

## Experiment 2

**Aim:** To design Flutter UI by including common widgets.

### Theory:

Flutter uses a widget-based architecture where everything in the UI is a widget — from layout structures to buttons and text. Commonly used widgets include:

- Text: Displays a string of text.
- Container: A box model widget used for layout and styling.
- Row and Column: For horizontal and vertical alignment of child widgets.
- Scaffold: Provides a basic visual layout structure (app bar, body, etc.).
- AppBar: Top navigation bar.
- ElevatedButton, TextButton, IconButton: Various interactive button widgets.
- Image: Displays images from assets or the network.

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

```
void main() => runApp(FoodDeliveryApp());
```

```
class FoodDeliveryApp extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      title: 'Food Delivery UI',  
      debugShowCheckedModeBanner: false,  
      theme: ThemeData.dark(),  
    );  
  }  
}
```

```
    home: HomePage(),  
  );  
}  
}
```

```
class HomePage extends StatelessWidget {  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      appBar: AppBar(  
        title: Text('Food Delivery'),  
        actions: [  
          Icon(Icons.shopping_cart),  
          SizedBox(width: 16),  
        ],  
      ),  
      body: ListView(  
        padding: EdgeInsets.all(16),  
        children: [  
          TextField(  
            decoration: InputDecoration(  
              hintText: 'Search for food...',  
              prefixIcon: Icon(Icons.search),  
              border: OutlineInputBorder(  
                borderRadius: BorderRadius.circular(12),  
              ),  
              filled: true,  
              fillColor: Colors.grey[800],  
            ),  
          ),  
          SizedBox(height: 20),  
        ],  
      ),  
    );  
  }  
}
```

```

Text('Categories', style: Theme.of(context).textTheme.headline6),
SizedBox(height: 10),
GridView.count(
  shrinkWrap: true,
  physics: NeverScrollableScrollPhysics(),
  crossAxisCount: 4,
  childAspectRatio: 1,
  mainAxisSpacing: 10,
  crossAxisSpacing: 10,
  children: List.generate(8, (index) {
    return Column(
      children: [
        CircleAvatar(
          backgroundColor: Colors.orangeAccent,
          child: Icon(Icons.fastfood, color: Colors.white),
        ),
        SizedBox(height: 4),
        Text('Food', style: TextStyle(fontSize: 12)),
      ],
    );
  }),
),
SizedBox(height: 20),
Text('Popular Restaurants', style:
Theme.of(context).textTheme.headline6),
SizedBox(height: 10),
Container(
  height: 180,
  child: ListView.builder(
    scrollDirection: Axis.horizontal,
    itemCount: 5,

```

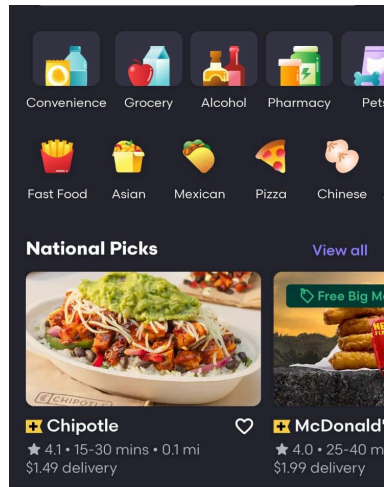
```

itemBuilder: (context, index) => Card(
  color: Colors.grey[850],
  child: Container(
    width: 150,
    padding: EdgeInsets.all(8),
    child: Column(
      crossAxisAlignment: CrossAxisAlignment.start,
      children: [
        Container(height: 80, color: Colors.grey),
        SizedBox(height: 8),
        Text('Restaurant ${index + 1}', style: TextStyle(fontWeight:
FontWeight.bold)),
        Text('★ 4.${index + 1} · 20-30 min'),
      ],
    ),
  ),
),
),
),
),
),
],
),
bottomNavigationBar: BottomNavigationBar(
  backgroundColor: Colors.black,
  selectedItemColor: Colors.orange,
  unselectedItemColor: Colors.white,
  items: [
    BottomNavigationBarItem(icon: Icon(Icons.home), label: 'Home'),
    BottomNavigationBarItem(icon: Icon(Icons.local_offer), label: 'Offers'),
    BottomNavigationBarItem(icon: Icon(Icons.receipt), label: 'Orders'),
    BottomNavigationBarItem(icon: Icon(Icons.person), label: 'Account'),
  ],

```

```
    ),  
    );  
  }  
}
```

**Output:**



**Conclusion:** The experiment demonstrated the use of common Flutter widgets to design a basic user interface. By composing widgets like Text, Container, Row, Column, and ElevatedButton, a functional and visually structured UI was created. This experiment highlights the flexibility and modularity of Flutter's widget-based system, forming the foundation for building more complex UIs.