MAD PWA LAb 2

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Aim: To design Flutter UI by including common widgets.

Widgets:

1. Column:

- a. Column is a widget that arranges its children in a vertical array.
- b. It is commonly used to create vertical layouts, stacking widgets on top of each other.

2. Row:

- a. Row is a widget that arranges its children in a horizontal array.
- b. It is frequently used to create horizontal layouts, aligning widgets side by side.

3. Stack:

- a. Stack is a widget that allows children to be positioned on top of each other.
- b. It's useful for creating layered UIs, where widgets can overlap and be visually stacked.

4. Container:

- a. Container is a versatile box model widget that can contain other widgets.
- b. It allows customization of its appearance, such as background color, padding, margin, and more.

5. Padding:

- a. Padding is a widget used to add padding around its child widget.
- b. It is commonly used to create space or margins around widgets within a Column, Row, or other layout widgets.

6. SizedBox:

- a. SizedBox is a box model widget used to constrain the size of its child widget.
- b. It can be used to set a fixed width, height, or both, providing control over the dimensions of a widget.

7. TextField:

- a. TextField is a widget used to accept user input in the form of text.
- b. It provides a text input field where users can type or paste text.

8. RichText:

- a. RichText is a widget that allows text to be styled with multiple styles within the same text widget.
- b. It is useful for creating text with different fonts, colors, or other styles.

Code:

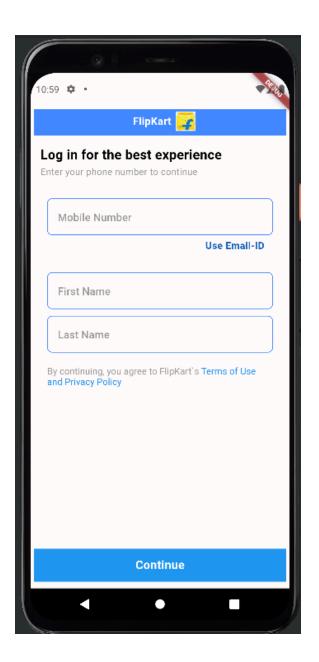
```
import 'package:flutter/material.dart';
runApp(const MyApp());
class MyApp extends StatelessWidget {
const MyApp({Key? key}) : super(key: key);
Widget build(BuildContext context) {
const HomePage({Key? key}) : super(key: key);
State<HomePage> createState() => HomePageState();
class HomePageState extends State<HomePage> {
Widget build(BuildContext context) {
const LoginScreen({Key? key}) : super(key: key);
State<LoginScreen> createState() => LoginScreenState();
class _LoginScreenState extends State<LoginScreen> {
```

```
Widget build(BuildContext context) {
    child: Stack(
      children: [
          mainAxisAlignment: MainAxisAlignment.start,
          children: [
                 left: 150.0,
                  child: Text(
                      fontSize: 16.0,
                  left: 215.0,
                  child: Image.asset(
              child: Text(
```

```
child: Text(
child: Container(
  decoration: BoxDecoration(
    borderRadius: BorderRadius.circular(8.0),
  child: TextField(
      hintStyle: TextStyle(color: Colors.grey),
padding: const EdgeInsets.only(left: 260.0, top: 5),
child: Text(
    fontSize: 15.0,
padding: const EdgeInsets.only(left: 20.0, top: 30.0, right:
```

```
child: Container(
  child: TextField(
      hintText: 'First Name',
      contentPadding: EdgeInsets.all(15.0),
child: Container(
 decoration: BoxDecoration(
    border: Border.all(color: Colors.blueAccent),
    borderRadius: BorderRadius.circular(8.0),
  child: TextField(
      hintText: 'Last Name',
padding: const EdgeInsets.only(left: 20.0, top: 20.0, right:
child: RichText(
    children: [
```

Output:



Conclusion:

Thus we studied how to design UI using common widgets.