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Experiment 3

Aim :To design Flutter UI by including common widgets

Code:

```dart
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(
      title: 'Welcome to Flutter',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Welcome to Flutter'),
        ),
        body: Center(
          child: Image.asset('assets/comp.jpg'),
        ),
      ),
    );
  }
}
```

Output: