import 'package:flutter/material.dart';

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Wireless App',

theme: ThemeData(

primarySwatch: Colors.blue,

),

home: MyHomePage(title: 'ConnectMe!'),

);

}

}

class MyHomePage extends StatefulWidget {

MyHomePage({Key? key, required this.title}) : super(key: key);

final String title;

@override

\_MyHomePageState createState() => \_MyHomePageState();

}

class \_MyHomePageState extends State<MyHomePage> {

bool \_isOn = true;

void \_togglePower() {

setState(() {

\_isOn = !\_isOn;

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

leading: IconButton(

icon: Icon(Icons.arrow\_back),

onPressed: () {

// Navigate back to the previous screen

Navigator.pop(context);

},

),

title: Row(

mainAxisAlignment: MainAxisAlignment.center,

children: [

GestureDetector(

child: Text(

'Touch Pad',

style: TextStyle(

fontSize: 25,

fontWeight: FontWeight.bold,

),

),

onTap: () {

// Navigate to the home page

Navigator.pushReplacement(

context,

MaterialPageRoute(

builder: (context) => MyHomePage(title: 'Touch Pad')),

);

},

),

],

),

actions: [

IconButton(

icon: Icon(\_isOn

? Icons.power\_settings\_new

: Icons.power\_settings\_new\_outlined),

onPressed: () {

\_togglePower();

},

)

],

),

body: Center(

child: GestureDetector(

onTapDown: (TapDownDetails details) {

print(details.globalPosition);

},

child: Container(

width: 300,

height: 550,

color: Color(0xff7ee383),

),

),

),

);

}

}

**ANIMATED FLOATING ICON BUTTON**

import 'package:flutter/material.dart';

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text(''),

),

floatingActionButton: AnimatedFloatingActionButton(),

),

);

}

}

class AnimatedFloatingActionButton extends StatefulWidget {

@override

\_AnimatedFloatingActionButtonState createState() =>

\_AnimatedFloatingActionButtonState();

}

class \_AnimatedFloatingActionButtonState

extends State<AnimatedFloatingActionButton> {

bool \_isExpanded = false;

void \_toggleExpanded() {

setState(() {

\_isExpanded = !\_isExpanded;

});

}

@override

Widget build(BuildContext context) {

return Column(

mainAxisSize: MainAxisSize.min,

children: [

if (\_isExpanded) ...[

FloatingActionButton(

onPressed: \_toggleExpanded,

child: Icon(Icons.close),

),

SizedBox(height: 10),

FloatingActionButton(

onPressed: () {

ScaffoldMessenger.of(context)

.showSnackBar(const SnackBar(content: Text('No Content')));

},

child: Icon(Icons.settings\_outlined),

),

SizedBox(height: 10),

FloatingActionButton(

onPressed: () {

ScaffoldMessenger.of(context)

.showSnackBar(const SnackBar(content: Text('No Content')));

},

child: Icon(Icons.connected\_tv\_rounded),

),

SizedBox(height: 10),

FloatingActionButton(

onPressed: () {

// Perform action

},

child: Icon(Icons.remove),

),

] else ...[

FloatingActionButton(

onPressed: \_toggleExpanded,

child: Icon(Icons.menu\_rounded),

),

],

],

);

}

}