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Experiment No -03

Exploring Flutter Widgets

Aim - Exp 3 To include icons, images, fonts in Flutter app

Code and Output :

1) Button the Button widget is not a specific widget, but rather a category of widgets that are used to handle user interaction by triggering actions when pressed. Some commonly used button widgets include:

Elevated Button , Textfield Button, Outlined button etc

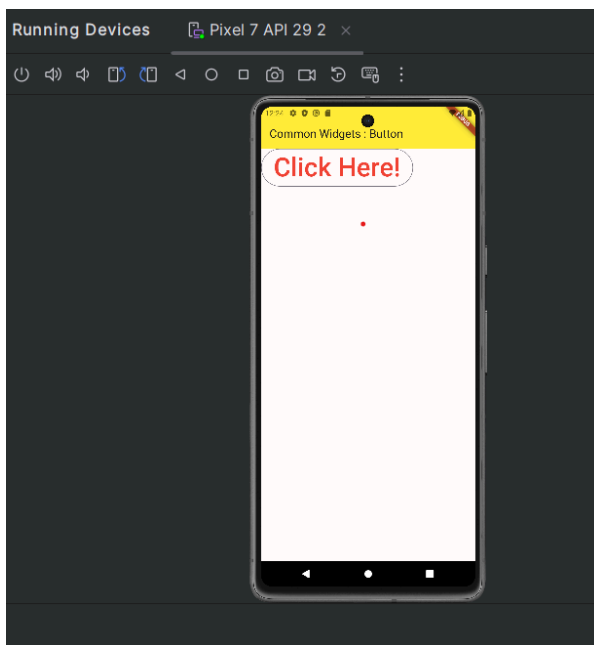
```
import 'package:flutter/material.dart';
void main() {
  runApp(const MyApp());
}
class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          backgroundColor: Colors.yellow,
          title: Text("Common Widgets : Button"),
        ),
        body: TextButton(
          child: Text("Click Here!",
            style: TextStyle(
              fontSize: 50
            ),
          ),
          onPressed: () {
            print("button Pressed");
          },
        ),
      ),
    );
  }
}
```

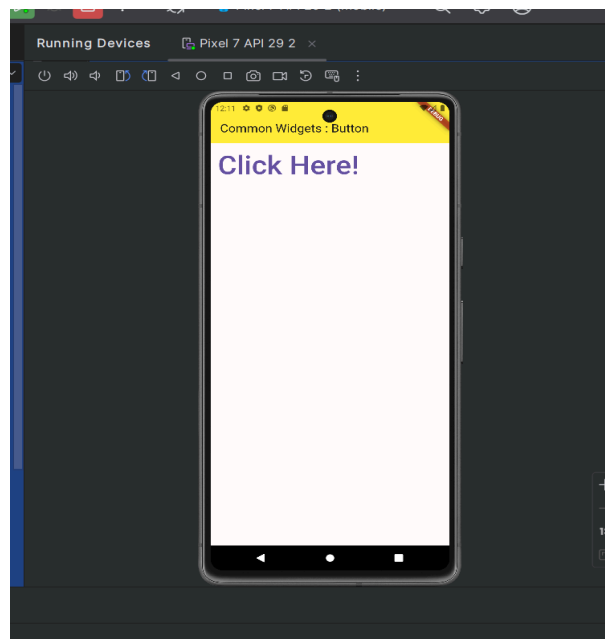
For outlined button

```
body: OutlinedButton(  
  child: Text("Click Here!",  
  
    style: TextStyle(  
      fontSize: 50,  
      color: Colors.red  
    ), ),  
  onPressed: () {  
    print("Button Pressed");  
  },  
)
```

Outlined Button



TextButton



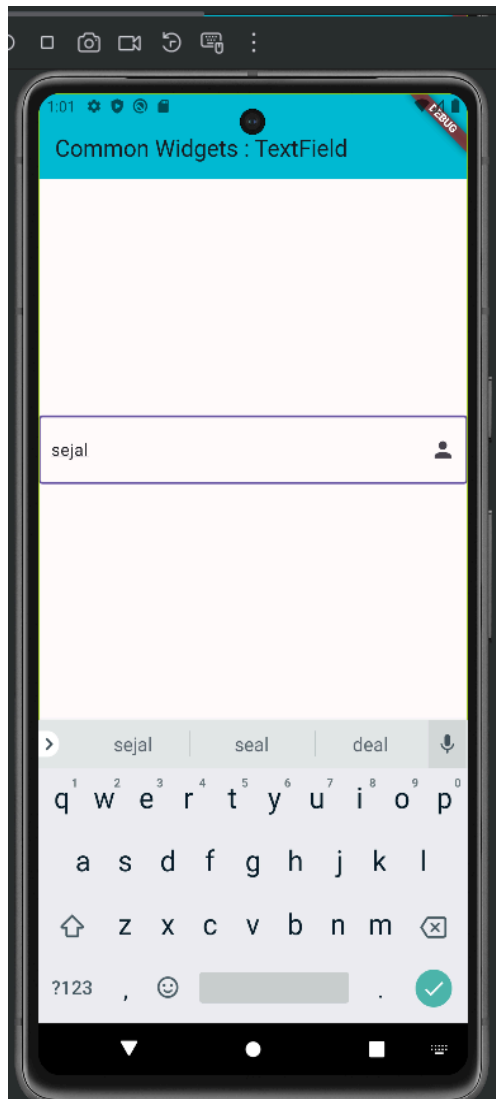
```
Performing hot reload...  
Syncing files to device Android SDK built for x86...  
Reloaded 1 of 697 libraries in 5,139ms (compile: 686 ms, reload: 3169 ms, reassemble: 426 ms).  
I/flutter (19355): Button Pressed
```

2.) Textfield with Icon

In Flutter, a TextField widget is used to allow users to input text. It is a fundamental part of many forms and input-based user interfaces. TextField provides a text input area where users can enter and edit text, and it comes with various customization options.

```
import 'package:flutter/material.dart';
void main() {
  runApp(const MyApp());
}
class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          backgroundColor: Colors.cyan,
          title: Text("Common Widgets : TextFied"),
        ),
        body: Container(
          child: Center(
            child: TextField(
              decoration: InputDecoration(
                hintText: "Enter your name",
                suffixIcon: Icon(Icons.person),
                border: OutlineInputBorder()
              ),
            ),
          ),
        ),
      ),
    );
  }
}
```

Output

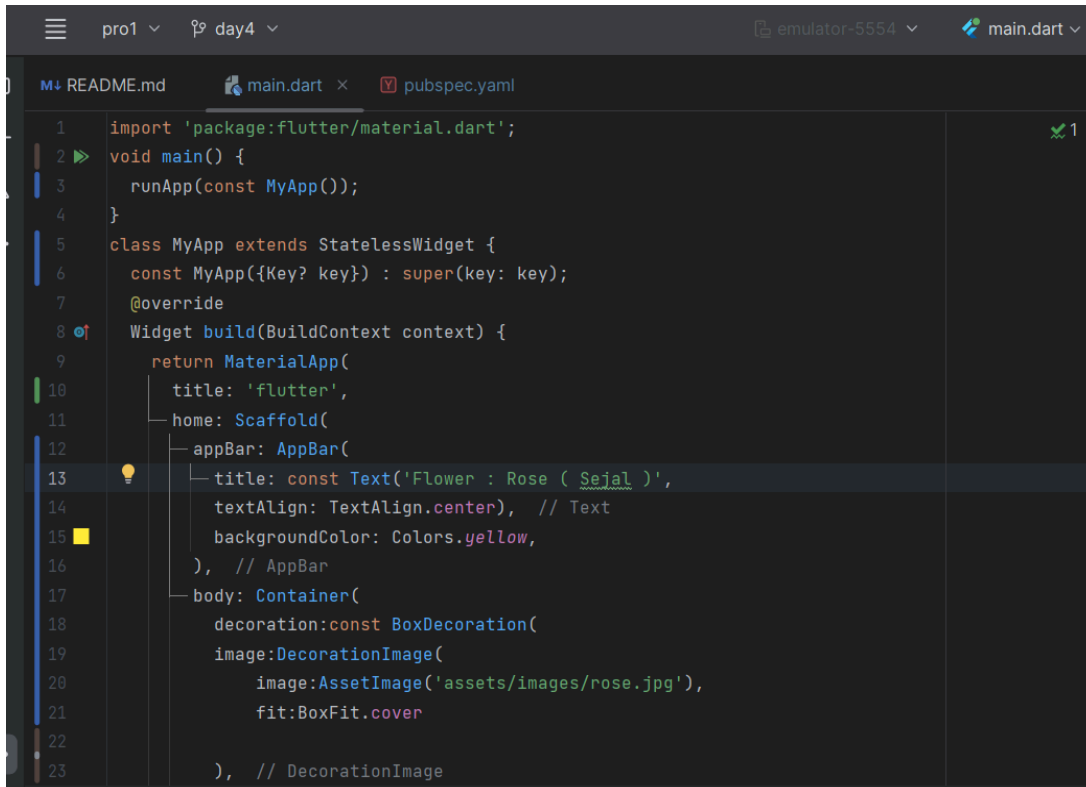


3.Image

This widget holds the image which can fetch it from multiple sources like from the asset folder or directly from the URL.

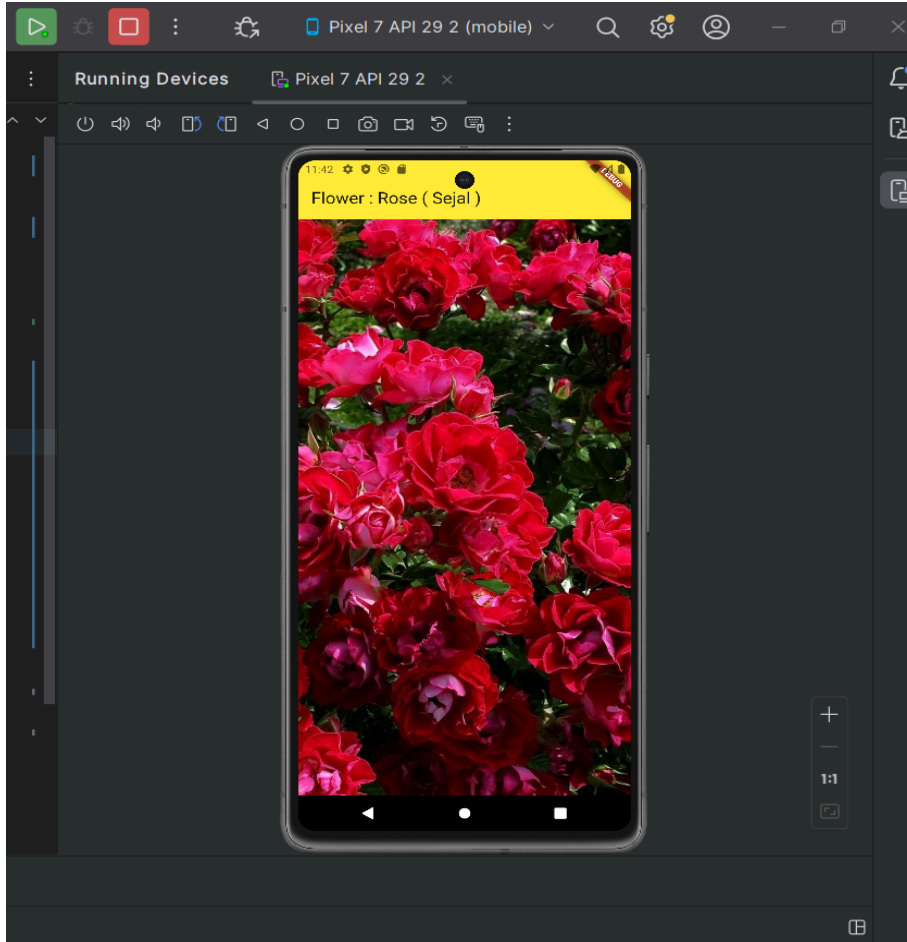
To add an image in the project, you need first to create an assets folder where you keep your images and then add the below line in pubspec.yaml file.

Code with output:



```
1 import 'package:flutter/material.dart';
2 void main() {
3   runApp(const MyApp());
4 }
5 class MyApp extends StatelessWidget {
6   const MyApp({Key? key}) : super(key: key);
7   @override
8   Widget build(BuildContext context) {
9     return MaterialApp(
10       title: 'flutter',
11       home: Scaffold(
12         appBar: AppBar(
13           title: const Text('Flower : Rose ( Sejal )',
14             textAlign: TextAlign.center), // Text
15           backgroundColor: Colors.yellow,
16         ), // AppBar
17         body: Container(
18           decoration:const BoxDecoration(
19             image:DecorationImage(
20               image:AssetImage('assets/images/rose.jpg'),
21               fit:BoxFit.cover
22             ),
23           ), // DecorationImage
```

Output:



4) Drawer

a Drawer is a slide-in menu that is typically used to provide navigation options or additional functionality in an application. The Drawer is usually hidden off-screen and can be revealed by dragging from the edge of the screen or by tapping on a menu icon.

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

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  @override

  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          backgroundColor: Colors.yellow,
          title: Text("Common Widgets : Drawer"),
        ),
        drawer: Drawer(
          child: ListView(
            children: [
              ListTile(
                title: const Text("List 1"),
                onTap: () {},
              ),
              ListTile(
                title: const Text("List 2"),
                onTap: () {},
              ),
            ],
          ),
        ),
      ),
    );
  }
}
```

Output

