**1. Layout Widgets**

* **Container** – A box model for padding, margin, borders, and background.
* **Row** – Layout children horizontally.
* **Column** – Layout children vertically.
* **Stack** – Overlap children on top of each other.
* **Expanded** – Expands a child of a Row, Column, or Flex.
* **Flexible** – Gives flexibility to a child in a flex container.
* **Padding** – Adds padding around a child.
* **Align** – Aligns child within itself.
* **Center** – Centers the child within itself.
* **SizedBox** – Creates a box with a specific size.
* **Spacer** – Takes up space between widgets in a Flex.
* **Wrap** – Wraps children to the next line if there's no space.
* **IntrinsicHeight** – Sizes its child to the child's intrinsic height.
* **IntrinsicWidth** – Sizes its child to the child's intrinsic width.
* **AspectRatio** – Maintains a specific aspect ratio.
* **FittedBox** – Scales and positions child within itself.
* **ConstrainedBox** – Adds additional constraints to its child.
* **LimitedBox** – Limits the size of the child when unconstrained.
* **OverflowBox** – Allows child to overflow the parent.
* **SizedOverflowBox** – A widget with a fixed size that allows overflow.
* **FractionallySizedBox** – Sizes its child to a fraction of the total space.
* **CustomSingleChildLayout** – Uses a delegate for layout.
* **CustomMultiChildLayout** – Uses a delegate for layout with multiple children.

**2. Text and Typography Widgets**

* **Text** – Displays a string of text.
* **RichText** – Displays text with multiple styles.
* **DefaultTextStyle** – Applies a default style to descendant Text widgets.
* **TextField** – A single-line or multi-line text input field.
* **SelectableText** – Text that the user can select and copy.

**3. Buttons**

* **ElevatedButton** – A Material Design raised button.
* **TextButton** – A flat button with no elevation.
* **OutlinedButton** – A button with an outline border.
* **IconButton** – A button with an icon instead of text.
* **FloatingActionButton** – A circular button typically used for actions.
* **DropdownButton** – A dropdown menu button.

**4. Input & Forms**

* **Form** – Groups multiple form fields.
* **FormField** – A base class for form fields.
* **TextFormField** – A TextField integrated with Form.
* **Checkbox** – A Material checkbox.
* **Radio** – A Material radio button.
* **Switch** – A Material design switch.
* **Slider** – A slider to select from a range of values.
* **DatePicker** – A widget to pick a date (shown via a dialog).
* **TimePicker** – A widget to pick time (shown via a dialog).

**5. Image and Icon Widgets**

* **Image** – Displays an image.
* **Image.asset** – Displays an image from assets.
* **Image.network** – Displays an image from a URL.
* **Image.file** – Displays an image from a file.
* **Image.memory** – Displays an image from memory.
* **Icon** – Displays an icon.
* **FadeInImage** – Displays a placeholder image while loading.

**6. Animation and Motion Widgets**

* **AnimatedContainer** – Automatically animates changes.
* **AnimatedCrossFade** – Cross-fades between two children.
* **AnimatedOpacity** – Fades a widget in and out.
* **AnimatedAlign** – Animates alignment changes.
* **AnimatedPadding** – Animates padding changes.
* **AnimatedPositioned** – Animates position changes.
* **Hero** – Animates a widget across routes.
* **FadeTransition** – Animates opacity.
* **ScaleTransition** – Animates scale.
* **RotationTransition** – Animates rotation.
* **SlideTransition** – Animates position with offset.
* **AnimatedBuilder** – General-purpose animated widget builder.
* **TweenAnimationBuilder** – Animates a value using a Tween.

**7. Scrolling Widgets**

* **ListView** – A scrollable list of widgets.
* **GridView** – A scrollable grid of widgets.
* **SingleChildScrollView** – A scroll view for a single widget.
* **CustomScrollView** – A scroll view with slivers.
* **PageView** – Scroll between pages horizontally or vertically.
* **ScrollController** – Controls a scrollable widget.
* **Scrollbar** – A visual scrollbar.

**8. Navigation & Routing Widgets**

* **Navigator** – Manages a stack of route widgets.
* **MaterialPageRoute** – A modal route for material design.
* **PageRouteBuilder** – A customizable route transition.
* **Drawer** – A panel that slides from the side.
* **BottomNavigationBar** – Bottom bar for switching views.
* **TabBar** – A horizontal bar with tabs.
* **TabBarView** – A view that displays content for each tab.
* **WillPopScope** – Intercepts back navigation.

**9. Material Components**

* **Scaffold** – Implements basic material design visual layout.
* **AppBar** – A Material Design app bar.
* **BottomAppBar** – A bottom app bar.
* **SnackBar** – A message displayed at the bottom.
* **Dialog** – A basic dialog.
* **AlertDialog** – A dialog with optional title and actions.
* **SimpleDialog** – A dialog with a list of options.
* **BottomSheet** – A modal or persistent bottom sheet.
* **Card** – A Material design card.
* **Chip** – A Material design chip.
* **Tooltip** – Displays information when hovered/tapped.
* **Divider** – A thin horizontal line.
* **ListTile** – A single fixed-height row with optional elements.
* **ExpansionTile** – A tile that expands or collapses.
* **Stepper** – A step-based navigation widget.

**10. Utility & Miscellaneous Widgets**

* **FutureBuilder** – Builds itself based on a Future.
* **StreamBuilder** – Builds itself based on a Stream.
* **Builder** – Builds a widget tree using a builder function.
* **GestureDetector** – Detects gestures like taps and swipes.
* **IgnorePointer** – Ignores input gestures.
* **AbsorbPointer** – Absorbs gestures and prevents child widgets from receiving them.
* **Offstage** – Hides a widget without removing it from the tree.
* **Visibility** – Shows or hides a child widget.
* **RepaintBoundary** – Marks widget subtree to not repaint unnecessarily.
* **MediaQuery** – Provides screen dimensions and orientation.
* **LayoutBuilder** – Builds widget tree based on parent constraints.
* **Theme** – Provides theme data to descendants.