

# MAD PWA Lab 3

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**Aim:** Exploring Flutter Widgets

## Theory:

### Images:

- Flutter supports the integration of various image formats, such as PNG, JPEG, GIF, and WebP.
- Images can be displayed using the Image widget, and different aspects like width, height, and alignment can be customized.
- Asset images are commonly used and are declared in the pubspec.yaml file under the flutter section. The Image.asset constructor is then used to load these assets

### Fonts:

- Fonts in Flutter can be customized by specifying the TextStyle for text widgets.
- Custom fonts, including TrueType and OpenType fonts, can be used by declaring them in the pubspec.yaml file and specifying them in the TextStyle with the fontFamily property.

### Icons:

- Flutter provides a wide range of icons through the Icons class, including Material Icons and Cupertino Icons.
- The Icon widget is used to display icons, and you can customize their appearance using properties like color, size, and opacity.

### Button Types:

- Flutter provides various button types, including ElevatedButton, TextButton, OutlinedButton, and more.
- These buttons offer different visual styles, allowing developers to choose the one that best fits the application's design.

### Button Properties:

- Buttons can be customized using properties such as `onPressed` (to define the action when the button is pressed), `style` (to modify the button's appearance), and `child` (to set the content inside the button).

## Code:

```
import 'package:flutter/material.dart';
import 'dart:ui' as ui;
void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: HomePage(),
    );
  }
}

class HomePage extends StatefulWidget {
  const HomePage({Key? key}) : super(key: key);

  @override
  State<HomePage> createState() => _HomePageState();
}

class _HomePageState extends State<HomePage> {
  @override
  Widget build(BuildContext context) {
    return Scaffold(body: LoginScreen());
  }
}

class LoginScreen extends StatefulWidget {
  const LoginScreen({Key? key}) : super(key: key);

  @override
```

```
State<LoginScreen> createState() => _LoginScreenState();  
}
```

```
class _LoginScreenState extends State<LoginScreen> {  
  @override  
  Widget build(BuildContext context) {  
  
    return Padding(  
      padding: const EdgeInsets.all(5.0),  
      child: Column(  
        children: [  
          // Search bar above the watch image  
          Padding(  
            padding: const EdgeInsets.only(left: 20.0, top: 80.0, right: 20.0),  
            child: Container(  
              decoration: BoxDecoration(  
                border: Border.all(color: Colors.black12),  
                color: Colors.transparent,  
                borderRadius: BorderRadius.circular(8.0),  
              ),  
              child: Stack(  
                alignment: Alignment.centerLeft,  
                children: [  
                  Padding(  
                    padding: const EdgeInsets.only(left: 40.0),  
                    child: TextField(  
                      decoration: InputDecoration(  
                        hintText: 'Search',  
                        hintStyle: TextStyle(color: Colors.black),  
                        border: InputBorder.none,  
                        contentPadding: EdgeInsets.all(15.0),  
                      ),  
                    ),  
                  ),  
                ],  
              ),  
            ),  
          ),  
          Padding(  
            padding: const EdgeInsets.only(left: 15.0),  
            child: Icon(  
              Icons.search,  
              color: Colors.black,  
            ),  
          ),  
          Padding(  
            padding: const EdgeInsets.only(left: 315.0),  
            child: Icon(  

```

```

        Icons.mic,
        color: Colors.black,
      ),
    ),
  ],
),
),
// Watch image
Positioned(
  top: 220, // Adjust the distance from the top as needed
  left: 20.0,
  right: 20.0,
  child: Image.asset(
    'assets/watch.png',
    width: 350.0, // Adjust the width as needed
    height: 350.0, // Adjust the height as needed
  ),
),

Padding(
  padding: const EdgeInsets.only(top: 15.0, right: 200.0),
  child: Text(
    "Select Variant",
    style: TextStyle(
      color: Colors.black,
      fontSize: 20.0,
      fontWeight: FontWeight.bold,
    ),
  ),
),
Divider(
  color: Colors.black,
  thickness: 1.0,
),
Padding(
  padding: const EdgeInsets.only(top: 10.0, right: 100.0),
  child: Text(
    "Strap Color: Cherry Blossom",
    style: TextStyle(
      color: Colors.black,
      fontSize: 18.0,

```

```

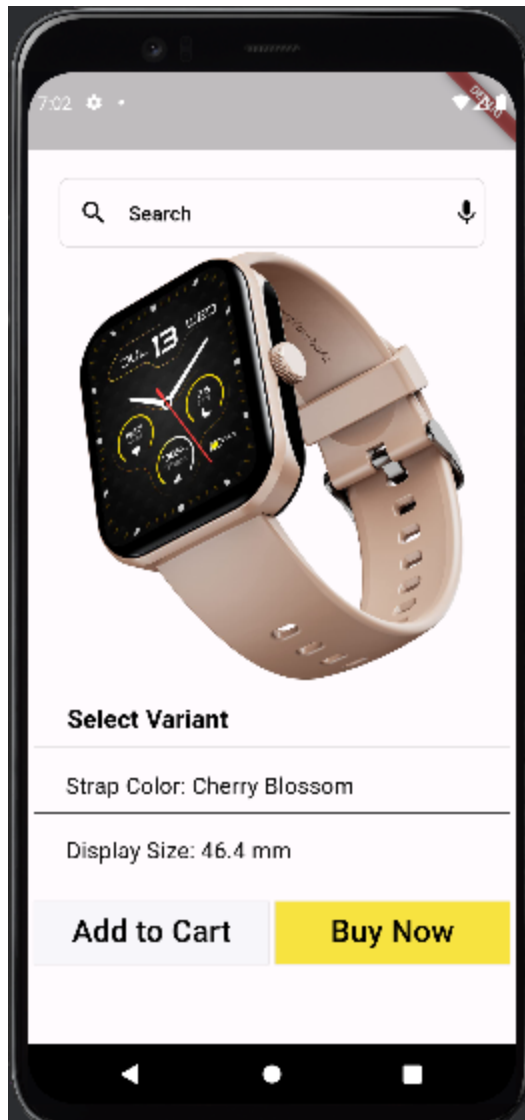
    ),
    ),
  ),
  Divider(
    color: Colors.black,
    thickness: 1.0,

  ),
  Padding(
    padding: const EdgeInsets.only(top: 10.0,right: 150.0),
    child: Text(
      "Display Size: 46.4 mm",
      style: TextStyle(
        color: Colors.black,
        fontSize: 18.0,

      ),
    ),
  ),
  ),
  Expanded(
    child: Align(
      alignment: Alignment.bottomCenter,
      child: Padding(
        padding: const EdgeInsets.only(bottom: 60.0),
        child: Row(
          children: [
            Expanded(
              child: Container(
                height: 50.0,
                child: ElevatedButton(
                  onPressed: () {
                    // Handle first button press
                  },
                  style: ElevatedButton.styleFrom(
                    shape: RoundedRectangleBorder(
                      borderRadius: BorderRadius.circular(0.0), // Set border radius here
                    ),
                    primary: Colors.white, // Set the background color for the first button
                  ),
                  child: Text(
                    'Add to Cart',
                    style: TextStyle(
                      fontSize: 25.0, // Set font size for the first button
                      color: Colors.black, // Set text color for the first button

```

```
),  
    ),  
  ),  
),  
    SizedBox(width: 5.0), // Add some space between buttons  
    Expanded(  
      child: Container(  
        height: 50.0,  
        child: ElevatedButton(  
          onPressed: () {  
            // Handle second button press  
          },  
          style: ElevatedButton.styleFrom(  
            shape: RoundedRectangleBorder(  
              borderRadius: BorderRadius.circular(0.0), // Set border radius here  
            ),  
            primary: Colors.yellow, // Set the background color for the second button  
          ),  
          child: Text(  
            'Buy Now',  
            style: TextStyle(  
              fontSize: 25.0, // Set font size for the second button  
              color: Colors.black, // Set text color for the second button  
            ),  
          ),  
        ),  
      ),  
    ),  
  ],  
),  
),  
),  
],  
),  
);  
  
}  
}
```



## **Conclusion:**

Thus we studied how to design UI using various icons ,images,buttons.