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**Aim:** To design Flutter UI by including common widgets.

**Theory:** Flutter uses a widget-based UI structure where every element is a widget. Widgets are of two types:

- Stateless Widgets: Static UI elements (e.g., Text, Container)
- Stateful Widgets: Dynamic UI elements that update on user interaction (e.g., TextField, Checkbox)

## Common Flutter Widgets:

- Scaffold: Provides basic layout structure (AppBar, Drawer, FAB, BottomNavigationBar).
- Container: Used for styling (padding, margin, background, borders).
- Row & Column: Layout widgets for horizontal and vertical alignment.
- ListView: Displays scrollable lists of items, ideal for dynamic data.
- Stack: Allows overlapping widgets, useful for complex UIs like profile cards.
- ElevatedButton: A raised, clickable button used for user actions.
- TextField: Input field for user data like names or passwords.

## **Output:**

Truck Map C ALATEST UPDATE Construction work between Setalvad Lane and Kshitij Road is currently activ... Construction work between Agust Kranti Rod and M. Shaukat Ali Road is current... Construction work between J P Road and Jagannath Govind Pede Road / Ra... Traffic Alerts Weather Fuel Stations Updates Emergency ChatBot Essential Driving Tutorials: Videos You Must Watch for Safe Driving! 9 俞 coz Explore Emission



## **Conclusion:**

Flutter's widget-based architecture allows developers to build responsive and customizable UIs efficiently. By using common widgets like Scaffold, Container, Row, Column, ListView, Stack, ElevatedButton, and TextField, developers can create visually appealing and functional interfaces. Understanding and effectively using these widgets is essential for designing user-friendly Flutter applications.