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Batch:C D15A

Aim: To design Flutter UI by including common widgets.

Theory: Flutter is a powerful open-source UI framework developed by Google for creating natively compiled applications for mobile, web, and desktop from a single codebase. It uses the Dart programming language.

Common Widgets in Flutter:

Container:

• A box model for styling and positioning other widgets.

Text:

• Displays text with customizable styles.

Image:

Displays images from various sources.

Column and Row:

 Arranges children widgets in a vertical (Column) or horizontal (Row) sequence.

ListView:

• Displays a scrolling list of widgets.

AppBar:

• A material design app bar with a title and optional actions.

Scaffold:

• Implements the basic material design visual layout structure.

Code:

```
import 'package:flutter/material.dart';
import 'home_page.dart';

void main() {
  runApp(login());
}

class login extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
  return MaterialApp(
    title: 'Login Page',
    theme: ThemeData(
      primarySwatch: Colors.blue,
    ),
    home: LoginPage(),
  );
}
```

```
}
}
class LoginPage extends StatefulWidget {
 @override
 _LoginPageState createState() => _LoginPageState();
class _LoginPageState extends State<LoginPage> {
 TextEditingController usernameController = TextEditingController();
 TextEditingController _passwordController = TextEditingController();
 @override
 Widget build(BuildContext context) {
  return Scaffold(
    body: Container(
     decoration: BoxDecoration(
      image: DecorationImage(
       image: NetworkImage(
'https://e0.pxfuel.com/wallpapers/281/550/desktop-wallpaper-advertising-background-stirfrie
d-synthetic-creative-catering-stirfrystir-fried-creative-synthe-food-poster-food-poster-design-f
ood-background-thumbnail.jpg',
       ),
       fit: BoxFit.cover,
      ),
     ),
     child: Padding(
      padding: const EdgeInsets.all(16.0),
      child: Column(
       mainAxisAlignment: MainAxisAlignment.center,
       children: [
         TextField(
          controller: _usernameController,
          style: TextStyle(
            color: Colors.white), // Change the color of entered text
          decoration: InputDecoration(
           labelText: 'Enter Username',
           labelStyle: TextStyle(color: Colors.white),
           enabledBorder: UnderlineInputBorder(
            borderSide: BorderSide(color: Colors.white),
           ),
          ),
         ),
         SizedBox(height: 16.0),
         TextField(
          controller: _passwordController,
          obscureText: true,
```

```
style: TextStyle(
    color: Colors.white), // Change the color of entered text
 decoration: InputDecoration(
  labelText: 'Enter Password',
  labelStyle: TextStyle(color: Colors.white),
  enabledBorder: UnderlineInputBorder(
   borderSide: BorderSide(color: Colors.white),
  ),
 ),
),
SizedBox(height: 16.0),
ElevatedButton(
 onPressed: () {
  // Implement your login logic here
  String username = usernameController.text;
  String password = _passwordController.text;
  // Dummy validation for illustration purposes
  if (username == 'user' && password == 'password') {
   // Navigate to the home page on successful login
   Navigator.push(
     context,
     MaterialPageRoute(builder: (context) => HomePage()),
   );
  } else {
   // Display an error message or handle unsuccessful login
   print('Login Failed');
  }
 },
 child: Text('Login'),
),
```

Output:

