import 'package:flutter/material.dart';

void main() {

runApp(MyApp());

}

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

debugShowCheckedModeBanner: false,

home: MoveWidgetExample(),

);

}

}

class MoveWidgetExample extends StatefulWidget {

@override

\_MoveWidgetExampleState createState() => \_MoveWidgetExampleState();

}

class \_MoveWidgetExampleState extends State<MoveWidgetExample> {

// Step 1: Create a flag for position state

bool isTopLeft = true;

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(title: Text("Move Widget Example")),

body: Stack(

children: [

// Step 2: Use AnimatedAlign for smooth transition

AnimatedAlign(

alignment:

isTopLeft ? Alignment.topLeft : Alignment.bottomRight, // Step 3: Change position

duration: Duration(seconds: 2), // Animation speed

curve: Curves.easeInOut,

child: Padding(

padding: const EdgeInsets.all(8.0),

child: Container(

width: 100,

height: 100,

color: Colors.blueAccent,

child: Center(

child: Text(

"Move Me",

style: TextStyle(color: Colors.white, fontWeight: FontWeight.bold),

),

),

),

),

),

],

),

// Step 4: Button to trigger movement

floatingActionButton: FloatingActionButton(

onPressed: () {

setState(() {

isTopLeft = !isTopLeft; // Toggle position

});

},

child: Icon(Icons.play\_arrow),

),

);

}

}