

Assignment 1

Task: Changing background colour in the counter app

What you will need to use: setState()

Starting code: <https://github.com/Pony-Stark/assignments/blob/main/counter.dart>

(Put in main.dart in a new project)

Assignment 2:

Task: Toggling appbar color

What you will need to use the card as a button:

1. Wrap the card with the [GestureDetector](#) widget, and implement the onTap property of the GestureDetector widget to toggle appbar color.
2. setState()
3. Pass the callback function to the ActivityCard widget

Starting code: <https://github.com/Pony-Stark/assignments/blob/main/gestureDetector.dart>

(Put in main.dart in a new project)