APLICACIONES MOVILES LAYOUTS II

main.dart
```dart
import 'package:flutter/material.dart';
void main(){
  runApp(
    MaterialApp(
      title: 'filas y columnas anidadas',
      home: Scaffold(
        appBar: AppBar(
          title: Center(
            child: Text ('4.4 B Layouts II'),
          ),
        ),
        body: Column(
          mainAxisAlignment: MainAxisAlignment.spaceEvenly,
          children: [
            Row(
              mainAxisAlignment: MainAxisAlignment.spaceEvenly,
              children: [
                Column(
                  mainAxisAlignment: MainAxisAlignment.spaceEvenly,
                  children: [
                    Image.asset('assets/whatsapp.png',width: 70),
                    Text ('Abrir Whatsapp'),
                  ],
                ),
              ],
            ),

            Row(
              mainAxisAlignment: MainAxisAlignment.spaceEvenly,
              children: [
                Column(
                  mainAxisAlignment: MainAxisAlignment.spaceEvenly,
                  children: [
                    Image.asset('assets/twitter.png',width: 70),
                    Text ('Abrir Twitter'),
                  ],
                ),
                Column(
                  mainAxisAlignment: MainAxisAlignment.spaceEvenly,
                  children: [
                    Image.asset('assets/instagram.png',width: 70),
                    Text ('Abrir Instagram'),
                  ],
                ),
              ],
            ),
            Row(
              mainAxisAlignment: MainAxisAlignment.spaceEvenly,
              children: [
                Column(
                  mainAxisAlignment: MainAxisAlignment.spaceEvenly,
                  children: [
                    Image.asset('assets/wattpad.png',width: 70),
```

```dart
              Text ('Abrir Wattpad'),
            ],
          ),
        ],
      ),
    ],
  ),
  ),
  )
 );
}
```

pubspec.yaml

```yaml
name: flutter_app
description: A new Flutter application.

# The following line prevents the package from being accidentally published to
# pub.dev using `pub publish`. This is preferred for private packages.
publish_to: 'none' # Remove this line if you wish to publish to pub.dev

# The following defines the version and build number for your application.
# A version number is three numbers separated by dots, like 1.2.43
# followed by an optional build number separated by a +.
# Both the version and the builder number may be overridden in flutter
# build by specifying --build-name and --build-number, respectively.
# In Android, build-name is used as versionName while build-number used as versionCode.
# Read more about Android versioning at https://developer.android.com/studio/publish/versioning
# In iOS, build-name is used as CFBundleShortVersionString while build-number used as CFBundleVersion.
# Read more about iOS versioning at
# https://developer.apple.com/library/archive/documentation/General/Reference/InfoPlistKeyReference/
# Articles/CoreFoundationKeys.html
version: 1.0.0+1

environment:
  sdk: ">=2.7.0 <3.0.0"

dependencies:
  flutter:
    sdk: flutter


  # The following adds the Cupertino Icons font to your application.
  # Use with the CupertinoIcons class for iOS style icons.
  cupertino_icons: ^1.0.0

dev_dependencies:
  flutter_test:
    sdk: flutter

# For information on the generic Dart part of this file, see the
# following page: https://dart.dev/tools/pub/pubspec

# The following section is specific to Flutter.
flutter:
```

```yaml
  # The following line ensures that the Material Icons font is
  # included with your application, so that you can use the icons in
  # the material Icons class.
  uses-material-design: true

  # To add assets to your application, add an assets section, like this:
  # assets:
  #   - images/a_dot_burr.jpeg
  #   - images/a_dot_ham.jpeg
  assets:
    - assets/imagen.jpg
    - assets/imagen2.jpg
    - assets/imagen3.jpg
    - assets/whatsapp.png
    - assets/twitter.png
    - assets/instagram.png
    - assets/wattpad.png

  # An image asset can refer to one or more resolution-specific "variants", see
  # https://flutter.dev/assets-and-images/#resolution-aware.

  # For details regarding adding assets from package dependencies, see
  # https://flutter.dev/assets-and-images/#from-packages

  # To add custom fonts to your application, add a fonts section here,
  # in this "flutter" section. Each entry in this list should have a
  # "family" key with the font family name, and a "fonts" key with a
  # list giving the asset and other descriptors for the font. For
  # example:
  # fonts:
  #   - family: Schyler
  #     fonts:
  #       - asset: fonts/Schyler-Regular.ttf
  #       - asset: fonts/Schyler-Italic.ttf
  #         style: italic
  #   - family: Trajan Pro
  #     fonts:
  #       - asset: fonts/TrajanPro.ttf
  #       - asset: fonts/TrajanPro_Bold.ttf
  #         weight: 700
  #
  # For details regarding fonts from package dependencies,
  # see https://flutter.dev/custom-fonts/#from-packages
```