import 'package:flutter/material.dart';

void main() {

runApp(MyApp());

}

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Timer GIF Example',

home: RunningGifScreen(),

);

}

}

class RunningGifScreen extends StatefulWidget {

@override

\_RunningGifScreenState createState() => \_RunningGifScreenState();

}

class \_RunningGifScreenState extends State<RunningGifScreen> {

bool isRunning = true; // Step 1: Flag to control what is shown

@override

void initState() {

super.initState();

// Step 2: Timer — After 15 seconds, stop showing the GIF

Future.delayed(Duration(seconds: 15), () {

setState(() {

isRunning = false;

});

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: Text('Running Timer Example'),

),

body: Center(

child: isRunning

? Column(

mainAxisAlignment: MainAxisAlignment.center,

children: [

Text(

'Running...',

style: TextStyle(fontSize: 20, fontWeight: FontWeight.bold),

),

SizedBox(height: 20),

// Step 3: Display the GIF

Image.asset(

'assets/running.gif', // Add your GIF in assets folder

width: 200,

height: 200,

),

],

)

: Text(

'Running time has been over!',

style: TextStyle(

fontSize: 22,

fontWeight: FontWeight.bold,

color: Colors.redAccent,

),

),

),

);

}

}