**Task- 1**

**Aim: Create an app as shown in below image.**

**Program:**

import 'dart:math';

import 'package:flutter/material.dart';

void main() {

runApp(

const MaterialApp(

debugShowCheckedModeBanner: false,

home: lottreyApp(),

),

);

}

class lottreyApp extends StatefulWidget {

const lottreyApp({Key? key}) : super(key: key);

@override

State<lottreyApp> createState() => \_lottreyAppState();

}

class \_lottreyAppState extends State<lottreyApp> {

TextStyle mystyel = const TextStyle(

color: Colors.black,

fontSize: 20,

fontWeight: FontWeight.bold,

);

Decoration mydecoration = BoxDecoration(

color: const Color(0xffEFD345),

borderRadius: BorderRadius.circular(20),

);

int Box1 = 3;

int Box2 = 0;

int Box3 = 8;

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: const Text("Lottery App"),

centerTitle: true,

actions: const [

Icon(

Icons.spoke\_outlined,

color: Colors.white,

size: 30,

),

],

backgroundColor: const Color(0xff82954B),

),

body: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: [

const Spacer(),

Container(

margin: const EdgeInsets.all(10),

height: 250,

width: 480,

color: const Color(0xff82954B),

child: Row(

mainAxisAlignment: MainAxisAlignment.spaceEvenly,

children: [

InkWell(

onTap: LottreyBox,

child: Container(

alignment: Alignment.center,

height: 60,

width: 90,

child: Text(

"$Box1",

style: mystyel,

),

decoration: mydecoration,

),

),

InkWell(

onTap: LottreyBox,

child: Container(

alignment: Alignment.center,

height: 60,

width: 90,

child: Text(

"$Box2",

style: mystyel,

),

decoration: mydecoration,

),

),

InkWell(

onTap: LottreyBox,

child: Container(

alignment: Alignment.center,

height: 60,

width: 90,

child: Text(

"$Box3",

style: mystyel,

),

decoration: mydecoration,

),

),

],

),

),

const Spacer(

flex: 3,

),

InkWell(

splashFactory: InkRipple.splashFactory,

borderRadius: BorderRadius.circular(20),

onTap: LottreyBox,

child: Container(

height: 60,

width: 150,

alignment: Alignment.center,

child: Text(

"Get Lottery",

style: TextStyle(

color: Colors.black,

fontWeight: FontWeight.bold,

fontSize: 16,

),

),

decoration: BoxDecoration(

color: const Color(0xffFFEF82),

borderRadius: BorderRadius.circular(20),

border: Border.all(color: const Color(0xff82954B), width: 2.5),

boxShadow: const <BoxShadow>[

BoxShadow(

color: Colors.black38,

offset: Offset(0, 0),

spreadRadius: 3,

blurRadius: 5,

),

],

),

),

),

const Spacer(),

],

),

);

}

void LottreyBox() {

setState(() {

Box1 = Random().nextInt(10) + 1;

Box2 = Random().nextInt(10) + 1;

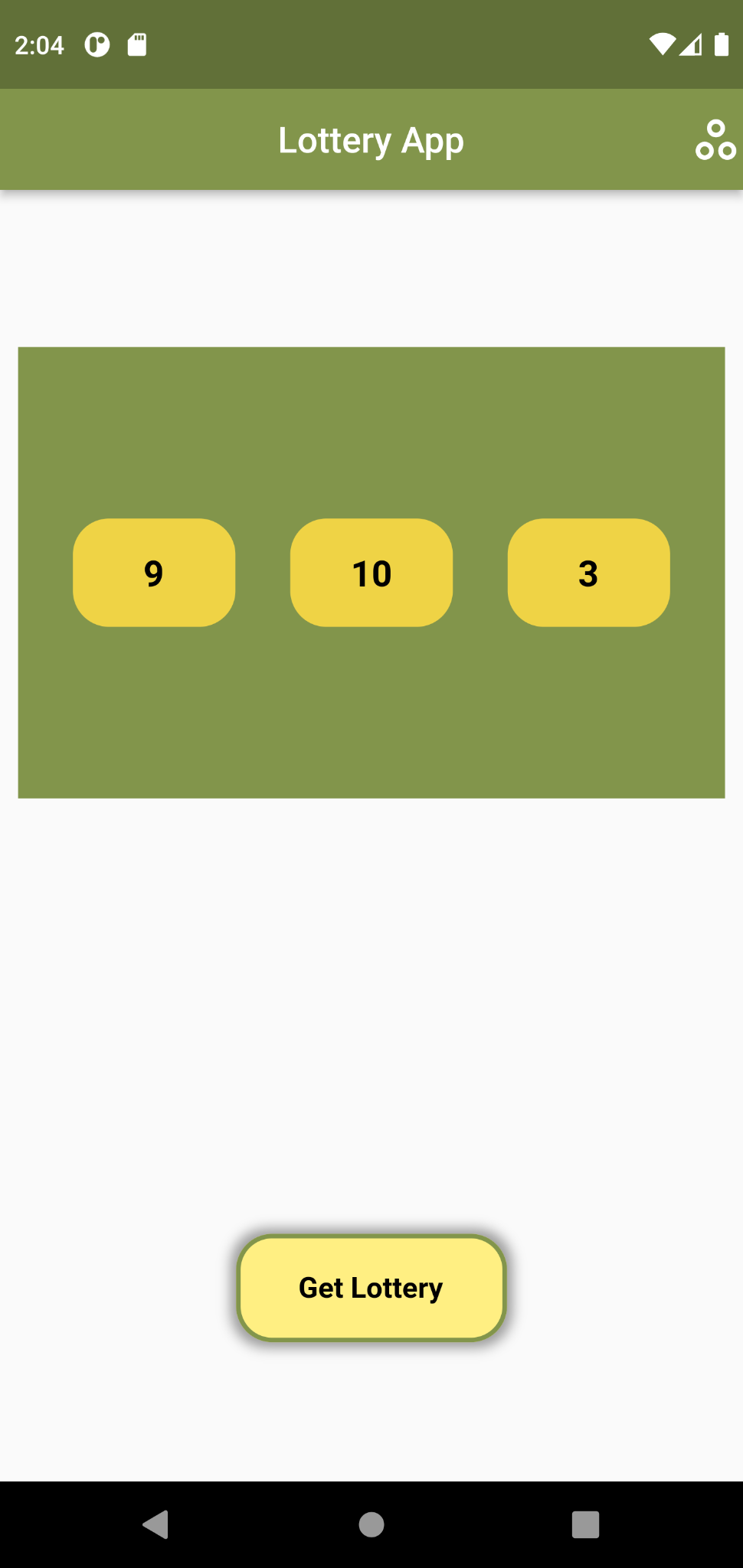
Box3 = Random().nextInt(10) + 1;

});

}

}

**Output:**

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