

Experiment No : 03

Aim : To create Buttons, Icon button and display the Message box after pressing the button.

Theory:

Buttons

- Buttons are the graphical control element that provides a user to trigger an event such as taking actions, making choices, searching things, and many more.
- They can be placed anywhere in our UI like dialogs, forms, cards, toolbars, etc.
- Buttons are the Flutter widgets, which is a part of the material design library.
- Flutter provides several types of buttons that have different shapes, styles, and features.

Icon button

- An IconButton is a picture printed on the Material widget.
- It is a useful widget that gives the Flutter UI a material design feel. We can also customize the look and feel of this button.
- In simple terms, it is an icon that reacts when the user will touch it.

Dialog box

- The dialog is a type of widget which comes on the window or the screen which contains any critical information or can ask for any decision.
- When a dialog box is popped up all the other functions get disabled until you close the dialog box or provide an answer.
- We use a dialog box for a different type of condition such as an alert notification, or simple notification in which different options are shown, or we can also make a dialog box that can be used as a tab for showing the dialog box.

Features of Buttons

1. The standard features of a button in Flutter are given below:

2. We can easily apply themes on buttons, shapes, color, animation, and behavior.
3. We can also theme icons and text inside the button.
4. Buttons can be composed of different child widgets for different characteristics.

Types of Flutter Buttons

Following are the different types of button available in Flutter:

1. Flat Button
2. Raised Button
3. Floating Button
4. Drop Down Button
5. Icon Button
6. Inkwell Button
7. PopupMenu Button
8. Outline Button

Code :

```
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Flutter Demo',
      theme: ThemeData(
        primarySwatch: Colors.green
      ),
      home: const MyHomePage(title: 'Exp 3 Flutter Button'),
    );
  }
}

class MyHomePage extends StatefulWidget {
  const MyHomePage({super.key, required this.title});

  final String title;

  @override
  State<MyHomePage> createState() => _MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage> {
```

```

@override
Widget build(BuildContext context) {

  String textHolder = 'old text';

  changeText(){
    setState(() {
      textHolder = "heelow";
    });
  }

  return Scaffold(
    appBar: AppBar(
      // Here we take the value from the MyHomePage object that was created by
      // the App.build method, and use it to set our appbar title.
      title: Text(widget.title),
    ),

    body: (

      Column(
        children: [
          Row(
            children: [
              SizedBox(width: 20,),
              ElevatedButton.icon(onPressed: (){
                showDialog(
                  context: context,
                  builder: (ctx) => AlertDialog(
                    title: const Text("You have Clicked name button"),

                  ),
                );
            ],
            icon: Icon(Icons.person),
            label: Text('Name')),
              SizedBox(width: 20,),

              ElevatedButton.icon(onPressed: (){
                showDialog(
                  context: context,
                  builder: (ctx) => AlertDialog(
                    title: const Text("You have Clicked address button"),

                  ),
                );
            ],
            icon: Icon(Icons.home_filled),
            label: Text('Address')),
              SizedBox(width: 20,),
            ],
          ),

          Row(
            children: [
              SizedBox(width: 20,),
              ElevatedButton.icon(onPressed: (){

```

```

        showDialog(
          context: context,
          builder: (ctx) => AlertDialog(
            title: const Text("You have clicked phone button"),
          ),
        );
      },
      icon: Icon(Icons.phone_locked),
      label: Text('Phone')),
    SizedBox(width: 20,),

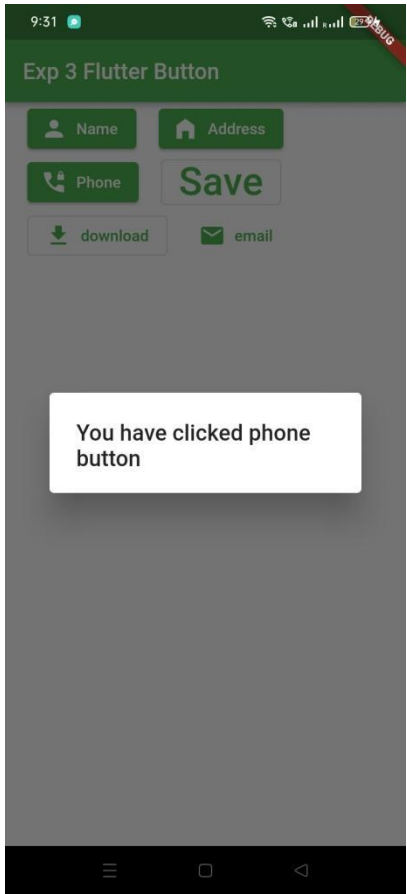
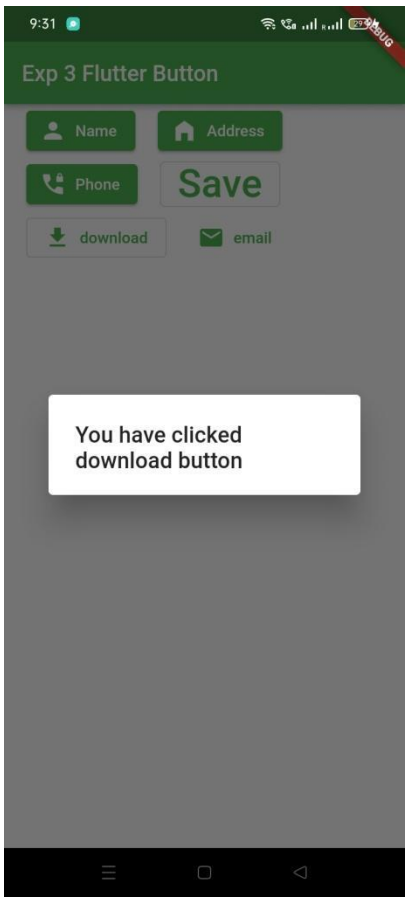
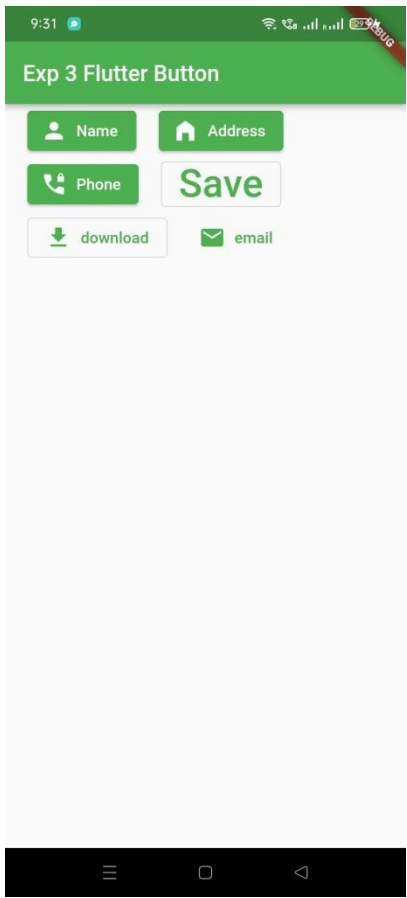
    OutlinedButton(onPressed: (){
      showDialog(
        context: context,
        builder: (ctx) => AlertDialog(
          title: const Text("You have clicked save button"),
        ),
      );
    },
    // icon: Icon(Icons.save),
    child: Text('Save', style: TextStyle(fontSize:35 )),),
  ],
),

Row(
  children: [
    SizedBox(width: 20,),
    OutlinedButton.icon(onPressed: (){
      showDialog(
        context: context,
        builder: (ctx) => AlertDialog(
          title: const Text("You have clicked download button"),
        ),
      );
    },
    icon: Icon(Icons.download),
    label: Text('download')),
    SizedBox(width: 20,),

    TextButton.icon(onPressed: (){
      showDialog(
        context: context,
        builder: (ctx) => AlertDialog(
          title: const Text("You have clicked  button"),
        ),
      );
    },
    icon: Icon(Icons.mail),
    label: Text('email')),
  ],
),
),
),
),
);
}
}

```

Output :



Conclusion :

Therefore we have successfully created Buttons, Icon button and display the Message box after pressing the button.