Experiment 2	
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Aim: To design Flutter UI by including common widgets.

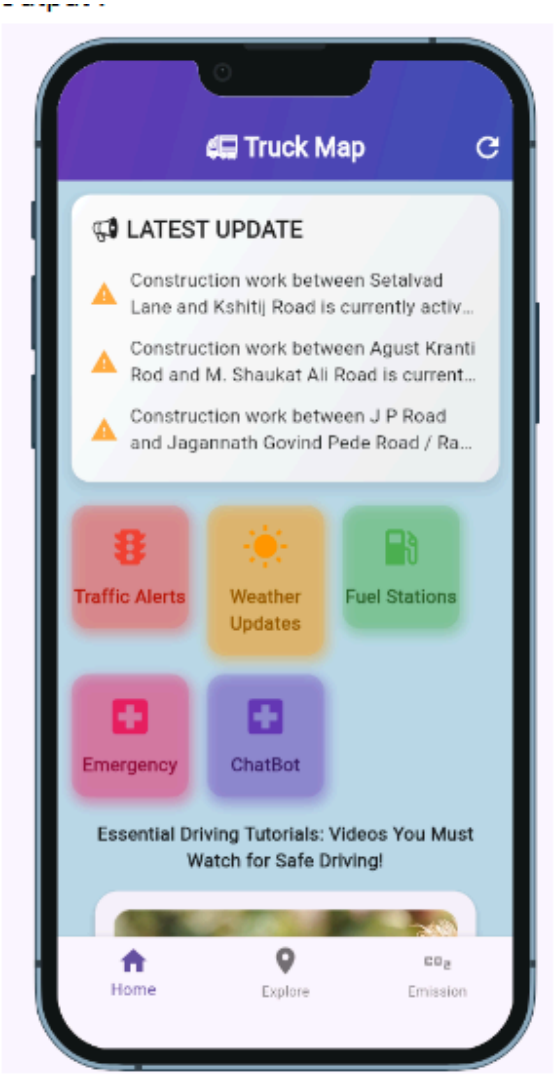
Theory: Flutter uses a widget-based UI structure where every element is a widget. Widgets are of two types:

- 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:



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.