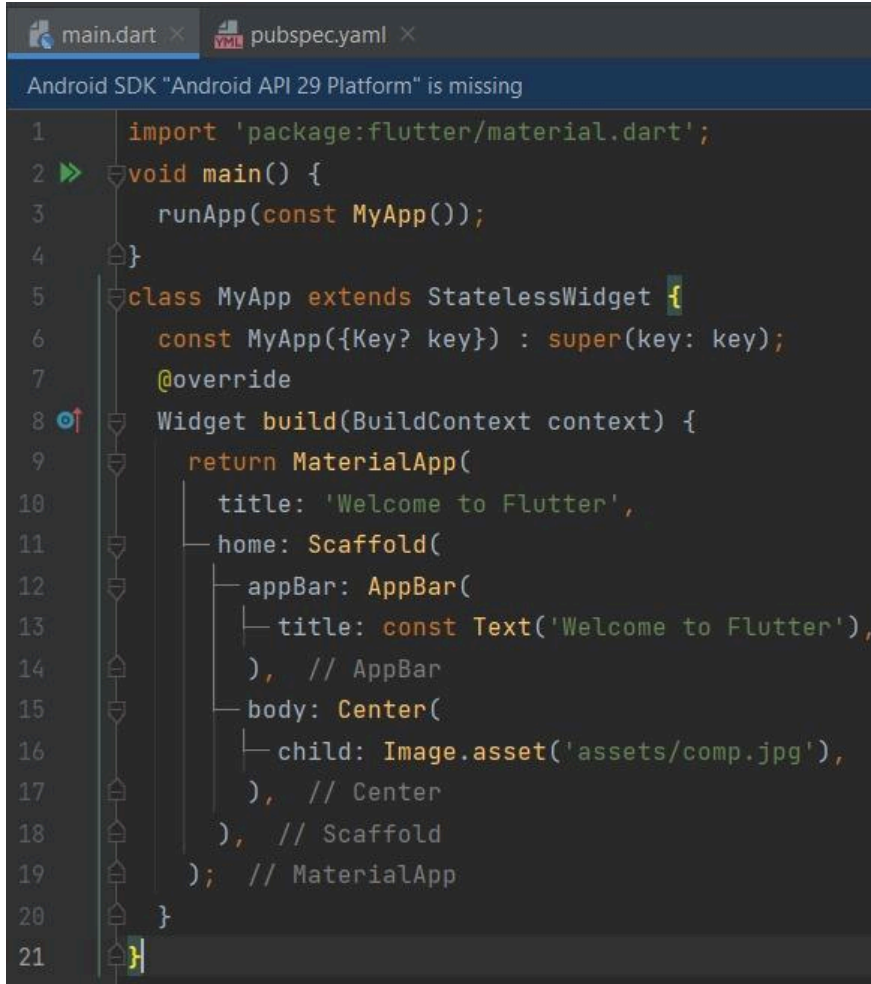


Experiment 2

Aim: To design Flutter UI by including common widgets.

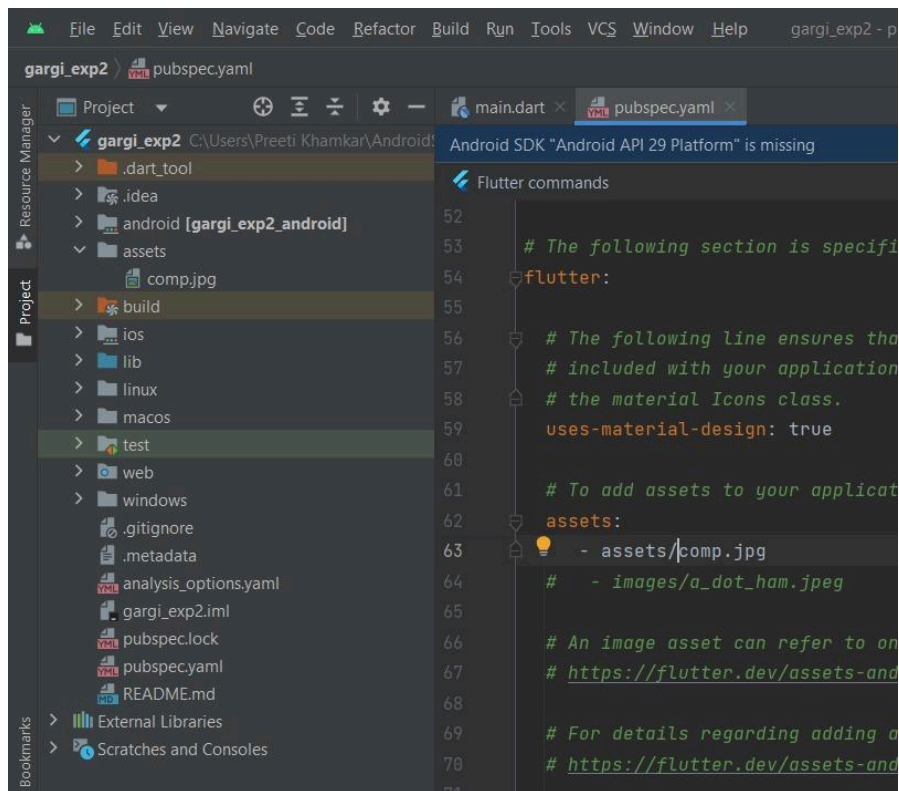
The code in main.dart



```
main.dart x pubspec.yaml x
Android SDK "Android API 29 Platform" is missing

1  import 'package:flutter/material.dart';
2  >> void main() {
3      runApp(const MyApp());
4  }
5  class MyApp extends StatelessWidget {
6      const MyApp({Key? key}) : super(key: key);
7      @override
8      Widget build(BuildContext context) {
9          return MaterialApp(
10             title: 'Welcome to Flutter',
11             home: Scaffold(
12                 appBar: AppBar(
13                     title: const Text('Welcome to Flutter'),
14                 ), // AppBar
15                 body: Center(
16                     child: Image.asset('assets/comp.jpg'),
17                 ), // Center
18             ), // Scaffold
19         ); // MaterialApp
20     }
21 }
```

1. Making an assets folder and adding the image to it.
2. Editing the pubspec.yaml file (lines 62 and 63)



Output:

