

Department of Computer Engineering
01CE0610 – APP DEVLOPMENT USING FLUTTER

# Experiment - 8

Aim: Create an application with list view in Flutter.

#### Code:

```
import 'package:flutter/material.dart';
void main() => runApp(CarListApp());
class CarListApp extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
   debugShowCheckedModeBanner: false,
   title: 'Practical_8 Car List',
   theme: ThemeData(
    primarySwatch: Colors.deepOrange,
    scaffoldBackgroundColor: Colors.grey[100],
    visualDensity: VisualDensity.adaptivePlatformDensity,
   ),
   home: CarListScreen(),
class Car {
 final String name;
 final String model;
 final String description;
 final String imageUrl;
 Car({
  required this.name,
  required this.model,
  required this.description,
  required this.imageUrl,
 });
class CarListScreen extends StatelessWidget {
 final List<Car> cars = [
  Car(
```



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```
name: 'Tesla',
     model: 'Model S',
     description: 'An all-electric five-door liftback sedan produced by Tesla, Inc.',
     imageUrl: 'tesla.jpeg',
    ),
    Car(
     name: 'Lamborghini',
     model: 'Aventador',
     description: 'A mid-engine sports car produced by the Italian automotive manufacturer
 Lamborghini.'.
     imageUrl: 'lamborghini.jpg',
   ),
   Car(
    name: 'Ford',
    model: 'Mustang',
    description: 'An American car manufactured by Ford. It is one of the most iconic muscle cars.',
    imageUrl: 'ford.jpg',
   ),
   Car(
    name: 'BMW',
    model: 'M4',
    description: 'A high-performance version of the BMW 4 Series, developed by BMW\'s motorsport
 division.',
    imageUrl: 'bmw.jpg',
   ),
   Car(
    name: 'Audi',
    model: 'R8',
    description: 'A mid-engine, 2-seater sports car, which uses Audi\'s trademark quattro permanent
all-wheel drive system.',
    imageUrl: 'audi.jpg',
  ),
 ];
 @override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
     title: Text('Practical 8 Car List'),
     centerTitle: true,
     elevation: 4,
   body: ListView.builder(
```



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```
padding: EdgeInsets.all(12),
    itemCount: cars.length,
    itemBuilder: (context, index) {
     final car = cars[index];
     return CarCard(car: car):
    },
   ).
  );
class CarCard extends StatelessWidget {
 final Car car;
 const CarCard({Key? key, required this.car}): super(key: key);
 @override
 Widget build(BuildContext context) {
  return Card(
   margin: EdgeInsets.symmetric(vertical: 10),
   elevation: 6,
   shape: RoundedRectangleBorder(borderRadius: BorderRadius.circular(16)),
   child: Container(
    height: 160,
    padding: EdgeInsets.all(12),
    child: Row(
     children: [
       ClipRRect(
        borderRadius: BorderRadius.circular(12),
        child: Image.network(
         car.imageUrl,
         width: 140,
         height: 140,
         fit: BoxFit.cover,
         errorBuilder: (context, error, stackTrace) => Container(
          width: 140,
          height: 140,
          color: Colors.grey[300],
          child: Icon(Icons.directions_car, size: 60, color: Colors.grey[600]),
         ),
        ),
```





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SizedBox(width: 16),

```
Expanded(
child: Column(
 crossAxisAlignment: CrossAxisAlignment.start,
 mainAxisAlignment: MainAxisAlignment.center,
 children: [
  Text(
   car.name,
   style: TextStyle(
    fontSize: 22,
    fontWeight: FontWeight.bold,
    color: Colors.deepOrange[700],
   ),
  ),
  SizedBox(height: 6),
  Text(
   car.model,
   style: TextStyle(
    fontSize: 18,
   fontWeight: FontWeight.w600,
   color: Colors.grey[800],
  ),
 ),
 SizedBox(height: 12),
 Text(
  car.description,
  style: TextStyle(
   fontSize: 14,
   color: Colors.grey[700]
  maxLines: 3,
  overflow: TextOverflow.ellipsis,
```



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#### Output:

