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MPL Experiment 2

In **Flutter**, the entire user interface (UI) is built using **widgets**. A widget is essentially a **descriptive representation** of part of the user interface, whether it's a simple button, an image, a list, or even the layout structure of the screen itself. Unlike some other frameworks where UI elements are pre-built components, in Flutter, **everything is a widget**.

Widgets in Flutter are **immutable** (cannot be changed directly), and they are often used to **build and describe the UI** in terms of properties, layout, and interaction. A widget is **just a blueprint**, but when combined with a **StatefulWidget**, it allows the UI to **react to state changes** like user input or asynchronous operations.

1 Stateless vs Stateful Widgets

- Stateless Widgets
 - These widgets do not change once built.
 - Used for static UI elements like text, icons, and images.
- Stateful Widgets
 - These widgets can change dynamically during runtime.
 - Used for interactive UI components like buttons, text fields, and animations.

2 Visible (Structural) Widgets

These widgets define the visual layout of the UI.

- Container Widgets Used for layout styling, including padding, margin, and background color.
- Text Widgets Displays text in different styles.
- Image Widgets Displays images from assets, network, or memory.
- **Button Widgets** Includes ElevatedButton, TextButton, and IconButton for user interaction.
- List & Grid Widgets Used for displaying scrollable lists (ListView) or grids (GridView).

3 Layout (Structural) Widgets

These widgets help in arranging other widgets on the screen.

- Row & Column Arranges widgets horizontally or vertically.
- Stack Places widgets on top of each other.
- **Expanded & Flexible** Adjusts widget size dynamically based on available space.
- SizedBox Adds spacing between widgets.

4 Interactive Widgets

Widgets that handle user interactions.

- GestureDetector Detects gestures like taps, swipes, and long presses.
- TextField Used for user input.
- Checkbox, Radio, and Switch Used for selections and toggles.
- Slider Allows selecting values within a range.

5 Animation & Effects Widgets

These widgets help in adding animations and special effects.

- AnimatedContainer Allows smooth transitions when properties change.
- Hero Provides shared element transitions between screens.
- Opacity Controls widget transparency.
- Transform Allows rotation, scaling, and translation of widgets.

6 Navigation & Routing Widgets

These widgets help in navigating between different screens.

- Navigator Manages the navigation stack.
- PageRoute Defines different types of screen transitions.
- Drawer A slide-out navigation menu.
- BottomNavigationBar A tabbed navigation bar at the bottom.

7 State Management Widgets

These widgets help in managing the state of an application.

- InheritedWidget The base class for propagating state down the widget tree.
- Provider A widely used state management solution.
- **Bloc & Riverpod** Advanced state management approaches for complex apps.

Code:

main.dart

```
import 'package:flutter/material.dart';
import './screens/home_page.dart'; // Import the HomePage

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

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

@override

Widget build(BuildContext context) {
   return MaterialApp(
        title: 'ShareIt',
        debugShowCheckedModeBanner: false, // Removes the debug banner
        theme: ThemeData(
        primarySwatch: Colors.lightBlue,
        scaffoldBackgroundColor: Colors.white,
        ),
        home: const HomePage(), // Use the HomePage as the home screen
        );
    }
}
```

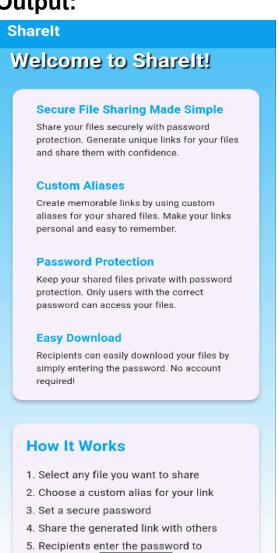
home_page.dart

```
end: Alignment.bottomCenter,
    Colors.lightBlue.shade300,
child: Padding(
   children: [
          fontSize: 32,
              offset: Offset(2, 2),
             blurRadius: 3.0,
        child: Padding(
          child: Column (
            children: [
              buildFeatureSection(
              buildFeatureSection(
              buildFeatureSection(
               buildFeatureSection(
```

```
),],),),),
          const SizedBox(height: 30),
            elevation: 5,
              child: Column(
                children: const [
                      fontSize: 24,
                      fontSize: 16,
                      color: Colors.black87,
                    ),),],),),
        ],),),),);}
children: [
   child: Column (
      children: [
          title,
            fontSize: 18,
```

```
const SizedBox(height: 5),
    fontSize: 14,
```

Output:



Conclusion:

In conclusion, the experiment was successfully completed by creating a simple homepage in Flutter, which allowed for hands-on exploration of various widgets. The process involved utilizing basic widgets like Text, Container, Column to design a functional UI. This exercise provided valuable insights into how widgets are structured and combined to build layouts in Flutter. By experimenting with different widgets, the understanding of Flutter's declarative UI framework was enhanced, laying the foundation for more complex app development in the future.