

The background is a dark blue gradient with a subtle pattern of white dots. Overlaid on the left side is a large, semi-transparent graphic consisting of several concentric circles and a scale. The scale is a circular arc with tick marks and numbers ranging from 140 to 260. Several curved arrows are also present, some pointing clockwise and others counter-clockwise, suggesting a sense of motion or rotation.

DAY 6 FLUTTER FESTIVAL

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Day 6 FlutterFestivalBootcamp

Topic covered:

- circle avatar image svg png network image
- rich text widget
- button
- url launcher
- screen scroll
- web view
- navigator
- setState

---Important Points---

- *Image name should start with small letter*
- *pubspec works on proper indentation with 2 spaces*
- *Two types of images can be used*
 - *Network image*
 - *Image in your own folder which remains in with app*
- *Paste path of Image i.e. from content root and write inside Image.asset or Image.network (i.e. widget type)*
- *if child made otherwise use background Image and use AssetImage or inside NetworkImage(i.e. image provider)*
- *Svg file not supported so we need import package in line 37 in pubspec and then pub get .*
- *After than import the package in your dart file.We can use SvgPicture.network or SvgPicture.asset*
- *Image.asset supports gif*
- https://pub.dev/packages/flutter_svg/install

- **Richtext**

- Overflow
- text: *TextSpan* with children with more features

- **Button**

- *ElevatedButton* --> Highlight and shadow
- *MaterialButton* --> Shadow no border
- *TextButton* --> *MaterialButton* parent
- *OutlinedButton* --> Fill light shade and have outline
- *FloatingActionButton* --> Sticks in the screen at a position just floats don't scroll
- *PopupMenuButton*
- *DropDownButton*
- *IconButton* --> particular icon clickable for button like email
- *BackButton*
- *CloseButton*

- On pressed by we can change page

- **ButtonStyle**

- **Elevated Button** color need to be given in style with material color but **material Button** have color option to give color to Button.
- *ElevatedButton* uses **MaterialStateProperty** for all.
- For any movement we use *setState* and as action happens **setState function** is called.

- **Flutter is based on stack data structure.**

Navigator

- Push --> pushes in stack
- Pop ---> popes the top element
- PushReplacement --> replaces the top i.e. top remains same
- By default context we have in build and that context as argument and route takes in **MaterialPageRoute**

- ***Named routes***

- ***URL Launcher***

- Redirect to website i.e. like www.google.com and external library used for this.
- https://pub.dev/packages/url_launcher
- App flow breaks using URL launcher as it opens browser.

- ***Web View***

- https://pub.dev/packages/url_launcher
- We open the link in app only not in browser.

- Version problem arises then use ' ' it will automatically take compatible version.
- Wrap in singlechildscroll then scroll
- ListView will scroll and expands according to widget size

The background is a gradient of deep blue and purple, speckled with white dots resembling a starry sky. On the right side, there are several faint, white geometric patterns. These include concentric circles, some with arrows indicating a clockwise direction, and a larger circular scale with numerical markings from 0 to 210 in increments of 10. In the bottom left corner, there are more faint circular outlines and arrows. The overall aesthetic is modern and technical.

Thank You