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Practical 2

Aim: To design Flutter UI by including common widgets.

Steps:

- 1) Created a new file introPage.dart and in that made a StatelessWidget which returns a scaffold.

StatelessWidget - A Stateless Widget is an immutable widget in Flutter, meaning its properties cannot change once they are set. It does not store any state or update dynamically.

- 2) Scaffold contains all the child widgets. Give it background colour as per your choice.

In body create a child Column widget.

Scaffold - Provides the basic structure of the screen, including background color and layout.

Column – Organizes the widgets in a vertical layout.

- 3) Added Main text for app. And surround it with padding.

Padding – Adds space around widgets to improve UI appearance.

- 4) Added Image

- 5) Then added description text about the app

- 6) Added Button which says “get started”

- 7) Used SizedBox for spacing between elements.

SizedBox – Adds spacing between elements for a clean layout.

Output-

