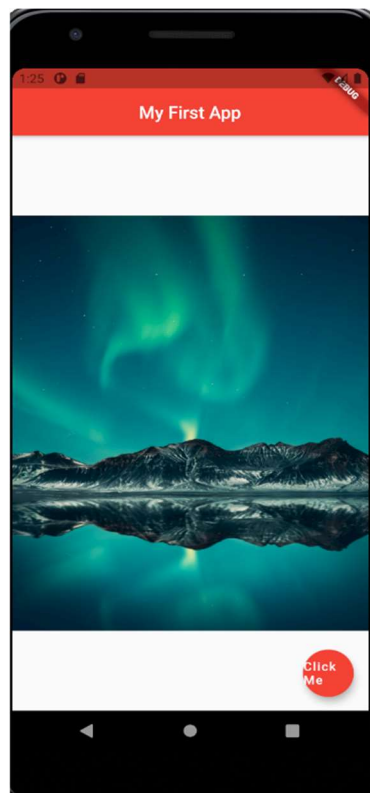
class Home extends StatelessWidget {

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("My First App"),
        centerTitle: true,
        backgroundColor: Colors.red[500] ,
      ),
      body: Center(
        child: Image.asset("assets/photo-1579033461380-adb47c3eb938.jpg"),
      ),

      floatingActionButton: FloatingActionButton(
        onPressed: () { },
        child: Text('Click Me'),
        backgroundColor: Colors.red[500],
      ),
    );
  }
}

```

*we can use `Image.network("url link")`, instead of `Image.asset`*



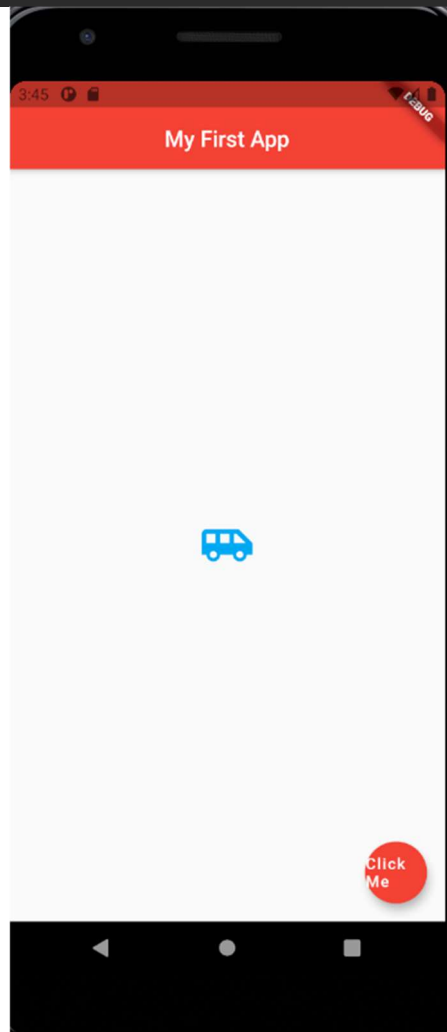
## 6) Buttons and Icons

```

body: Center(
  child: Icon(
    Icons.airport_shuttle,
    color: Colors.lightBlue,
    size: 50.0,

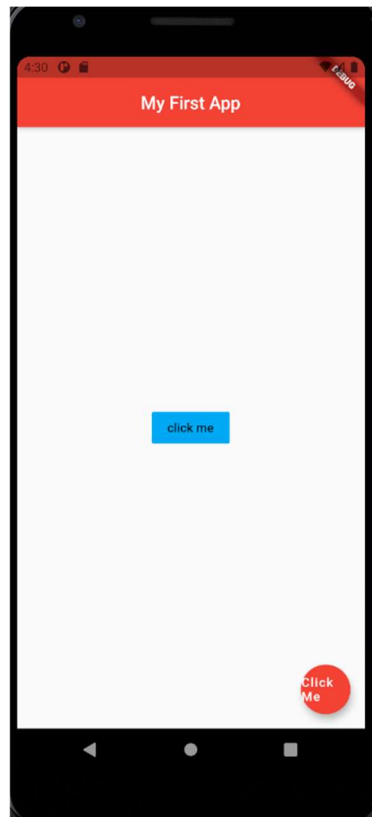
```

```
)  
) ,
```



## Icons

```
body: Center(  
  child: FlatButton(  
    onPressed: () {  
      print("You Clicked Me");  
    },  
    child: Text("click me"),  
    color: Colors.lightBlue,  
  ),  
) ,  
) ,
```



```
Console ⚡ 🔁 🌐
Performing hot reload...
Syncing files to device sdk gphone x86 arm...
Reloaded 1 of 553 libraries in 1,072ms.
I/flutter (10012): You Clicked Me
I/flutter (10012): You Clicked Me
I/flutter (10012): You Clicked Me
I/flutter (10012): You Clicked Me
|
```

### Mixed buttons and icons

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

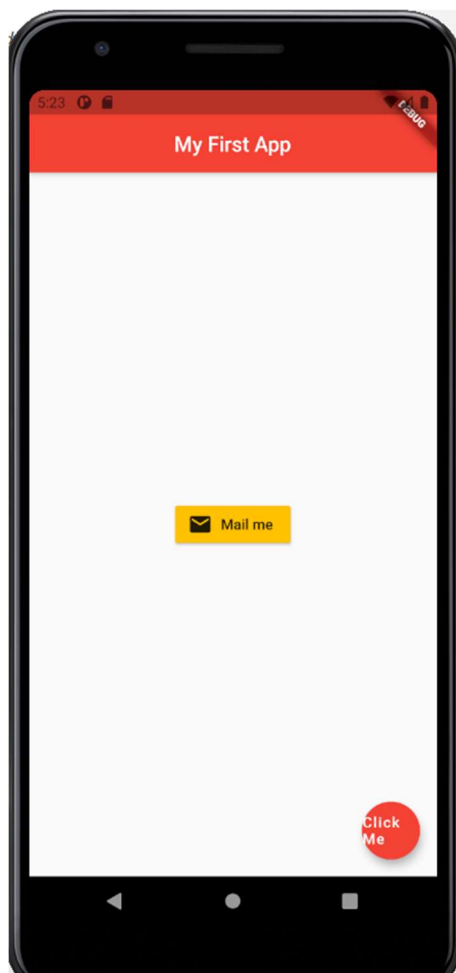
void main() => runApp(MaterialApp(
  home: Home(),
));

class Home extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("My First App"),
        centerTitle: true,
        backgroundColor: Colors.red[500] ,
      ),
      body: Center(
        child: RaisedButton.icon(
```

```

        onPressed: () {},
        icon: Icon(
          Icons.mail
        ),
        label: Text("Mail me"),
        color: Colors.amber,
      ),
    ),
    floatingActionButton: FloatingActionButton(
      onPressed: () { },
      child: Text('Click Me'),
      backgroundColor: Colors.red[500],
    ),
  );
}
}

```



### Different Icons and Buttons

```

import 'package:flutter/material.dart';

void main() => runApp(MaterialApp(
  home: Home(),
));

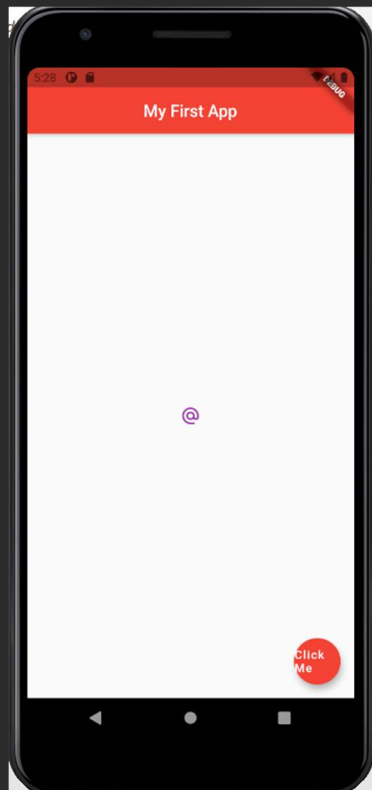
class Home extends StatelessWidget {

```

```

@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text("My First App"),
      centerTitle: true,
      backgroundColor: Colors.red[500] ,
    ),
    body: Center(
      child: IconButton(
        onPressed: () {
          print("You clicked me ");
        },
        icon: Icon(Icons.alternate_email),
        color: Colors.purple
      )
    ),
    floatingActionButton: FloatingActionButton(
      onPressed: () { },
      child: Text('Click Me'),
      backgroundColor: Colors.red[500],
    ),
  );
}

```



```

▶ Console ⚡️ 🔁 🔄
↑ Syncing files to device sdk gphone x86 arm...
↓ Reloaded 1 of 553 libraries in 824ms.
⌵ I/flutter (10012): You clicked me
I/flutter (10012): You clicked me

```