EXPERIMENT NO 2

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AIM-To design Flutter UI by including common widgets

THEORY

Flutter is an open-source UI framework by Google that allows developers to build natively compiled applications for mobile, web, and desktop using a single codebase. It uses the Dart programming language and follows a widget based architecture. In Flutter, everything is a widget, from layout components to UI elements.

Some of the common widgets

- Container A flexible box that can hold other widgets and be styled with padding, margins, borders, and background colors. It is often used for layout structuring.
- Text Used to display text with various styles, such as font size, color, weight, and alignment.
- Image Loads and displays images from different sources like assets, networks, and memory.
- Row & Column These layout widgets help arrange child widgets horizontally (Row) or vertically (Column). They are essential for structuring UI components.
- Scaffold Provides a basic page structure, including an AppBar, body, floating action button, and drawer. It is the foundation of most Flutter screens.
- AppBar A top navigation bar that usually contains a title, icons, and action buttons.
- ListView A scrollable list widget that efficiently displays

- multiple items, often used for dynamic content like messages or product lists.
- Text Field Allows users to input text, commonly used in forms and search fields.

SYNTAX

```
AppBar creates a top navigator bar with title and icons.
AppBar (
title: Text("Title"),
leading: IconButton(
icon: lcon(lcons.menu),
onPressed: () {},
bottom: TabBar(),
Scaffold creates the basic layout structure of the app.
Scaffold (
appBar: AppBar(),
body: Widget(),
drawer: Drawer(),
bottomNavigationBar: BottomNavigationBar(),
)
TabBar creates tabs for switching views
TabBar(
tabs: [
Tab(text: "Tab 1"),
Tab(text: "Tab 2"),
],
Drawer a side menu that slides in from left
Drawer(
child: ListView(
children: [
DrawerHeader(
decoration: BoxDecoration(color: Colors.blue),
```

```
child: Text("Header"),
),
ListTile(
leading: Icon(Icons.star),
title: Text("Menu Item"),
onTap: () {},
),
),
Listview creates a scrollable list
dynamically ListView.builder(
itemCount: items.length,
itemBuilder: (context, index) {
return ListTile(
title: Text(items[index]),
);
},
```

Widget Properties

Scaffold

 $key \rightarrow Used$ to manage state appBar \rightarrow Adds a top navigation bar body \rightarrow The main content of the screen drawer \rightarrow A slide-out menu on the left bottomNavigationBar \rightarrow A navigation bar at the bottom

AppBar

title \rightarrow Sets a title or an icon leading \rightarrow Adds an icon or button on the left backgroundColor \rightarrow Changes the background color elevation \rightarrow Controls the shadow effect centerTitle \rightarrow Aligns the title in the center bottom \rightarrow Adds a TabBar

Drawer

child → Contains a list of menu items ListView → Displays menu options in a scrollable list

```
ListView
padding → Controls spacing around the list
children → Contains multiple widgets inside the
list
ListTile
leading → Adds an icon on the left
title → The main text of the item
trailing → Adds an icon on the right
onTap → Defines what happens when tapped
```

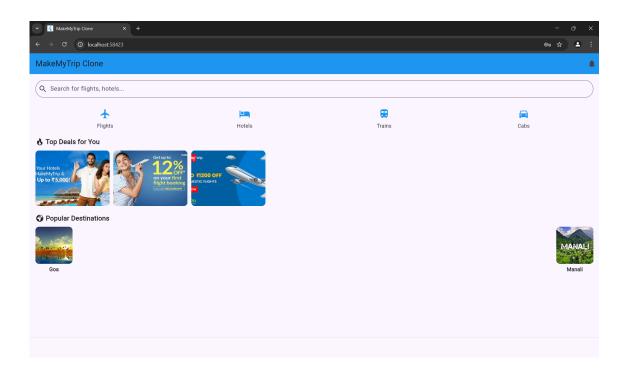
CODE

```
import 'package:flutter/material.dart';
import 'package:firebase_core/firebase_core.dart' show Firebase;
import 'package:makemytrip_clone/firebase_options.dart' show
DefaultFirebaseOptions;
import 'package:makemytrip_clone/screens/splash_screen.dart';
// ignore: unused_import
import 'package:makemytrip_clone/screens/homepagescreen.dart';
import 'firebase_options.dart';

void main() async {
    WidgetsFlutterBinding.ensureInitialized();
    await Firebase.initializeApp(options:
    DefaultFirebaseOptions.currentPlatform);
    runApp(const MyApp());
}
```

```
class MyApp extends StatelessWidget {
 const MyApp({Key? key}) : super(key: key);
 @override
   return MaterialApp(
     debugShowCheckedModeBanner: false,
       primarySwatch: Colors.blue,
     home: const SplashScreen(), // 🔽 Start with SplashScreen
```

OUTPUT



User Profile page

when clicked on User Icon on top right corner

CODE

```
import 'package:flutter/material.dart';
import
import
'package:makemytrip_clone/screens/booking_confirmation_screen.dart';
```

```
import 'package:makemytrip clone/screens/payment screen.dart';
class ProfileScreen extends StatelessWidget {
 const ProfileScreen({Key? key}) : super(key: key);
  @override
 Widget build(BuildContext context) {
     appBar: AppBar(
       backgroundColor: Colors.blue,
```

```
titleTextStyle: const TextStyle(color: Colors.white,
fontSize: 20),
     body: Padding(
       padding: const EdgeInsets.all(20.0),
         crossAxisAlignment: CrossAxisAlignment.center,
         children: [
             backgroundImage: AssetImage('assets/user.jpg'),
           const SizedBox(height: 16),
```

```
'johnny depp',
  style: TextStyle(
    fontWeight: FontWeight.bold,
 style: TextStyle(color: Colors.grey),
const SizedBox(height: 30),
```

```
onTap: () {
               Navigator.push(
BookingConfirmationScreen(bookingType: '',)),
```

```
onTap: () {
              Navigator.push(
PaymentScreen(bookingType: '',)),
```

```
class ProfileOption extends StatelessWidget {
 final VoidCallback onTap;
   super.key,
   required this.onTap,
```

```
@override
Widget build(BuildContext context) {
    leading: Icon(icon, color: Colors.blue),
    trailing: const Icon(Icons.arrow forward ios, size: 16),
   onTap: onTap,
```

OUTPUT

