

The image shows a screenshot of the Visual Studio Code (VS Code) interface, specifically for a Flutter project named `FLUTTER_APPLICATION_1`.

Explorer View: On the left, the Explorer view displays the project structure. It includes an `android` folder containing `flutter_application_1_android.iml`, `gradle.properties`, `gradlew`, `gradlew.bat`, `local.properties`, and `settings.gradle`. Below `android` are `ios`, `lib` (which contains `const`, `controllers`, `views`, `home_screen.dart`, `main.dart`, `splash_screen.dart`), and `test` (containing `widget_test.dart`). Other files shown include `linux`, `macos`, `web`, `windows`, `.gitignore`, `.metadata`, `analysis_options.yaml`, and `flutter_application_1.iml`.

Editor View: The main editor area shows the `main.dart` file. The code defines the `main` function which runs the `MyApp` widget. The `MyApp` class extends `StatelessWidget` and overrides the `build` method to return a `MaterialApp` with a blue theme, starting at the `/splash` route.

```
pubspec.yaml          main.dart          home_screen.dart          splash_screen.dart          c
lib > main.dart > MyApp > build
1 import 'package:flutter/material.dart';
2 import 'splash_screen.dart';
3 import 'home_screen.dart';
4
5 Run | Debug | Profile
6 void main() {
7   runApp(const MyApp());
8 }
9
10 class MyApp extends StatelessWidget {
11   const MyApp({super.key});
12
13   @override
14   Widget build(BuildContext context) {
15     return MaterialApp(
16       title: 'My App',
17       theme: ThemeData(
18         primarySwatch: Colors.blue,
19       ), // ThemeData
20       initialRoute: '/splash',
21       routes: {
22         '/splash': (context) => const SplashScreen(),
23         '/home': (context) => const HomeScreen(),
24       },
25     );
26   }
27 }
```

Bottom Navigation Bar: The bottom navigation bar includes tabs for PROBLEMS, OUTPUT, DEBUG CONSOLE, TERMINAL, and PORTS. The PROBLEMS tab is currently active, displaying the message: "No problems have been detected in the workspace."

TER APPLICATION_1

android

flutter_application_1_android.iml

gradle.properties

gradlew

gradlew.bat

local.properties

settings.gradle

ios

lib

const

controllers

views

home_screen.dart

main.dart

splash_screen.dart

linux

macos

test

widget_test.dart

web

windows

.gitignore

.metadata

analysis_options.yaml

flutter_application_1.iml

pubspec.yaml

main.dart

home_screen.dart X

splash_screen.dart

colors.d

```
lib > home_screen.dart > HomeScreen > method
1   import 'package:flutter/material.dart';
2
3   class HomeScreen extends StatelessWidget {
4       const HomeScreen({super.key});
5
6       @override
7       Widget build(BuildContext context) {
8           var newVariable = (child: widget(child: const SizedBox(height: 20)));
9           return Scaffold(
10               appBar: AppBar(
11                   title: const Text('My App'),
12               ), // AppBar
13               body: Center(
14                   child: Column(
15                       mainAxisAlignment: MainAxisAlignment.center,
16                       children: method(newVariable),
17                   ), // Column
18               ), // Center
19           ); // scaffold
20       }
21
22       List<Widget> method({dynamic child}) newVariable) {
23           return <Widget>[
24               Image.asset('assets/images/image1.png', width: 200),

```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

No problems have been detected in the workspace.

File Edit Selection View Go Run Terminal Help ← →

flutter_application_1

EXPLORER

FLUTTER_APPLICATION_1

- android
 - flutter_application_1_android.iml
 - gradle.properties
 - gradlew
 - gradlew.bat
 - local.properties
 - settings.gradle
- ios
- lib
 - const
 - controllers
 - home_screen.dart
 - main.dart
 - splash_screen.dart
 - views
- linux
- macos
- test
 - widget_test.dart
- web
- windows
- .gitignore
- .metadata
- analysis_options.yaml
- flutter_application_1.iml

pubspec.yaml main.dart home_screen.dart X splash_screen.dart colors.

lib > home_screen.dart > HomeScreen > method

```
3   class HomeScreen extends StatelessWidget {  
7     Widget build(BuildContext context) {  
15       mainAxisSize: MainAxisAlignment.center,  
16       children: method(newVariable),  
17     ), // Column  
18   ), // Center  
19   ); // Scaffold  
20 }  
21  
22 List<Widget> method({dynamic child}) newVariable) {  
23   return <Widget>[]  
24   | Image.asset('assets/images/image1.png', width: 200),  
25   |; // <Widget>[]  
26 }  
27  
28 ({dynamic child}) methodd({dynamic child}) newVariable) => newVariable;  
29  
30 ({SizedBox child}) get newMethod => (child: const SizedBox(height: 20));  
31  
32 widget({required SizedBox child}) {}  
33 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

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EXPLORER

FLUTTER_APPLICATION_1

android

flutter_application_1_android.iml

gradle.properties

gradlew

gradlew.bat

local.properties

settings.gradle

> ios

lib

> const

controllers

> views

home_screen.dart

main.dart

splash_screen.dart

> linux

> macos

test

widget_test.dart

> web

> windows

.gitignore

.metadata

analysis_options.yaml

...

pubspec.yaml

main.dart

home_screen.dart

splash_screen.dart X

lib > splash_screen.dart > _SplashScreenState > initState

1 import 'dart:async';

2

3 import 'package:flutter/material.dart';

4

5 class SplashScreen extends StatefulWidget {

6 const SplashScreen({super.key});

7

8 @override

9 // ignore: library_private_types_in_public_api

10 _SplashScreenState createState() => _SplashScreenState();

11 }

12

13 class _SplashScreenState extends State<SplashScreen> {

14 @override

15 void initState() {

16 super.initState();

17 Timer(const Duration(seconds: 3), () {

18 Navigator.pushReplacementNamed(context, '/home');

19 }); // Timer

20 }

22 @override

23 Widget build(BuildContext context) {

24 return const Scaffold(

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

PORTS

No problems have been detected in the workspace.

UTTER_APPLICATION_1

- android
 - flutter_application_1_android.iml
 - gradle.properties
 - gradlew
 - gradlew.bat
 - local.properties
 - settings.gradle
- ios
- lib
 - const
 - controllers
 - views
 - home_screen.dart
 - main.dart
- splash_screen.dart
- linux
- macos
- test
 - widget_test.dart
- web
- windows
- .gitignore
- .metadata
- analysis_options.yaml

pubspec.yaml main.dart home_screen.dart splash_screen.dart

```
lib > splash_screen.dart > _SplashScreenState > initState
13   class _SplashScreenState extends State<SplashScreen> {
15     void initState() {
16       super.initState();
17       Timer(const Duration(seconds: 3), () {
18         Navigator.pushReplacementNamed(context, '/home');
19       }); // Timer
20     }
21
22   @override
23   Widget build(BuildContext context) {
24     return const Scaffold(
25       body: Center(
26         child: Column(
27           mainAxisAlignment: MainAxisAlignment.center,
28           children: [
29             CircleAvatar(
30               radius: 50,
31               backgroundImage: AssetImage('assets/images/logo.png'),
32             ), // CircleAvatar
33             SizedBox(height: 20),
34             CircularProgressIndicator(),
35             SizedBox(height: 20),
36             Text('Loading...'),
37           ],
38         ),
39       ),
40     );
41   }
42 }
```

PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS

No problems have been detected in the workspace.

EXPLORER ... pubspec.yaml main.dart home_screen.dart

FLUTTER_APPLICATION_1

└ android

flutter_application_1_android.iml

gradle.properties

gradlew

gradlew.bat

local.properties

settings.gradle

└ ios

└ lib

└ const

└ controllers

└ views

home_screen.dart

main.dart

splash_screen.dart

└ linux

└ macos

└ test

widget_test.dart

└ web

└ windows

.gitignore

```
lib > splash_screen.dart > _SplashScreenState > initState
13   class _SplashScreenState extends State<SplashScreen> {
23     Widget build(BuildContext context) {
26       child: Column(
27         mainAxisAlignment: MainAxisAlignment.center,
28         children: [
29           CircleAvatar(
30             radius: 50,
31             backgroundImage: AssetImage('assets/images/logo.png'),
32           ), // CircleAvatar
33           SizedBox(height: 20),
34           CircularProgressIndicator(),
35           SizedBox(height: 20),
36           Text('Loading...'),
37         ],
38       ), // Column
39     ), // Center
40   ); // Scaffold
41 }
42 }
```

The screenshot shows a Flutter application project structure in an IDE. The left sidebar displays icons for file, search, navigation, and other project-related functions. The main area shows the project tree under 'FLUTTER_APPLICATION_1' with branches for 'android' (containing 'flutter_application_1_android.iml', 'gradle.properties', 'gradlew', 'gradlew.bat', 'local.properties', 'settings.gradle'), 'ios', 'lib' (containing 'const' which has 'colors.dart' and 'consts.dart'), and a 'bin' folder.

The right side shows the code editor with the 'colors.dart' file open. The code defines a class 'AppColors' with static color constants:

```
! pubspec.yaml    main.dart    home_screen.dart    splash_sc
lib > const > colors.dart > ...
1 import 'package:flutter/material.dart';
2 import 'dart:ui' show Color;
3
4 class AppColors {
5     static Color primaryColor = const Color(0xff2A7FBA),
6     yellowColor = const Color(0xFFFF9F00),
7     bgColor = const Color(0xFFF5F5F5),
8     bgDarkColor = const Color(0xFFECECEC);
9 }
```

EXPLORER

...

FLUTTER_APPLICATION_1

android

flutter_application_1_android.iml

gradle.properties

gradlew

gradlew.bat

local.properties

settings.gradle

> ios

lib

const

colors.dart

consts.dart

images.dart

strings.dart

controllers

> views

home_screen.dart

main.dart

splash_screen.dart

> linux

> macos

> test

widget_test.dart

pubspec.yaml

main.dart

home_screen.dart

splash_screen.dart

lib > const > colors.dart > ...

```
1 import 'package:flutter/material.dart';
2 import 'dart:ui' show Color;
3
4 class AppColors {
5   static Color primaryColor = const Color(0xff2A7FBA),
6   yellowColor = const Color(0xFFFF9F00),
7   bgColor = const Color(0xFFF5F5F5),
8   bgDarkColor = const Color(0xFFECECEC);
9 }
```

PROBLEMS

OUTPUT

DEBUG CONSOLE

TERMINAL

PORTS

No problems have been detected in the workspace.

EXPLORER

FLUTTER_APPLICATION_1

android

flutter_application_1_android.iml

gradle.properties

gradlew

gradlew.bat

local.properties

settings.gradle

> ios

lib

const

colors.dart

consts.dart

images.dart

...

pubspec.yaml

main.dart

home_screen.dart

splash_screen.dart

lib > const > images.dart > ...

```
1 |
2 class AppImages {
3     static String doc1 = "assets/images/doc 1.jfif",
4         doc2 = "assets/images/doc 2.jfif",
5         doc3 = "assets/images/doc 3.jfif",
6         doc4 = "assets/images/doc 4.jfif",
7         doc5 = "assets/images/doc 5.jfif",
8         doc6 = "assets/images/doc 6.jfif",
9         doc7 = "assets/images/emoji.webp",
10        doc8 = "assets/images/sp.jfif";
11 }
```

File Edit Selection View Go Run Terminal Help ← →

EXPLORER

FLUTTER_APPLICATION_1

- .dart_tool
- .idea
- android
 - app
 - src
 - build.gradle
- assets
 - fonts
 - icons
 - images
- gradle
- .gitignore
- build.gradle
- flutter_application_1_android.iml
- gradle.properties
- gradlew
- gradlew.bat
- local.properties
- settings.gradle
- ios

! pubspec.yaml

lib > const > strings.dart > ...

```
1 class AppStrings {  
2     static String  
3         appname = "FLUTTER_APPLICATION_1",  
4         bestDocapp ="Best Doctor\n Appointment App",  
5         welcomeBack="Welcome Back",  
6         weAreExcited="We are excited To have You Back",  
7         signupNow="signup now",  
8         email="Email",  
9         emailHint="Enter Your Email",  
10        password="password",  
11        passwordHint="Enter YOur Password",  
12        fullName="Full Name",  
13        fullNameHint="Enter Your Name",  
14        confirmPassword="Confirm Password",  
15        login="Login",  
16        signup="SignUp",  
17        alreadyHaveAccount="Already Have An Account",  
18        dontHaveAccount="Don't Have an account";  
19  
20 }  
21
```