

# **Lab 3 – Simple UI Design (Flutter)**

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**Level 3 , Computer Engineering**

**Course: MOBILE DEVELOPMENT**

**February 15, 2026**

## **1. Introduction**

This lab focused on understanding UI basics in the Flutter framework. The goal was to explore how the widget tree works, how common layout widgets are used, and how simple styling affects the user interface.

## **2. Objectives**

- Learn how Flutter builds UI using widgets.
- Create a basic layout using common widgets.
- Apply simple styling (colors, padding, alignment).
- Run the app and observe changes in the UI.

## **3. Tools and Environment**

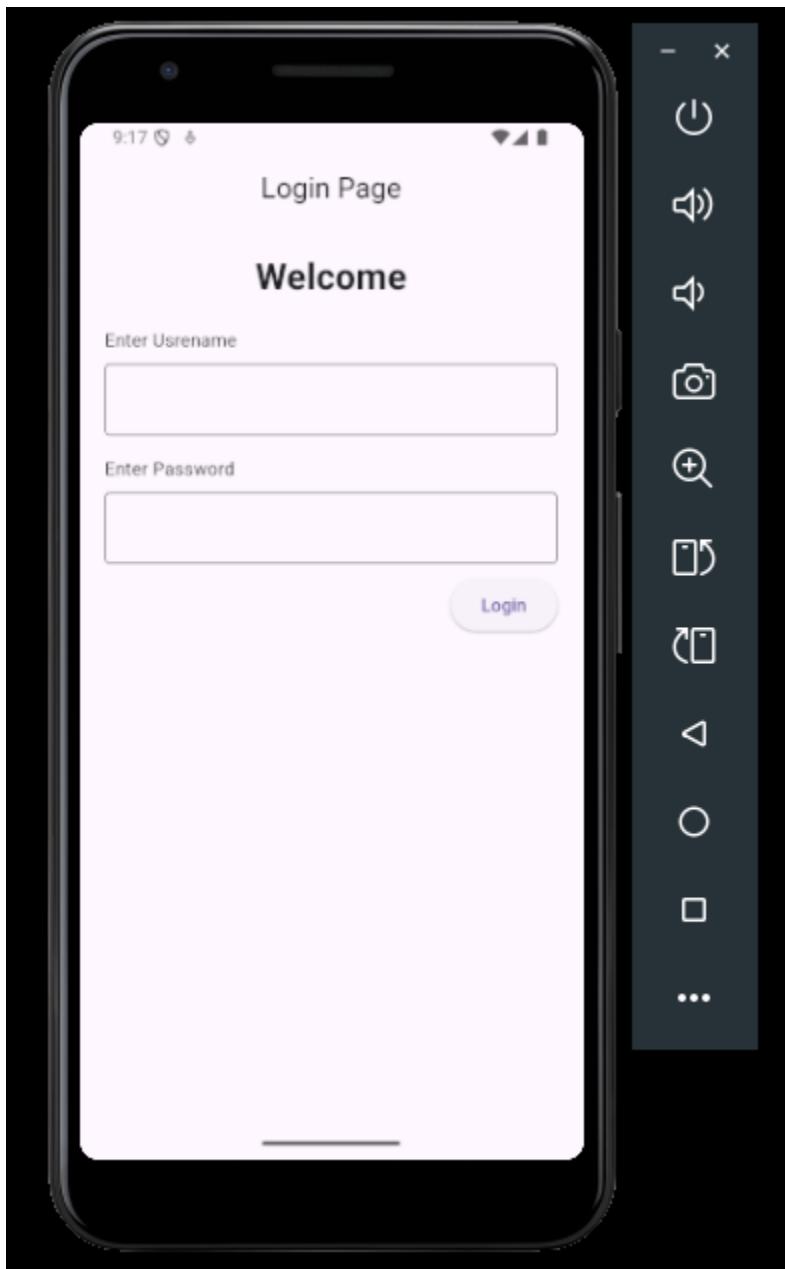
- Framework: Flutter
- Language: Dart
- Editor : VS Code
- Device: Emulator (pixel 3a)

## **4. Procedure ( What We Did)**

1. Opened the Flutter project and reviewed [main.dart](#).

2. Built the UI using basic widgets (e.g., Scaffold, AppBar, Column/Row, Text, Container).
3. Applied styling such as colors, padding, and alignment to improve layout clarity.
4. Ran the project to verify the UI.

## 5. Output



## 6. Discussion

By modifying the widget tree in [main.dart](#), we saw how Flutter updates the UI immediately. Simple changes like padding, alignment, or text style make the interface clearer and more

visually organized. This lab helped build confidence in structuring layouts and understanding how Flutter composes UI from small reusable widgets.

### **7. Conclusion**

The lab successfully demonstrated Flutter UI basics. We created a simple interface, styled it, and verified the output visually. The activity reinforced how Flutter uses a widget-based approach to build layouts and how small changes affect the final UI.