

UNIVERSITY OF RWANDA

COLLEGE OF SCIENCE AND TECHNOLOGY

GAKO CAMPUS

COMPUTER ENGINEERING

MOBILE APPLICATIONS

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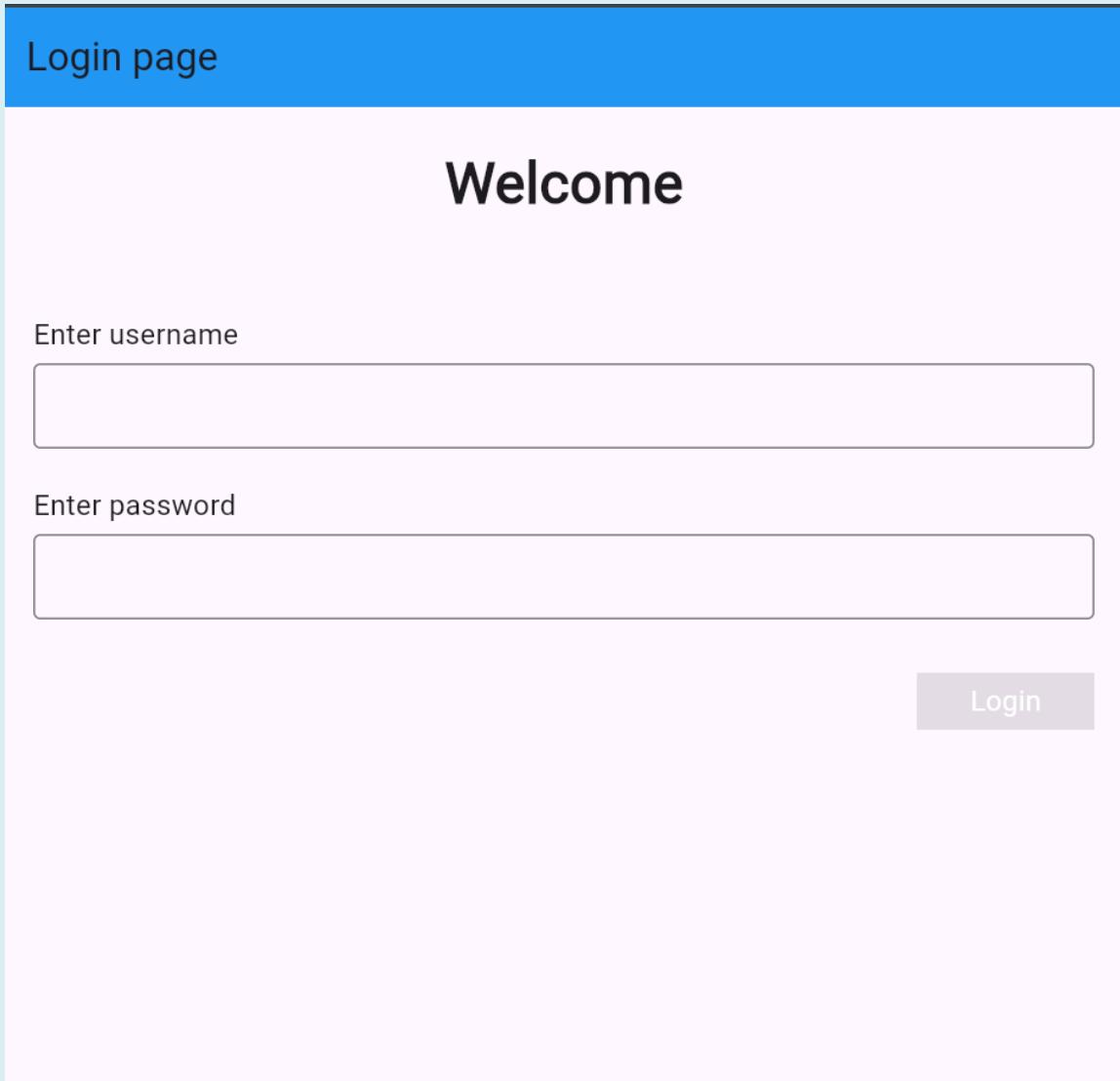
UI-lab3 assignment

Group members :-Abdoul SIBO 223026681

-JUSTINE IRAFASHA 223026693

-FILS NIYINZIMA 223026876

UI- SCREENSHOT:



FLUTTER UI DESIGN – LAB 3 SUBMISSION

1. WIDGETS EXPLANATION

The UI was built using the following Flutter widgets:

- **MaterialApp** – Root widget that enables Material Design
- **Scaffold** – Provides app bar and body structure

- **AppBar** – Shows "Login page" title with blue background
- **Padding** – Creates margin around the content
- **Column** – Stacks all elements vertically
- **Center** – Centers the "Welcome" text
- **Text** – Displays all text labels and button text
- **SizedBox** – Adds precise spacing between widgets
- **TextField** – Creates empty input boxes for username and password
- **Align** – Moves the Login button to the right side
- **ElevatedButton** – Creates a rectangular blue Login button

The layout follows the design exactly with:

- "Welcome" centered at the top
- "Enter username" label above empty text field
- "Enter password" label above empty text field
- Small rectangular "Login" button aligned to the right
- Proper spacing between all elements

2. ASSESSMENT CRITERIA MET

- ✓ Layout accuracy – Matches the provided design
- ✓ Spacing and alignment – Consistent gaps, right-aligned button
- ✓ Widget usage – Appropriate widgets for each element
- ✓ Code cleanliness – Simple, readable, well-formatted code