

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(

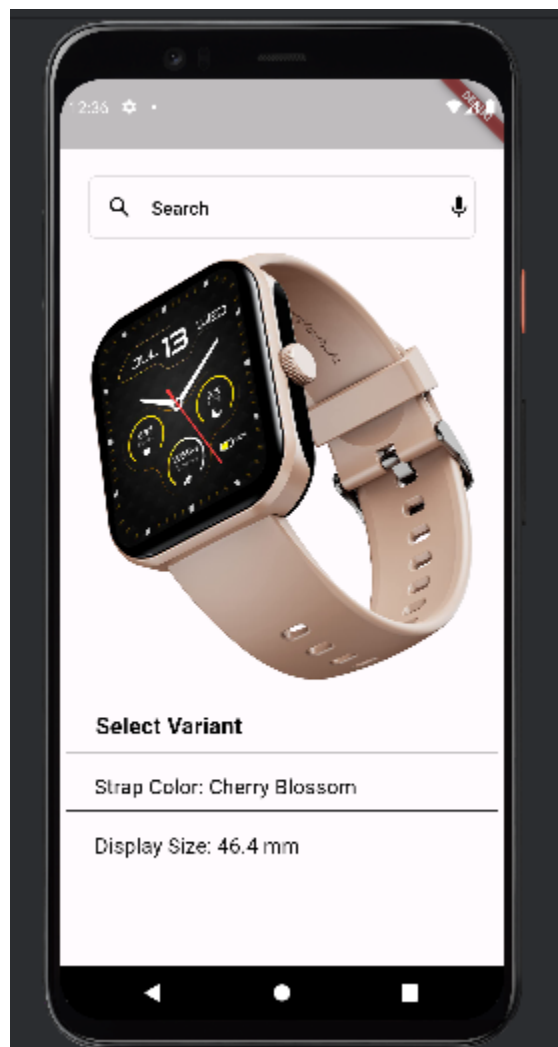
```

```

        top: 220, // Adjust the distance from the top as needed
        left: 20.0,
        right: 20.0,
        child: Image.asset(
          'assets/watch.png',
          width: 400.0, // Adjust the width as needed
          height: 400.0, // 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,

```



Conclusion:

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