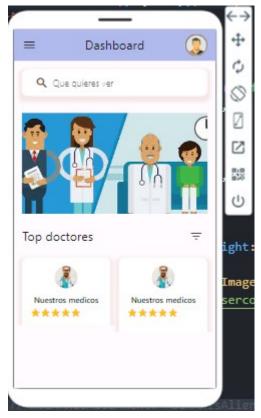
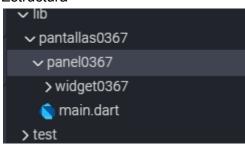
Unidad II actividad 1 Android Christian Heredia Diseno



Estructura

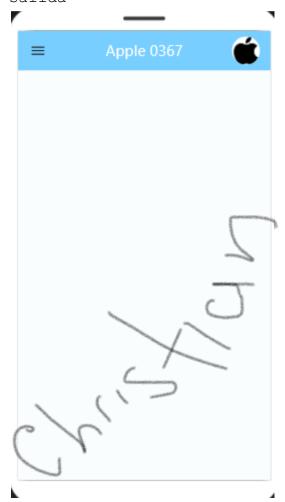


codigo main.dart

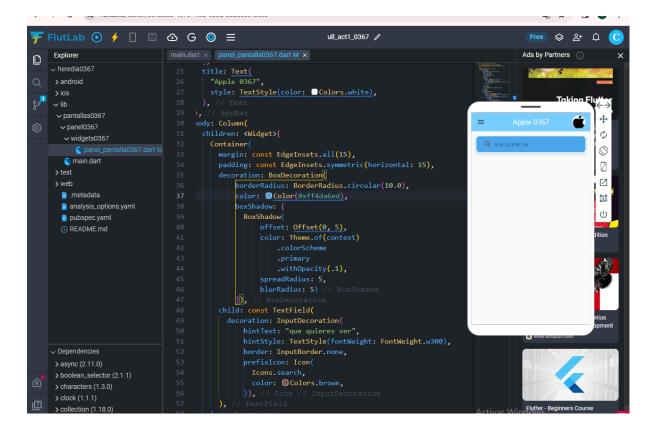
codigo banner

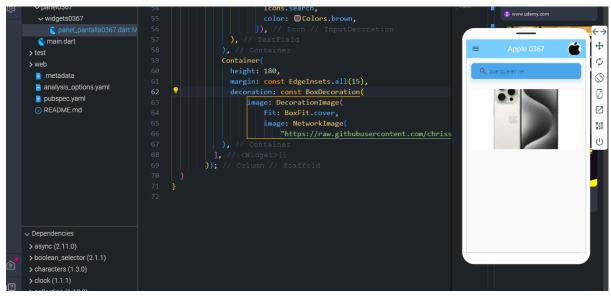
```
import 'package:flutter/material.dart';
class PanelPantalla0367 extends StatelessWidget {
 const PanelPantalla0367({Key? key}) : super(key: key);
₽@override
 Widget build(BuildContext context) {
   return Scaffold(
     appBar: AppBar(
      centerTitle: true,
       leading: IconButton(
        icon: Icon(Icons.menu),
        Padding(
          padding: EdgeInsets.only(right: 15),
           child: CircleAvatar(
            backgroundImage: NetworkImage(
                "https://raw.githubusercontent.com/chrissss25/img_IOS/main/icono.png")
```

salida

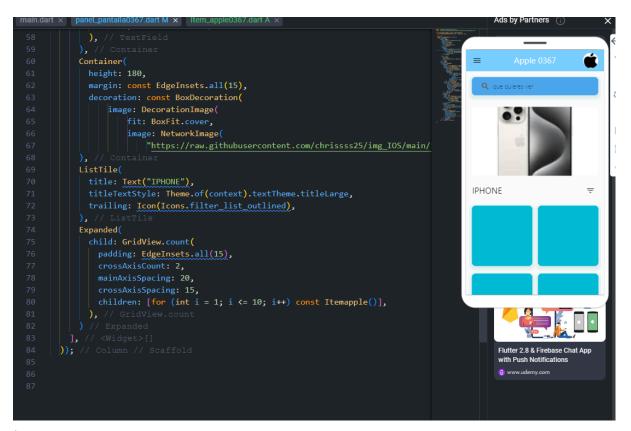


continua panel_pantall7777.dart
body, Column, children ,Container,BoxDecoration,BoxShadow y
TexField.



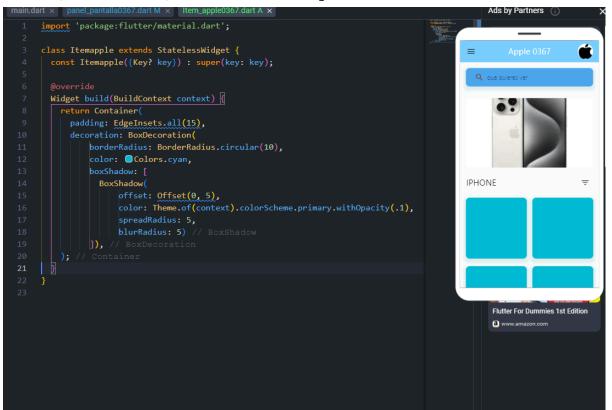


body, Column, children, ListTile, Text, titleTextStyle, icons



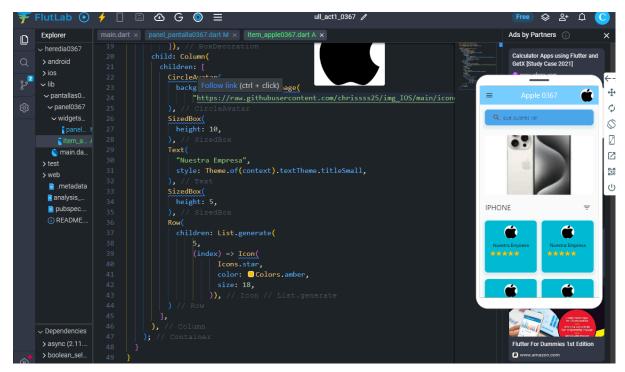
item_doctor.dart

return, Container, Boxdecoration y BoxShadow



child, column, Children, CircleAvatar, sizedBox, Text, SizedBox,

Row, children, list.generated, Icons y color



link de referencia appbar codes insider