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Aim:

To design and build a user interface in Flutter by using commonly used widgets such as Text, Image, Button, Row, Column, Container, and layout widgets.

Theory:

Flutter is a UI toolkit built around the concept of **widgets**, which are the building blocks of every Flutter application. Designing a UI involves combining various widgets to create structured, interactive, and visually appealing screens.

Common Widgets Used in Flutter UI Design:

1. Text Widget:

- Displays a string with customizable styles.

dart

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```
Text('Welcome', style: TextStyle(fontSize: 24, fontWeight: FontWeight.bold))
```

2. Image Widget:

- Used to display images from assets or the internet.

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```
Image.asset('assets/logo.png')
```

3. Button Widgets:

- Include ElevatedButton, TextButton, and OutlinedButton for user actions.

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```
ElevatedButton(  
  onPressed: () {},  
  child: Text('Get Started'),  
)
```

4. Row and Column Widgets:

- Used for horizontal and vertical layout alignment.

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```
Row(children: [Icon(Icons.star), Text('Rating')])  
Column(children: [Text('Title'), Text('Subtitle')])
```

5. Container Widget:

- A flexible widget used for layout, decoration, and styling.

dart

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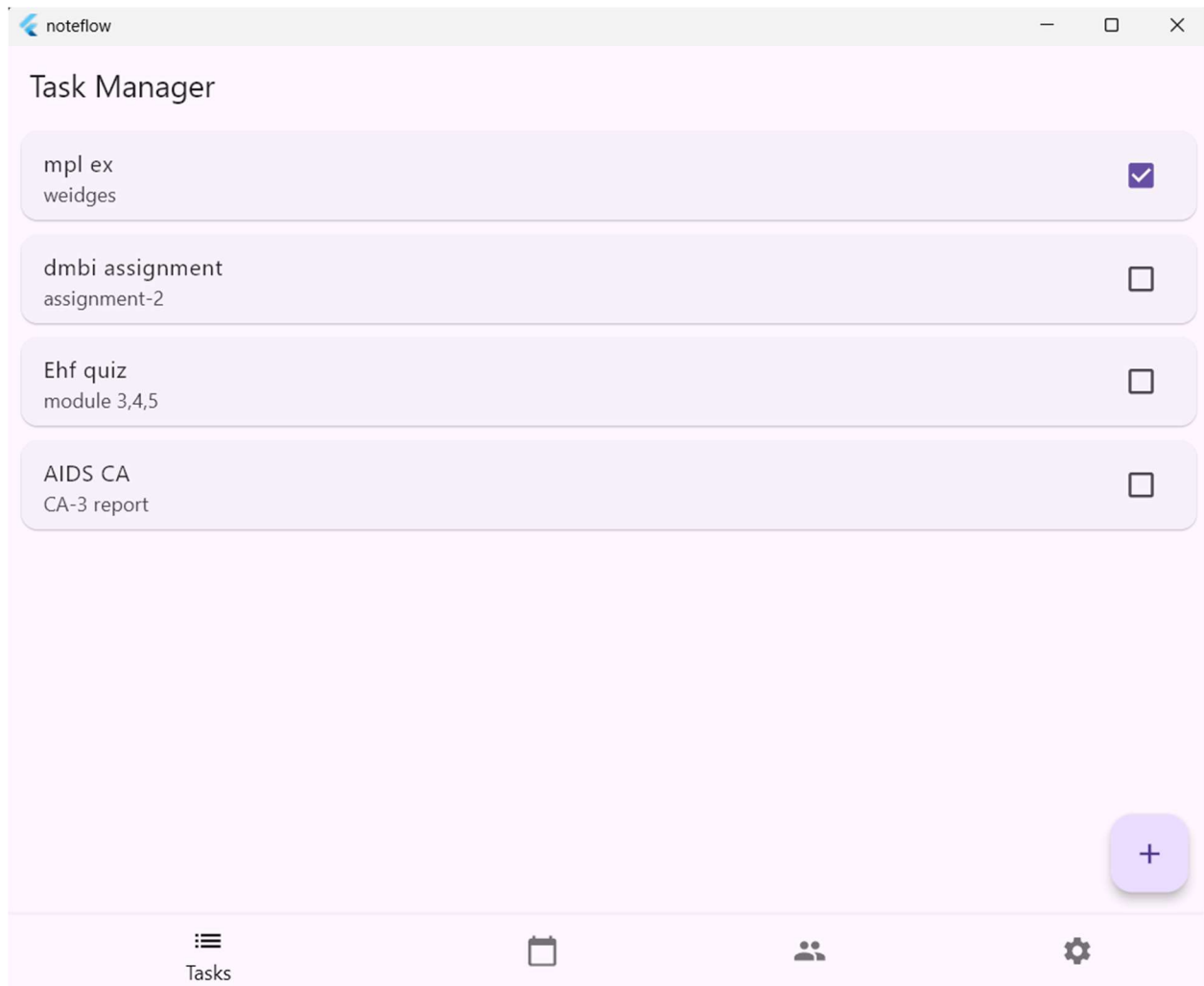
```
Container(  
  padding: EdgeInsets.all(10),  
  color: Colors.blueAccent,  
  child: Text('Hello'),  
)
```

)

6. Scaffold:

- Provides a basic visual layout structure including AppBar, Drawer, and body.

These widgets can be combined and nested to create structured and reusable UI components.



Task Manager

Collaborate

Generate QR Code for Tasks

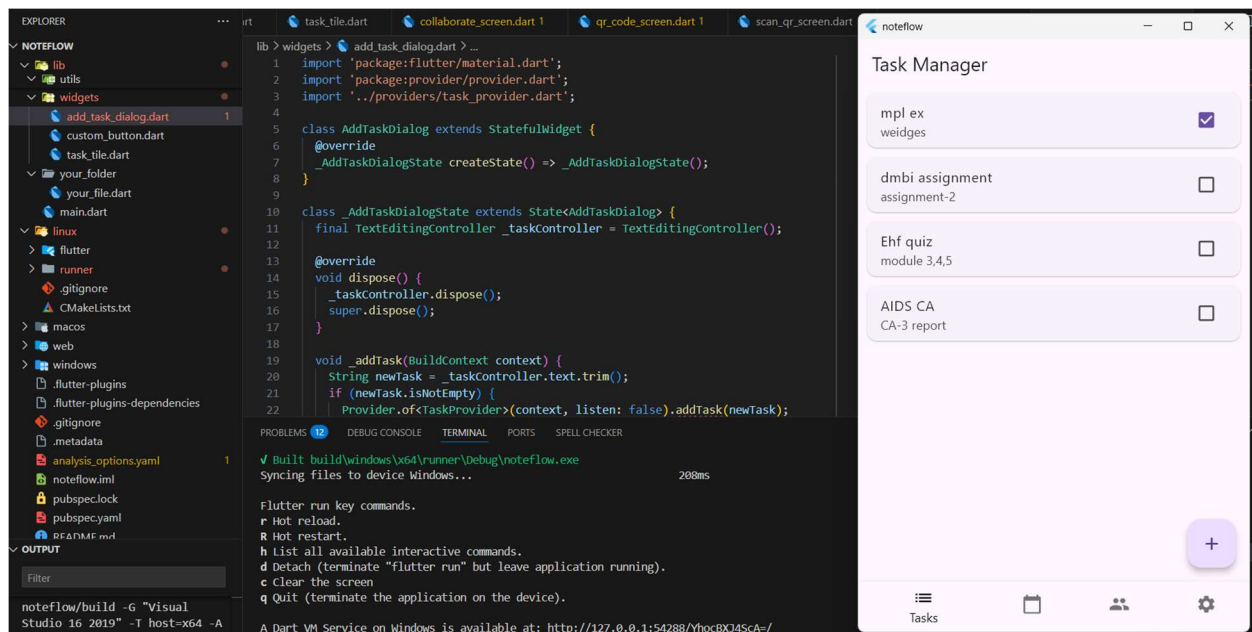
Export Tasks

Import Tasks



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Conclusion:

Designing a Flutter UI using common widgets helps developers create intuitive and aesthetically pleasing applications. Understanding how to use and combine widgets like Text, Image, Button, Row, Column, and Container forms the basis of UI development in Flutter. This experiment provides hands-on experience in laying out components and building responsive designs, which are essential for developing real-world mobile apps.