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**LAB 4 Mobile Application Development**

* **Links**
* [**https://github.com/WasiUrRehmanQamar/MobileApplicationDevelopment**](https://github.com/WasiUrRehmanQamar/MobileApplicationDevelopment)
* [**https://mad-lab5-q1.web.app**](https://mad-lab5-q1.web.app/)
* [**https://mad-lab5-q2.web.app**](https://mad-lab5-q2.web.app/)
* **Task 1**

// ignore\_for\_file: deprecated\_member\_use, avoid\_unnecessary\_containers, prefer\_const\_constructors, avoid\_print, unused\_import, unused\_local\_variable

import 'dart:math';

import 'package:flutter/material.dart';

void main() {

  runApp(const BallPage());

}

class BallPage extends StatelessWidget {

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

  @override

  Widget build(BuildContext context) {

    Random random = Random();

    int number = random.nextInt(4) + 1;

    return MaterialApp(

      home: Scaffold(

          backgroundColor: Colors.blue,

          appBar: AppBar(

            title: Text("Ask Me Anything"),

            backgroundColor: Colors.blue[900],

          ),

          body: Center(

            child: Container(

              child: FlatButton(

                  onPressed: () {

                    print("I Got Clicked");

                    print('$number');

                  },

                  child: Image.asset('assets/images/ball1.png')),

            ),

          )),

    );

  }

}

A screenshot of a computer

Description automatically generated

* **Task 2**

// ignore\_for\_file: deprecated\_member\_use, prefer\_const\_constructors, prefer\_equal\_for\_default\_values, use\_function\_type\_syntax\_for\_parameters, unused\_import, avoid\_unnecessary\_containers, non\_constant\_identifier\_names

import 'package:flutter/material.dart';

import 'package:audioplayers/audioplayers.dart';

void main() {

  runApp(const MyApp());

}

class MyApp extends StatefulWidget {

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

  @override

  State<MyApp> createState() => \_MyAppState();

}

class \_MyAppState extends State<MyApp> {

  AudioCache audioCache = AudioCache();

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      home: Scaffold(

          body: Container(

        child: Row(crossAxisAlignment: CrossAxisAlignment.stretch, children: [

          Buttons(1, Colors.yellow),

          Buttons(2, Colors.black),

          Buttons(3, Colors.purple),

          Buttons(4, Colors.blue),

          Buttons(5, Colors.orange),

          Buttons(6, Colors.red),

          Buttons(7, Colors.green),

        ]),

      )),

    );

  }

  Expanded Buttons(Audio, CustomColor) {

    return Expanded(

        child: FlatButton(

      color: CustomColor,

      onPressed: () {

        audioCache.play('note$Audio.wav');

      },

      child: Text(""),

    ));

  }

}

Graphical user interface, application, Word

Description automatically generated