Name: Shantanu Saraf

Class: D15B Roll No.: 59

# **Experiment No:02**

Aim: To design Flutter UI by including common widgets.

**Theory:** 

#### Text Widgets:

Text is a fundamental widget for displaying textual content in Flutter. It allows developers to customize various text attributes such as font size, color, font family, and alignment. Moreover, Text supports internationalization and localization by integrating with Flutter's localization features. RichText, on the other hand, provides advanced text styling capabilities by allowing different parts of the text to have different styles within the same widget. This is achieved using TextSpan objects, which enable inline styling like bold, italic, underline, and more. Input Widgets: TextField and TextFormField are essential for capturing user input. TextField offers a blank field where users can enter text, while TextFormField extends TextField by providing additional features such as built-in validation, input formatting, error messages, and integration with Flutter's Form widget for managing form state. Developers can customize the appearance and behavior of these input widgets to suit the specific requirements of their applications. They can also utilize input controllers to interact with the entered text and perform actions such as validation or manipulation.

#### **Button Widgets:**

Buttons are crucial for user interaction in Flutter apps. ElevatedButton is typically used for primary actions that require more prominence, such as submitting a form or confirming a critical action. TextButton provides a minimalist button design with text only, suitable for secondary actions or less critical operations. IconButton allows developers to add buttons with icons, facilitating intuitive navigation and interaction. FloatingActionButton is a specialized button widget that floats above the content and is commonly used for primary and high-priority actions like adding a new item or composing a message.

## **Selection Widgets:**

Flutter offers several widgets for user selection tasks. Checkbox provides a binary selection mechanism, allowing users to toggle a state between checked and unchecked. Radio buttons are used when users need to select a single option from a list of mutually exclusive choices. Switch widget presents a toggle switch for turning an option on or off, such as enabling or disabling a feature. Slider widget allows users to select a value from a continuous range by dragging a thumb along a track, making it suitable for tasks like adjusting volume or setting preferences. Layout Widgets: Layout widgets play a vital role in organizing the UI components of a Flutter app. Row and Column widgets are used to arrange child widgets horizontally and vertically,

respectively. Developers can use flex properties and MainAxisAlignment/CrossAxisAlignment to control the alignment and spacing of widgets within Rows and Columns. Stack widget overlays multiple widgets on top of each other, enabling complex UI compositions like overlapping images or implementing floating action buttons. Container widget is a versatile layout widget that allows developers to customize the positioning, size, padding, margin, and decoration of its child widget, providing fine-grained control over the layout and appearance of UI elements.

#### **Scrolling Widgets:**

Scrolling widgets are essential for displaying content that exceeds the available screen space. ListView widget provides a scrollable list of items, allowing users to scroll vertically or horizontally through the content. GridView organizes items in a grid layout, making it suitable for displaying collections of data in a structured manner. SingleChildScrollView widget enables scrolling in a single direction, useful for scenarios where the content needs to be scrolled vertically or horizontally but not both simultaneously. Developers can customize the behavior and appearance of scrolling widgets by configuring properties such as scroll direction, physics, and scroll controllers.

#### **Material Design Widgets:**

Flutter's Material Design widgets adhere to the design principles outlined in Google's Material Design guidelines. AppBar widget represents the app bar at the top of the screen, providing space for titles, icons, and navigation actions. Scaffold widget implements the basic layout structure of a Material Design app, including app bars, drawers, bottom navigation bars, and floating action buttons. Card widget displays content within a material design card, featuring rounded corners, elevation, and shadow effects. These widgets help developers create visually consistent and aesthetically pleasing user interfaces that align with the Material Design language. Interaction Widgets: Interactivity is a key aspect of modern app development, and Flutter provides widgets to facilitate various user interactions. GestureDetector widget detects gestures such as taps, drags, and pinches on its child widget, allowing developers to respond to these gestures and implement custom touch-based interactions. InkWell widget provides visual feedback to touch interactions by displaying a ripple effect when tapped, enhancing the perceived responsiveness and usability of the UI. Developers can leverage these interaction widgets to create engaging and intuitive user experiences that encourage user engagement and interaction with their Flutter apps.

#### Code:

```
// login_screen.dart
import 'package:flutter/material.dart';
import 'package:bloggerapp/sceens/blog_page.dart'; // Import the BlogPage
class LoginScreen extends StatefulWidget {
  const LoginScreen({Key? key});
  @override
```

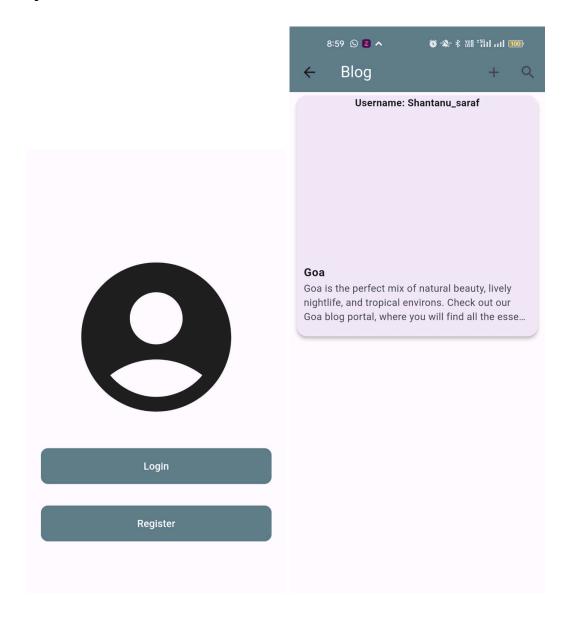
```
State<LoginScreen> createState() => LoginScreenState();
class LoginScreenState extends State<LoginScreen> {
 @override
 Widget build(BuildContext context) {
   return Scaffold(
       centerTitle: true,
       padding: const EdgeInsets.symmetric(horizontal: 20),
             padding: const EdgeInsets.symmetric(vertical: 30),
                 TextFormField(
                     labelText: 'Email',
```

```
padding: const EdgeInsets.symmetric(vertical: 15),
                     child: TextFormField(
                       Navigator.push (
 BlogPage()),
import 'package:flutter/material.dart';
 const BlogPage({Key? key}) : super(key: key);
 @override
 Widget build(BuildContext context) {
```

```
onPressed: () {
     onPressed: () {
body: ListView.builder(
     margin: EdgeInsets.symmetric(horizontal: 10, vertical: 5),
       borderRadius: BorderRadius.circular(15),
               image: AssetImage('images/goa.jpgc'), // Add image
               fit: BoxFit.cover,
```

```
contentPadding: EdgeInsets.all(10),
kick start everyone\'s wanderlust to Goa. Watch out our this space for the
```

# **Output:**



## **Conclusion:**

I have successfully studied and used different Common Widgets used in Flutter UI such as Column Widget, Scaffold,Text,SizedBox etc.