PRACTICAL 10

AIM: Develop a flutter application that uses GUI components, fonts and colors.

CODE:

import 'package:flutter/material.dart';

import 'dart:math'; // Import this for Random()

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

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Flutter GUI, Font, and Color App',

theme: ThemeData(

primarySwatch: Colors.blue,

fontFamily: 'Roboto',

),

home: MyHomePage(),

);

}

}

class MyHomePage extends StatefulWidget {

@override

\_MyHomePageState createState() => \_MyHomePageState();

}

class \_MyHomePageState extends State<MyHomePage> {

Color \_backgroundColor = Colors.white;

String \_fontFamily = 'Roboto';

void \_changeBackgroundColor() {

setState(() {

\_backgroundColor =

Colors.primaries[Random().nextInt(Colors.primaries.length)];

});

}

void \_changeFont() {

setState(() {

\_fontFamily = (\_fontFamily == 'Roboto') ? 'Lato' : 'Roboto';

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: Text('Flutter GUI, Font, and Color App'),

),

body: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: <Widget>[

Text(

'Press the button to change the background color!',

style: TextStyle(

fontSize: 20.0,

fontWeight: FontWeight.bold,

fontFamily: \_fontFamily,

),

),

SizedBox(height: 20.0),

ElevatedButton(

onPressed: \_changeBackgroundColor,

child: Text(

'Change Color',

style: TextStyle(

fontSize: 18.0,

),

),

),

SizedBox(height: 20.0),

ElevatedButton(

onPressed: \_changeFont,

child: Text(

'Change Font',

style: TextStyle(

fontSize: 18.0,

),

),

),

],

),

),

backgroundColor: \_backgroundColor,

);

}

}

OUTPUT:

