**Code 3.1:**

import 'package:flutter/material.dart';

void main() {

runApp(

MaterialApp(

home: Scaffold(

appBar: AppBar(

title: const Text('Hello User'),

),

body: const Padding(

padding: EdgeInsets.all(16.0),

child: Column(

crossAxisAlignment: CrossAxisAlignment.start,

children: [

Text(

'Welcome User',

style: TextStyle(fontSize: 24),

),

SizedBox(height: 16),

TextField(

decoration: InputDecoration(

labelText: 'Enter your name',

),

),

SizedBox(height: 16),

ElevatedButton(

onPressed: submitButtonPressed,

child: Text('Submit'),

),

],

),

)

),

),

);

}

void submitButtonPressed() {

// Add button click logic here

print('Submit button pressed!');

}

**Code 3.2:**  Flutter code without formatting

void main() {

runApp(const MaterialApp(home: Center(child: Text("Hello User"))));

}

**Code 3.3: Formatted code**

void main() {

runApp(

const MaterialApp(

home: Center(

child: Text("Hello User"),

),

),

);

}

**Code 3.4: Code after updating.**

import 'package:flutter/material.dart';

void main() {

runApp(

const MaterialApp(

home: Center(

child: Column(

children: [

Text("Hello User"),

],

),

),

),

);

}

**Code 3.5: Code for removing debug banner.**

void main() {

runApp(

MaterialApp(

debugShowCheckedModeBanner: false,

),

);

}

**Code 3.7: Code for a screen with some background colour**

void main() {

runApp(

const MaterialApp(

debugShowCheckedModeBanner: false,

**Code 3.8:** **Stateless widget sample code**

home: Scaffold(

backgroundColor: Colors.blue,

)

),

);

}

import 'package:flutter/material.dart';

void main() {

runApp(

const HelloApp()

);

}

class HelloApp extends StatelessWidget {

const HelloApp({super.key});

@override

Widget build(BuildContext context) {

return const MaterialApp(

debugShowCheckedModeBanner: false,

home: Scaffold(

backgroundColor: Colors.green,

)

);

}

}