EXP2

Q.15 Use Floating Action Button

import 'package:flutter/material.dart';

*void* main() => runApp(MyApp());

class MyApp extends StatelessWidget {

  @override

  Widget build(BuildContext *context*) {

    return MaterialApp(

*home*: Scaffold(

*appBar*: AppBar(*title*: Text('FloatingActionButton Example')),

*body*: Center(

*child*: Text('Press the Floating Action Button!'),

        ),

*floatingActionButton*: FloatingActionButton(

*onPressed*: () {

            // Add your onPressed functionality here

            print('Floating Action Button Pressed!');

          },

*child*: Icon(Icons.add),

*backgroundColor*: Colors.blue,

        ),

     ),

);

}

}

Q16. Use Dropdown Button

import 'package:flutter/material.dart';

*void* main() => runApp(MyApp());

class MyApp extends StatelessWidget {

  final List<String> items = ['Option 1', 'Option 2', 'Option 3'];

  String selectedItem = 'Option 1';

  @override

  Widget build(BuildContext *context*) {

    return MaterialApp(

*home*: Scaffold(

*appBar*: AppBar(*title*: Text('DropdownButton Example')),

*body*: Center(

*child*: DropdownButton<String>(

*value*: selectedItem,

*onChanged*: (*newValue*) {

              selectedItem = *newValue*!;

              print('Selected: $selectedItem');

            },

*items*: items.map((*item*) {

              return DropdownMenuItem<String>(

*value*: *item*,

*child*: Text(*item*),

              );

            }).toList(),

          ),

        ),

     ),

    );

}

}

Q. 17 Icon Button Widget

import 'package:flutter/material.dart';

*void* main() => runApp(MyApp());

class MyApp extends StatelessWidget {

  @override

  Widget build(BuildContext *context*) {

    return MaterialApp(

*home*: Scaffold(

*appBar*: AppBar(*title*: Text('IconButton Example')),

*body*: Center(

*child*: IconButton(

*icon*: Icon(Icons.audiotrack),

*onPressed*: () {

              // Add your onPressed logic here

              print('IconButton pressed!');

            },

          ),

        ),

     ),

);

}

}

Q.18 Use Rich Text Widget

import 'package:flutter/material.dart';

*void* main() => runApp(MyApp());

class MyApp extends StatelessWidget {

  @override

  Widget build(BuildContext *context*) {

    return MaterialApp(

*home*: Scaffold(

*appBar*: AppBar(*title*: Text('RichText Widget Example')),

*body*: Center(

*child*: RichText(

*text*: TextSpan(

*children*: [

                TextSpan(*text*: 'Hello, '),

                TextSpan(

*text*: 'Flutter!',

*style*: TextStyle(

*fontWeight*: FontWeight.bold, *color*: Colors.blue,*fontSize*:50 ),

                ),

              ],

            ),

          ),

        ),

      ),

    );

  }

}