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Experiment 02

Aim:

To design Flutter UI by including common widgets.

Theory:

Flutter provides a wide range of pre-built widgets that help developers create visually appealing and responsive user interfaces. Widgets in Flutter can be classified into two main types: Stateless Widgets, which remain unchanged once built, and Stateful Widgets, which can dynamically update based on user interactions.

To structure a UI layout, Container is commonly used as a fundamental widget that holds other widgets while allowing customization with padding, margins, and colors. Row and Column widgets help arrange elements horizontally and vertically, respectively, ensuring a flexible and responsive design. For overlapping elements, Stack is used, allowing widgets to be layered on top of each other.

Flutter also provides interactive widgets such as TextField for user input, Button widgets like ElevatedButton and FloatingActionButton for user interactions, and ListView for displaying scrollable lists. Additionally, Card is a useful widget for creating material design-like structured components with shadows and elevation effects.

For navigation, Flutter includes Navigator and Drawer, which help in managing multiple screens and creating side menus. Styling and customization can be done using ThemeData, which enables consistent design throughout the app. With these common widgets, developers can build intuitive, responsive, and visually rich applications efficiently.

Types of widgets:

1. Based on State Management

1.1 Stateless Widgets

Stateless widgets are immutable, meaning their properties do not change once they are built. They are used for displaying static content that does not depend on user interaction or external data. Examples include Text, Icon, and Container.

1.2 Stateful Widgets

Stateful widgets maintain an internal state that can change dynamically based on user interactions or data updates. They require a State object to manage changes. Examples include TextField, Checkbox, and ListView.

2. Based on Functionality

2.1 Layout Widgets

Layout widgets help structure the UI by arranging elements in a specific order.

- Container: A flexible box that holds child widgets with padding, margins, and styling.
- Row & Column: Arrange widgets horizontally (Row) or vertically (Column).
- Stack: Overlays widgets on top of each other for layered UI designs.
- Expanded & Flexible: Adjust child widget sizes dynamically based on available space.

2.2 Interactive Widgets

These widgets respond to user actions like clicks, typing, or gestures.

- TextField: Allows user input.
- ElevatedButton & TextButton: Buttons for user interaction.
- FloatingActionButton (FAB): A circular button used for quick actions.
- GestureDetector: Detects taps, swipes, and other gestures.

2.3 Scrolling Widgets

These widgets help display content in a scrollable format.

- ListView: Displays a scrollable list of items.
- GridView: Shows items in a grid format.
- SingleChildScrollView: Enables scrolling for a single child widget.

2.4 Styling & Theming Widgets

These widgets help in customizing the UI.

- Padding & Margin: Add spacing around widgets.
- DecoratedBox: Provides styling like background color, border, and shadows.
- Theme & ThemeData: Defines app-wide themes and styles.

Code:

```
import 'package:flutter/material.dart';
void main() {
 runApp(MyApp());
class MyApp extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
  return MaterialApp(
   debugShowCheckedModeBanner: false,
   home: YouTubeHomePage(),
  );
```

```
class YouTubeHomePage extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   appBar: AppBar(
    backgroundColor: Colors.white,
     elevation: 0,
    title: Image.asset('assets/youtube logo.png', height: 40),
     actions: [
      IconButton(icon: Icon(Icons.cast, color: Colors.black), onPressed: () {}),
      IconButton(icon: Icon(Icons.notifications none, color: Colors.black),
onPressed: () {}),
      IconButton(icon: Icon(Icons.search, color: Colors.black), onPressed: () {}),
      CircleAvatar(backgroundColor: Colors.grey, radius: 15),
      SizedBox(width: 10),
    ],
   ),
   body: ListView.builder(
    itemCount: 10,
    itemBuilder: (context, index) {
      return VideoCard();
     },
   ),
```

```
bottomNavigationBar: BottomNavigationBar(
    type: BottomNavigationBarType.fixed,
    selectedItemColor: Colors.red,
    unselectedItemColor: Colors.grey,
    items: [
      BottomNavigationBarItem(icon: Icon(Icons.home), label: 'Home'),
      BottomNavigationBarItem(icon: Icon(Icons.play arrow), label: 'Shorts'),
      BottomNavigationBarItem(icon: Icon(Icons.subscriptions), label:
'Subscriptions'),
      BottomNavigationBarItem(icon: Icon(Icons.video library), label: 'Library'),
    ],
   ),
   floatingActionButton: FloatingActionButton(
    backgroundColor: Colors.red,
    child: Icon(Icons.add),
    onPressed: () {},
   ),
  );
class VideoCard extends StatelessWidget {
 @override
```

```
Widget build(BuildContext context) {
 return Column(
  crossAxisAlignment: CrossAxisAlignment.start,
  children: [
   Image.network('https://via.placeholder.com/400x200'),
   Padding(
    padding: const EdgeInsets.symmetric(vertical: 8.0, horizontal: 12.0),
    child: Row(
     crossAxisAlignment: CrossAxisAlignment.start,
     children: [
       CircleAvatar(backgroundColor: Colors.grey),
       SizedBox(width: 10),
       Expanded(
        child: Column(
         crossAxisAlignment: CrossAxisAlignment.start,
         children: [
          Text(
           'Video Title',
           style: TextStyle(fontWeight: FontWeight.bold, fontSize: 16),
          ),
          SizedBox(height: 5),
          Text(
           'Channel Name • 1M views • 2 days ago',
```

OutPut:

