Experiment No 2

Name : Kunal Pal **Div/Roll no :** D15B/50

Lab : MAD & PWA Lab

Aim : To design Flutter UI by including common widgets.

Material Design: Flutter encourages the use of Material Design principles for creating visually appealing and consistent UIs. Utilize Material widgets such as AppBar, BottomNavigationBar, Card, TextField, Button, and ListView to maintain a cohesive look and feel throughout your app.

Navigation: Implement navigation between different screens using widgets like Navigator and PageRouteBuilder. You can also use the BottomNavigationBar or Drawer for navigation options.

Layouts: Experiment with different layout widgets like Container, Row, Column, Stack, GridView, and Flex to arrange your UI elements efficiently and responsively.

Typography: Use the Text widget to display text content, and customize it with various properties such as style, textAlign, and overflow to ensure readability and visual hierarchy.

Images: Incorporate images using the Image widget, and consider using AssetImage or NetworkImage for loading images from local assets or the web respectively.

Forms and Input: Implement forms and input fields using widgets like TextField, Checkbox, Radio, Switch, and DropdownButton to capture user input for tracking fitness data or setting preferences.

State Management: Depending on the complexity of your app, you may need to manage state using widgets like StatefulWidget, Provider, Bloc, or GetX to handle data changes and UI updates effectively.

Theming: Define and apply a consistent theme across your app using the Theme widget to customize colors, typography, and other visual aspects to match your brand or design preferences.

Code :

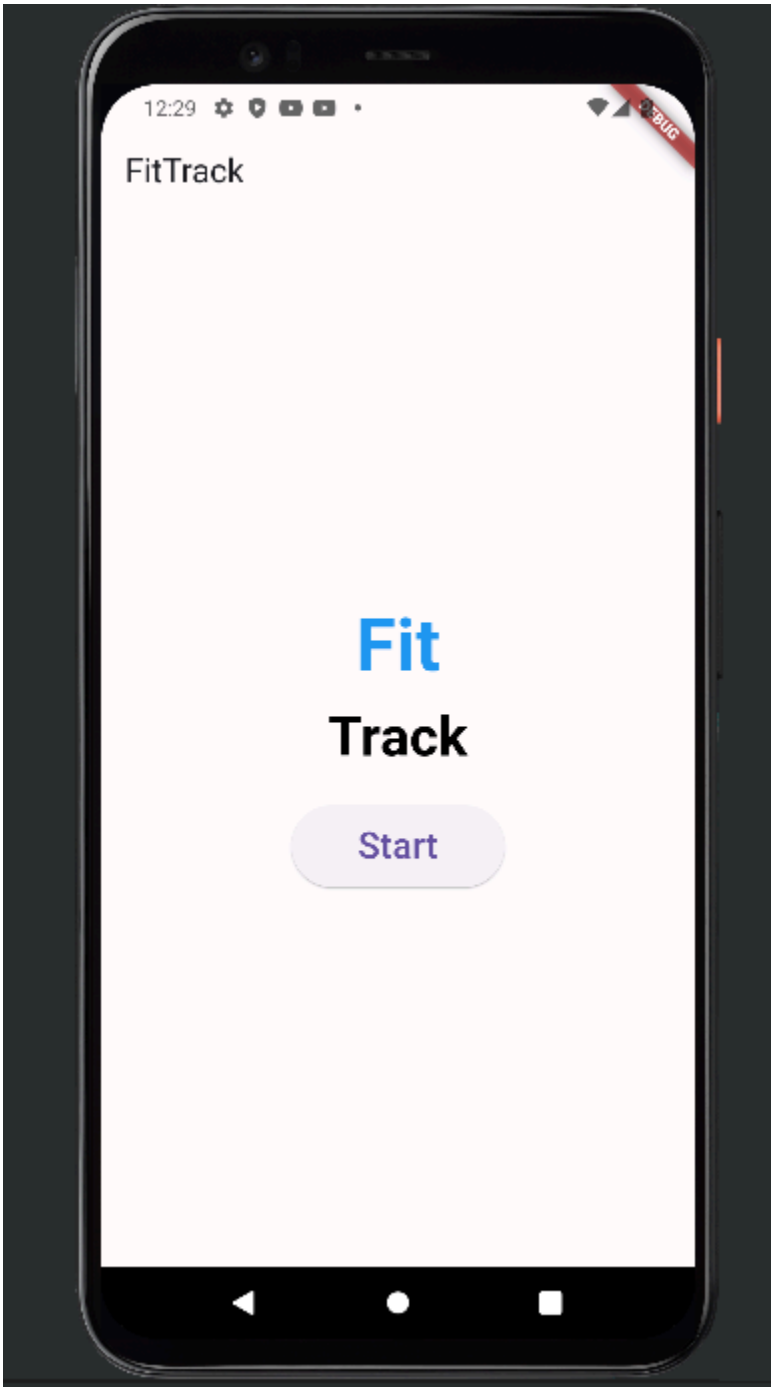
```
import 'package:flutter/material.dart';
import 'third_page.dart';

class SecondPage extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
   return Scaffold(
     appBar: AppBar(
       title: Text('FitTrack'),
     ),
     body: Column(
       crossAxisAlignment: CrossAxisAlignment.stretch,
       children: <Widget>[
         // Image of fitness
         Expanded(
           child: Container(
             width: double.infinity,
             child: Image.asset(
               'assets/home_img.png',
               fit: BoxFit.cover,
             ),
           ),
         ),
         SizedBox(height: 20.0),
         // Registration button
         Container(
           margin: EdgeInsets.symmetric(horizontal: 20.0,
vertical: 20.0),
```

```
            child: ElevatedButton(
              onPressed: () {
                // Navigate to Registration page
              },
              child: Padding(
                padding: EdgeInsets.all(15.0),
                child: Text('Register', style:
TextStyle(fontSize: 20.0)),
              ),
            ),
          ),
          SizedBox(height: 20.0),
          // Row for home, track, and work out buttons
          Padding(
            padding: EdgeInsets.symmetric(horizontal: 20.0),
            child: Row(
              mainAxisAlignment: MainAxisAlignment.spaceEvenly,
              children: <Widget>[
                IconButton(
                  onPressed: () {
                    // Navigate to Home page
                  },
                  icon: Icon(Icons.home),
                ),
                IconButton(
                  onPressed: () {
                    // Navigate to Track page
                  },
                  icon: Icon(Icons.directions_run),
                ),
                IconButton(
                  onPressed: () {
                    // Navigate to Work Out page
                  },
                  icon: Icon(Icons.fitness_center),
                ),
              ],
            ),
          ),
          SizedBox(height: 20.0),
        ],
```

```
      ),
    );
  }
}
```

Output :



Conclusion : In summary, the provided code outlines the construction of a fitness tracking app using Flutter. It includes a second page with an AppBar, an image related to fitness, a registration button, and navigation options for Home, Track, and Work Out functionalities, although the actual navigation logic is not detailed in this snippet.