**Experiment No. 6**

**Aim:** Apply concepts of gestures in Flutter App.

**Prerequisites:** Android studio, flutter SDK**.**

**Problem Statement:** To develop a flutter UI using GestureDetector widget of flutter.

**Software:** Android studio, flutter SDK**. Code:**

import 'package:flutter/material.dart';

void main() {

runApp(MyApp());

}

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

debugShowCheckedModeBanner: false,

home: ToggleScreen(),

);

}

}

class ToggleScreen extends StatefulWidget {

@override

\_ToggleScreenState createState() => \_ToggleScreenState();

}

class \_ToggleScreenState extends State<ToggleScreen> {

bool isLightOn = false;

void toggleLight() {

setState(() {

isLightOn = !isLightOn;

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

backgroundColor: isLightOn ? Colors.yellow[200] : Colors.grey[900],

body: Center(

child: GestureDetector(

onTap: toggleLight,

child: Container(

padding: EdgeInsets.symmetric(vertical: 15, horizontal: 30),

decoration: BoxDecoration(

color: isLightOn ? Colors.orange : Colors.blueGrey,

borderRadius: BorderRadius.circular(10),

),

child: Text(

isLightOn ? 'Turn Off' : 'Turn On',

style: TextStyle(

fontSize: 20,

color: Colors.white,

fontWeight: FontWeight.bold,

),

),

),

),

),

);

}

}