

MobileApp/lib/screens/splash.dart

```
1 import 'dart:async';
2 import 'package:flutter/material.dart';
3 import 'package:project_9/screens/login.dart';
4
5
6 class SplashScreen extends StatefulWidget {
7   const SplashScreen({super.key});
8
9   @override
10  State<SplashScreen> createState() => _SplashScreenState();
11 }
12 class _SplashScreenState extends State<SplashScreen> {
13   @override
14   void initState() {
15     super.initState();
16     Timer(const Duration(seconds: 2), (){
17       Navigator.of(context).pushReplacement(MaterialPageRoute(builder: (_)=>
AuthenticationScreen()));
18     });
19   }
20
21   Widget build(BuildContext context) {
22     return Scaffold(
23       backgroundColor: Colors.white,
24       body: Center(
25         child: Column(
26           mainAxisAlignment: MainAxisAlignment.center,
27           children: [
28             // splash logo
29             Image.asset('assets/images/LOGO_SOMBRA.png', height: 120,),
30             const SizedBox(height: 20,),
31             const CircularProgressIndicator(
32               valueColor: AlwaysStoppedAnimation<Color>(Color.fromRGBO(50, 116, 159,
1)),
33             ),
34           ],
35         ),
36       ),
37     );
38   }
39 }
```