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Experiment No 2

Aim: To design flutter UI by including common widgets.

Code:

```
import 'package:facebook clone/core/constants/app colors.dart';
import 'package:facebook clone/core/constants/constants.dart';
import 'package:facebook clone/core/widgets/round icon button.dart';
import
rt';
import 'package:flutter/material.dart';
import 'package:font awesome flutter/font awesome flutter.dart';
class HomeScreen extends StatefulWidget {
 const HomeScreen({super.key});
 @override
 State<HomeScreen> createState() => HomeScreenState();
 late final TabController tabController;
 @override
 void initState() {
   tabController = TabController(length: 5, vsync: this);
   super.initState();
 @override
 void dispose() {
```

```
tabController.dispose();
  super.dispose();
@override
Widget build(BuildContext context) {
  return DefaultTabController(
   length: 5,
   child: Scaffold(
     backgroundColor: AppColors.greyColor,
     appBar: AppBar(
        elevation: 0,
        title: buildFacebookText(),
       actions: [
          buildSearchWidget(),
          buildMessengerWidget(),
       bottom: TabBar(
          tabs: Constants.getHomeScreenTabs( tabController.index),
          onTap: (index) {
     body: TabBarView(
        controller: tabController,
       children: Constants.screens,
     ),
   ),
      style: TextStyle(
        fontSize: 30,
        fontWeight: FontWeight.bold,
```

```
),
);

Widget _buildSearchWidget() => const RoundIconButton(
    icon: FontAwesomeIcons.magnifyingGlass,
);

Widget _buildMessengerWidget() => InkWell(
    onTap: () {
        Navigator.of(context).pushNamed(ChatsScreen.routeName);
    },
    child: const RoundIconButton(
        icon: FontAwesomeIcons.facebookMessenger,
    ),
    );
}
```

Output:

