**Basic Widgets**

1. **Container**: A versatile widget for creating rectangular visual elements.
2. **Row**: A widget for arranging children horizontally.
3. **Column**: A widget for arranging children vertically.
4. **Stack**: A widget for overlaying children on top of each other.
5. **Expanded**: A widget that expands a child of a Row, Column, or Flex to fill available space.
6. **Padding**: Adds padding around a widget.

**Layout Widgets**

1. **Align**: Aligns a child widget within its parent.
2. **Center**: Centers a child widget within its parent.
3. **SizedBox**: Creates a box with a specific size.
4. **FractionallySizedBox**: Sizes a child to a fraction of its parent’s size.
5. **Wrap**: A widget that wraps its children in horizontal or vertical runs.
6. **GridView**: Creates a scrollable, 2D array of widgets.

**Input Widgets**

1. **TextField**: A widget for text input.
2. **Checkbox**: A widget for binary choices.
3. **Radio**: A widget for selecting one option from a set.
4. **Switch**: A widget for on/off states.
5. **Slider**: A widget for selecting a value from a range.
6. **Form**: A widget for grouping and validating multiple input fields.

**Button Widgets**

1. **ElevatedButton**: A button with a material design elevation.
2. **TextButton**: A button with text only.
3. **OutlinedButton**: A button with an outlined border.
4. **IconButton**: A button with an icon.
5. **FloatingActionButton**: A circular button that floats above the content.

**Scrolling Widgets**

1. **ListView**: A scrollable list of widgets.
2. **SingleChildScrollView**: A scrollable widget that wraps a single child.
3. **PageView**: A scrollable list that works page-by-page.
4. **CustomScrollView**: A scroll view with custom scroll effects and slivers.

**Navigation Widgets**

1. **Navigator**: Manages a stack of pages.
2. **Drawer**: A slide-in menu for navigation.
3. **BottomNavigationBar**: A navigation bar at the bottom of the screen.
4. **TabBar**: A tab-based navigation bar.
5. **PageRouteBuilder**: For creating custom page transitions.

**Decoration Widgets**

1. **DecoratedBox**: A box with decoration (e.g., background color, border).
2. **BoxDecoration**: Used with Container to add decoration like gradients, borders, and shadows.
3. **Card**: A material design card with a shadow.
4. **ClipRRect**: Clips its child using a rounded rectangle.

**Text Widgets**

1. **Text**: Displays a string of text with single style.
2. **RichText**: Displays text with multiple styles.
3. **SelectableText**: A widget that allows text to be selectable and copied.

**Image Widgets**

1. **Image**: Displays an image from various sources (network, asset, file).
2. **FadeInImage**: Displays a placeholder while an image is loading.

**Animations**

1. **AnimatedContainer**: Animates changes to properties of a container.
2. **AnimatedOpacity**: Animates the opacity of a widget.
3. **AnimatedBuilder**: Builds a widget tree that is animated.
4. **Hero**: Creates a hero animation between routes.

**Async Widgets**

1. **FutureBuilder**: Builds a widget based on the result of a Future.
2. **StreamBuilder**: Builds a widget based on the result of a Stream.

**Utility Widgets**

1. **LayoutBuilder**: Builds a widget based on the parent widget’s constraints.
2. **MediaQuery**: Provides information about the size and orientation of the screen.
3. **Context**: Provides access to the widget tree's context for inherited widgets.

**Custom Widgets**

1. **CustomPainter**: Custom painting on a canvas.
2. **CustomScrollView**: A scrollable area that allows for custom scroll effects and slivers.

**Dialogs and Bottom Sheets**

1. **AlertDialog**: A material design dialog with a title and content.
2. **SimpleDialog**: A material design dialog with a list of options.
3. **BottomSheet**: A material design bottom sheet that slides up from the bottom of the screen.

**State Management**

1. **Provider**: A way to manage and provide state in an app.
2. **Consumer**: A widget that listens to changes in Provider and rebuilds itself.

**Testing and Debugging**

1. **TestWidgets**: Used in widget testing to interact with and verify widget behavior.
2. **DebugPrint**: Prints debug information to the console.