

(Autonomous Institute Affiliated to University of Mumbai) Munshi Nagar, Andheri (W), Mumbai – 400 058. Department of Computer Science and Engineering

Experiment	6
Aim	Create an app for children where children can learn numbers and alphabets
Objective	<ul> <li>To Create App of children</li> <li>To use Upper Tabs in navigation bar</li> <li>To implement Splash Screen in Flutter</li> </ul>
Name	Atharva Angre
UCID	2024510001
Class	FYMCA
Batch	A
Date of	09.03.25
Submission	

Technology	Flutter, Android Studio
used	Tutter, Amuroia Stadio
Task	Children should be able to even recognize the numbers and alphabets by
LUSK	quiz form.
	4
	Create 4 upper Tabs with Splash Screen at the start:
	1) Practice/Lessons
	2) Quiz
	<ul><li>3) Leader Board</li><li>4) Profile</li></ul>
Code with	Main.dart
proper label	import 'package:flutter/material.dart';
proper label	import 'package:get/get.dart';
	import 'Screens/splashScreen.dart';
	void main() {
	runApp(MyApp());
	Tull tpp(N1y1 tpp()),   }
	class MyApp extends StatelessWidget {
	@override
	Widget build(BuildContext context) {
	return GetMaterialApp( debugShowCheckedModeBanner: false,
	title: 'Kids Learning App',
	theme: ThemeData(
	primaryColor: Color(0xFF4A90E2),
	colorScheme: ColorScheme.fromSwatch().copyWith(
	secondary: Color(0xFFFFA726),
	background: Color(0xFFF5F5F5)
	fontFamily: 'ComicSans'
	)
	home: SplashScreen(),
	);
	}
	}



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Department of Computer Science and Engineering splashScreen.dart import 'package:flutter/material.dart'; import 'package:get/get.dart'; import 'homeScreen.dart'; class SplashScreen extends StatefulWidget { const SplashScreen({super.key}); @override State<SplashScreen> createState() => \_SplashScreenState(); class SplashScreenState extends State<SplashScreen> with SingleTickerProviderStateMixin { late AnimationController \_controller; late Animation<double> \_scaleAnimation; @override void initState() { super.initState(); // Initialize animation controller controller = AnimationController( duration: const Duration(seconds: 2), vsync: this, // Scale animation from 0.5x to 1.0x \_scaleAnimation = Tween<double>(begin: 0.5, end: 1.0).animate( CurvedAnimation(parent: \_controller, curve: Curves.easeInOut), // Start animation \_controller.forward(); // Navigate to HomeScreen after animation completes Future.delayed(const Duration(seconds: 3), () { Get.off(() => const HomeScreen()); **})**; @override void dispose() { \_controller.dispose(); super.dispose(); @override Widget build(BuildContext context) { return Scaffold( body: Center( child: ScaleTransition( scale: \_scaleAnimation, child: Hero( tag: 'SPIT\_LOGO', child: ClipRRect( borderRadius: BorderRadius.circular(8), // Ensure same shape child: Image.asset(



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```
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          'assets/images/spit.jpeg",
         width: 150,
         height: 150,
         fit: BoxFit.cover,
homeScreen.dart
import 'package:flutter/material.dart';
import 'package:get/get.dart';
import 'practice_screen.dart';
import 'quiz_screen.dart';
import 'leaderboard screen.dart';
import 'profile_screen.dart';
class HomeScreen extends StatefulWidget {
 const HomeScreen({super.key});
 @override
 State<HomeScreen> createState() => HomeScreenState();
class _HomeScreenState extends State<HomeScreen> {
 @override
 Widget build(BuildContext context) {
  return DefaultTabController(
   length: 4,
   child: Scaffold(
     appBar: AppBar(
      backgroundColor: Color(0xFF4A90E2),
      title: const Text('Kids Learning App', style: TextStyle(color: Colors.white,
fontSize: 20)),
      bottom: const TabBar(
       labelColor: Colors.white,
       indicatorColor: Colors.orange,
       tabs: [
        Tab(icon: Icon(Icons.school), text: 'Practice'),
        Tab(icon: Icon(Icons.quiz), text: 'Quiz'),
        Tab(icon: Icon(Icons.leaderboard), text: 'Leaderboard'),
        Tab(icon: Icon(Icons.person), text: 'Profile'),
     body: const TabBarView(
      children: [
       PracticeScreen(),
       QuizScreen(),
       LeaderboardScreen(),
       ProfileScreen(),
      1,
    ),
```



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```
);
}
practiceScreen.dart
import 'package:flutter/material.dart';
class PracticeScreen extends StatefulWidget {
 const PracticeScreen({super.key});
 @override
 _PracticeScreenState createState() => _PracticeScreenState();
class _PracticeScreenState extends State<PracticeScreen> {
 List<String> _numbers = List.generate(11, (index) => index.toString());
 List<String> _alphabets = List.generate(26, (index) =>
String.fromCharCode(65 + index));
 List<String> _currentList = [];
 String _selectedCategory = ";
 void _loadNumbers() {
  setState(() {
   _currentList = _numbers;
    selectedCategory = 'Numbers';
  });
 void _loadAlphabets() {
  setState(() {
   _currentList = _alphabets;
    _selectedCategory = 'Alphabets';
  });
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   backgroundColor: Colors.blue.shade100,
   body: Center(
     child: Padding(
      padding: const EdgeInsets.all(20.0),
      child: Column(
       mainAxisAlignment: MainAxisAlignment.center,
       children: [
        if (_selectedCategory.isEmpty) ...[
          Text(
           'Practice Numbers & Alphabets',
           style: TextStyle(fontSize: 22, fontWeight: FontWeight.bold, color:
Colors.black87),
           textAlign: TextAlign.center,
         SizedBox(height: 20),
         ElevatedButton(
           onPressed: loadNumbers,
           style: ElevatedButton.styleFrom(
            backgroundColor: Colors.orange,
            padding: EdgeInsets.symmetric(horizontal: 30, vertical: 15),
```



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```
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            shape: RoundedRectangleBorder(borderRadius:
BorderRadius.circular(10)),
           child: Text('Practice Numbers', style: TextStyle(fontSize: 18, color:
Colors.white)),
         SizedBox(height: 10),
         ElevatedButton(
           onPressed: _loadAlphabets,
           style: ElevatedButton.styleFrom(
            backgroundColor: Colors.orange,
            padding: EdgeInsets.symmetric(horizontal: 30, vertical: 15),
            shape: RoundedRectangleBorder(borderRadius:
BorderRadius.circular(10)),
           child: Text('Practice Alphabets', style: TextStyle(fontSize: 18, color:
Colors.white)),
        ] else ...[
          Text(
           'Practicing $_selectedCategory',
           style: TextStyle(fontSize: 22, fontWeight: FontWeight.bold, color:
Colors.black87),
           textAlign: TextAlign.center,
         SizedBox(height: 20),
         Expanded(
           child: GridView.builder(
            gridDelegate: SliverGridDelegateWithFixedCrossAxisCount(
             crossAxisCount: 3,
             crossAxisSpacing: 10,
             mainAxisSpacing: 10,
            itemCount: _currentList.length,
            itemBuilder: (context, index) {
             return Container(
              decoration: BoxDecoration(
                color: Colors.orange,
                borderRadius: BorderRadius.circular(10),
              child: Center(
                child: Text(
                 _currentList[index].
                 style: TextStyle(fontSize: 32, fontWeight: FontWeight.bold,
color: Colors.white),
         SizedBox(height: 20),
         ElevatedButton(
           onPressed: () {
            setState(() {
             selectedCategory = ";
              _currentList = [];
            });
```



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```
Department of Computer Science and Engineering style: ElevatedButton.styleFrom(
              backgroundColor: Colors.redAccent,
              padding: EdgeInsets.symmetric(horizontal: 30, vertical: 15),
              shape: RoundedRectangleBorder(borderRadius:
BorderRadius.circular(10)),
             child: Text('Back', style: TextStyle(fontSize: 18, color: Colors.white)),
quizScreen.dart
import 'package:flutter/material.dart';
import 'package:lottie/lottie.dart';
class QuizScreen extends StatefulWidget {
 const QuizScreen({super.key});
 @override
  QuizScreenState createState() => QuizScreenState();
class _QuizScreenState extends State<QuizScreen> {
 int _currentQuestionIndex = 0;
 int \_score = 0;
 List<Map<String, dynamic>> _questions = [
    'question': 'What is the number after 2?',
    'options': ['1', '2', '3', '4'],
    'answer': '3'
    'question': 'Which letter comes after A?', 'options': ['C', 'B', 'D', 'E'],
    'answer': 'B'
    'question': 'How many legs does a cat have?',
    'options': ['2', '3', '4', '5'],
    'answer': '4'
    'question': 'What color is the sky?',
'options': ['Green', 'Blue', 'Red', 'Yellow'],
    'answer': 'Blue'
    'question': 'Which fruit is yellow and curved?', 'options': ['Apple', 'Banana', 'Grapes', 'Strawberry'],
    'answer': 'Banana'
```



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```
void _checkAnswer(String selectedOption) {
  if (selectedOption == _questions[_currentQuestionIndex]['answer']) {
   _score++;
  _nextQuestion();
 void _nextQuestion() {
  setState(() {
   if (_currentQuestionIndex < _questions.length - 1) {
     _currentQuestionIndex++;
   } else {
     _showResult();
  });
 void _showResult() {
  showDialog(
   context: context,
   barrierDismissible: false,
   builder: (context) => AlertDialog(
    title: Text("Quiz Completed!"),
    content: Column(
      mainAxisSize: MainAxisSize.min,
      children: [
       Lottie.asset('assets/success.json', width: 200, height: 200),
       SizedBox(height: 10),
       Text("Your Score: $_score / ${_questions.length}", style:
TextStyle(fontSize: 18, fontWeight: FontWeight.bold)),
    ),
    actions: [
      TextButton(
       onPressed: () {
        setState(() {
         _currentQuestionIndex = 0;
         score = 0;
        Navigator.pop(context);
       child: Text("Play Again"),
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   backgroundColor: Colors.blue.shade100,
   body: Padding(
    padding: const EdgeInsets.all(20.0),
    child: Column(
      mainAxisAlignment: MainAxisAlignment.center,
      crossAxisAlignment: CrossAxisAlignment.center,
      children: [
```



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Munshi Nagar, Andheri (W), Mumbai – 400 058. Department of Computer Science and Engineering Text( \_questions[\_currentQuestionIndex]['question'], textAlign: TextAlign.center, style: TextStyle(fontSize: 24, fontWeight: FontWeight.bold, color: Colors.black87), SizedBox(height: 20), GridView.builder( shrinkWrap: true, gridDelegate: SliverGridDelegateWithFixedCrossAxisCount( crossAxisCount: 2, childAspectRatio: 2.5, crossAxisSpacing: 10, mainAxisSpacing: 10, itemCount: \_questions[\_currentQuestionIndex]['options'].length, itemBuilder: (context, index) { String option = \_questions[\_currentQuestionIndex]['options'][index]; return ElevatedButton( onPressed: () => checkAnswer(option), style: ElevatedButton.styleFrom( backgroundColor: Colors.orange, padding: EdgeInsets.symmetric(horizontal: 30, vertical: 15), shape: RoundedRectangleBorder(borderRadius: BorderRadius.circular(10)), child: Text( option, style: TextStyle(fontSize: 18, color: Colors.white), leadboardScreend.dart import 'package:flutter/material.dart'; class LeaderboardScreen extends StatelessWidget { const LeaderboardScreen({super.key}); final List<Map<String, dynamic>> \_leaderboard = const [ {'name': 'Atharva', 'score': 100}, {'name': 'Abhishek', 'score': 90}, {'name': 'Abhijeet', 'score': 85}, {'name': 'Adam', 'score': 80}, {'name': 'Vineet', 'score': 75}, {'name': 'Darshan', 'score': 70}, {'name': 'Kiran', 'score': 65}, 'name': 'Ram', 'score': 60},

@override



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```
Department of Computer Science and Engineering Widget build(BuildContext context) {
  return Scaffold(
   backgroundColor: Colors.blue.shade100,
   appBar: AppBar(
     title: Text('Leaderboard'),
     backgroundColor: Color(0xFFFFA726),
     centerTitle: true.
   body: Padding(
     padding: const EdgeInsets.all(20.0),
     child: Column(
      children: [
       Text(
         'Top Performers',
        style: TextStyle(fontSize: 22, fontWeight: FontWeight.bold, color:
Colors.black87),
       SizedBox(height: 10),
       Expanded(
        child: ListView.builder(
          itemCount: _leaderboard.length,
          itemBuilder: (context, index) {
           return Card(
            elevation: 3,
            margin: EdgeInsets.symmetric(vertical: 8),
            shape: RoundedRectangleBorder(borderRadius:
BorderRadius.circular(10)),
            child: ListTile(
             leading: CircleAvatar(
               backgroundColor: Colors.orange,
               child: Text(
                '${index + 1}',
                style: TextStyle(color: Colors.white, fontWeight:
FontWeight.bold),
               ),
             title: Text(
               _leaderboard[index]['name'],
               style: TextStyle(fontSize: 18, fontWeight: FontWeight.bold),
             trailing: Text(
               '${ leaderboard[index]['score']} pts',
               style: TextStyle(fontSize: 16, fontWeight: FontWeight.w500,
color: Colors.black54),
```



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```
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profileScreen.dart
import 'package:flutter/material.dart';
class ProfileScreen extends StatelessWidget {
const ProfileScreen({super.key});
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   backgroundColor: Colors.blue.shade100,
   body: Center(
    child: Padding(
      padding: const EdgeInsets.all(20.0),
     child: Column(
       mainAxisAlignment: MainAxisAlignment.center,
       crossAxisAlignment: CrossAxisAlignment.center,
       children: [
        CircleAvatar(
         radius: 60,
         backgroundImage: AssetImage('assets/images/profileImage.png'),
        SizedBox(height: 20),
        Text(
         'Atharva Angre',
         style: TextStyle(fontSize: 22, fontWeight: FontWeight.bold, color:
Colors.black87),
        SizedBox(height: 10),
        Text(
         'angreatharva08@example.com',
         style: TextStyle(fontSize: 16, color: Colors.grey[700]),
        SizedBox(height: 30),
        ElevatedButton(
         onPressed: () {},
         style: ElevatedButton.styleFrom(
          backgroundColor: Colors.orange,
          padding: EdgeInsets.symmetric(horizontal: 40, vertical: 12),
          shape: RoundedRectangleBorder(borderRadius:
BorderRadius.circular(10)),
         child: Text(
          'Edit Profile'.
          style: TextStyle(fontSize: 18, color: Colors.white),
```



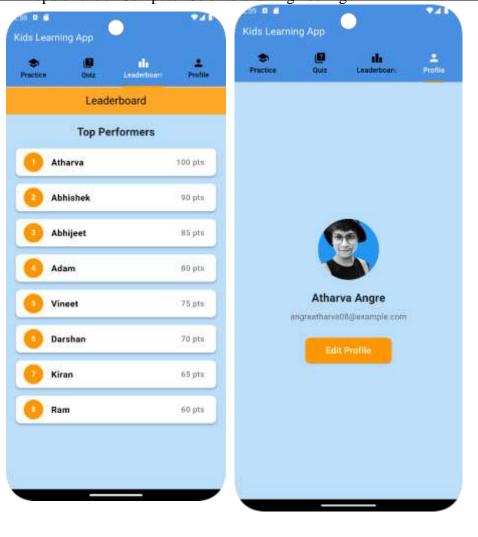
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Department of Computer Science and Engineering **Screenshots** Practice Profile **Practicing Numbers Practice Numbers & Alphabets** Kids Learning App Quiz Completed! What is the number after 2? Your Score: 5 / 5



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#### Question and Answers

Answer the following Questions:

1. How to create Upper Tabs in Flutter?

Upper tabs in Flutter can be created using the TabBar widget inside an AppBar, along with a TabBarView wrapped in a DefaultTabController to handle switching between tab content.

2. How did you use 60-30-10 rule in your application?

The 60-30-10 rule was applied by using a primary color (60%) for the background, a secondary color (30%) for interactive elements like buttons, and an accent color (10%) for highlights or text emphasis.

3. Which new elements did you use for creating UI components?

New UI elements include GridView for option selection, Lottie animations for feedback, and AlertDialog for displaying quiz results in a more engaging way.



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	4. In pubspec.yaml file, what dependencies need to be there?
	get for state management lottie for animations
	5. What is the use of Splash Screen?
	A Splash Screen is used to show a loading screen when the app starts,
	improving user experience by displaying branding, animations, or
	preloading essential data before navigating to the main screen.
Conclusion	Through this session, I learned how to implement upper tabs using TabBar and
	TabBarView, effectively structure a quiz and practice module, and design a
	leaderboard with an engaging UI. I also understood the importance of the 60-
	30-10 rule in UI design, explored new UI elements like GridView and Lottie,
	and identified key dependencies required in pubspec.yaml. Additionally, I
	reinforced my understanding of the Splash Screen and its role in enhancing user
	experience.