Week04_Part3:

You are now going to use a `Column` widget and then a `Stack` widget to place elements on the screen:

1. In the `profile_screen.dart` file, import the `material.dart` library.
2. Type `stless` to create a new stateless widget, and call it `ProfileScreen`:

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

class ProfileScreen extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Container();
  }
}
```

3. In the `main.dart` file, remove the `MyHomePage` class, and use the new `ProfileScreen` class as the home of `MyApp`:

```
class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: ProfileScreen(),
    );
  }
}
```

4. In the `profile_screen.dart` file, add this shell code. This won't do anything yet, but it gives us three places to add the elements for this screen:

```
class ProfileScreen extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      body: Column(
        children: <Widget>[
          _buildProfileImage(context),
          _buildProfileDetails(context),
          _buildActions(context),
        ],
      ),
    );
  }

  Widget _buildProfileImage(BuildContext context) {
    return Container();
  }
  Widget _buildProfileDetails(BuildContext context) {
    return Container();
  }
  Widget _buildActions(BuildContext context) {
    return Container();
  }
}
```

5. Now, update the `_buildProfileImage` method to actually show the image of the dog:

```
Widget _buildProfileImage(BuildContext context) {
  return Container(
     width: 200,
     height: 200,
     child: ClipOval(
       child: Image.asset(
         'assets/dog.jpg',
         fit: BoxFit.fitWidth,
       ),
     ),
   );
}
```

6. The next section will add a `Column` widget to describe some of the dog's best features. Replace the `_buildProfileDetails()` method with this code. This code also includes the `Column` widget's horizontal sibling, `Row`:

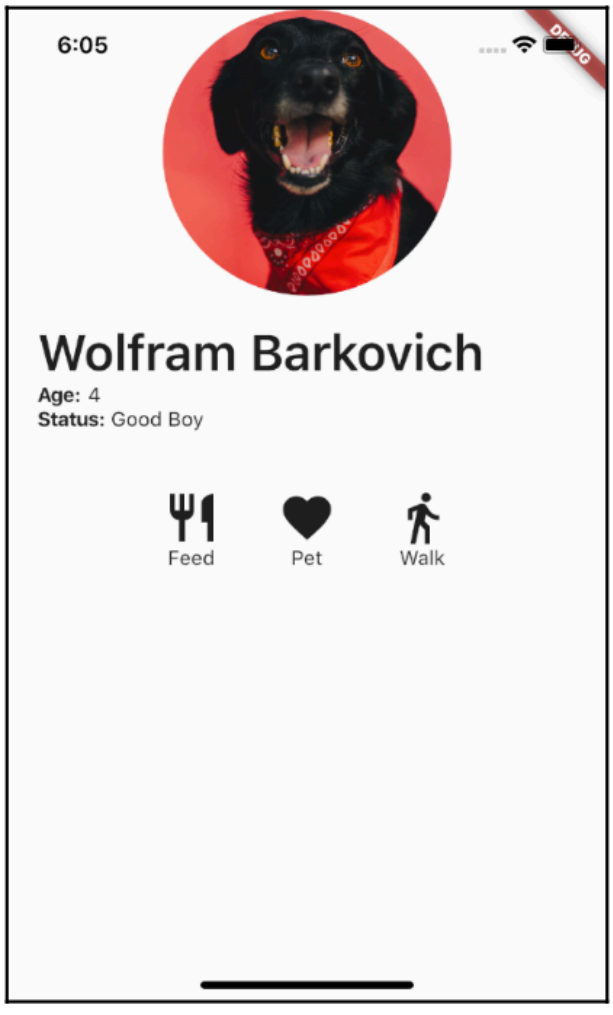
```
Widget _buildProfileDetails(BuildContext context) {
  return Padding(
    padding: const EdgeInsets.all(20.0),
    child: Column(
      crossAxisAlignment: CrossAxisAlignment.start,
      children: <Widget>[
        Text(
          'Wolfram Barkovich',
          style: TextStyle(fontSize: 35, fontWeight:
          FontWeight.w600),
        ),
        _buildDetailsRow('Age', '4'),
        _buildDetailsRow('Status', 'Good Boy'),
      ],
    ),
  );
}
Widget _buildDetailsRow(String heading, String value) {
  return Row(
    children: <Widget>[
      Text(
        '$heading: ',
        style: TextStyle(fontWeight: FontWeight.bold),
      ),
      Text(value),
    ],
  );
}
```

7. Let's add some fake controls that simulate interactions with our pet. Replace the `_buildActions()` method with this code block:

```
Widget _buildActions(BuildContext context) {
  return Row(
    mainAxisAlignment: MainAxisAlignment.center,
    children: <Widget>[
      _buildIcon(Icons.restaurant, 'Feed'),
      _buildIcon(Icons.favorite, 'Pet'),
      _buildIcon(Icons.directions_walk, 'Walk'),
    ],
  );
}

Widget _buildIcon(IconData icon, String text) {
  return Padding(
    padding: const EdgeInsets.all(20.0),
    child: Column(
      children: <Widget>[
        Icon(icon, size: 40),
        Text(text)
      ],
    ),
  );
}
```

8. Run the app—your device screen should now look similar to this:



9. In order to place widgets on top of each other, you can use a `Stack` widget. Replace the code in the `build` method to add a billboard behind the dog photo:

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    body: Stack(
      children: <Widget>[
        Image.asset('assets/beach.jpg'),
        Transform.translate(
          offset: Offset(0, 100),
          child: Column(
            children: <Widget>[
              _buildProfileImage(context),
              _buildProfileDetails(context),
              _buildActions(context),
            ],
          ),
        ),
      ],
    ),
  );
}
```

The final screen will look like this: