

3 Everything is widgets Lab

Now that we know what widgets are and why we're using them, let's create the ones that will form the basis for our Dinner-And-A-Movie app.

1. Before we get down to the business of creating our widgets, briefly review the requirements:
 - import 'package:flutter/material.dart'; at the top of each widget file.
 - Both types of classes inherit from their supertypes; StatelessWidget and StatefulWidget
 - StatefulWidget has two classes, a State and the widget itself.

Alright, with these things in mind, let's create some widgets.

2. Create these stateful widgets

- Landing
- FilmDetails
- PickSeats
- Checkout
- Ticket

And these stateless widgets

- DatePicker
- FilmBrief
- ShowingTimes

3. Give each a Text() with the name of the widget. Something like this should work:

```
@override
Widget build(BuildContext context) {
  return Container(
    child: Text("<Name of class here>"),
  );
}
```

4. Give each a turn at being the startup component by putting it in main.dart. Make sure they're working so far.

5. Edit your Landing widget. Change its build method to this:

```
@override
Widget build(BuildContext context) {
  return Column(children: [
    Text("Landing"),
    DatePicker(),
    FilmBrief(),
  ]);
}
```

Hint:

- That Column allows us to have more than one widget inside another. (More about Columns later). You'll need that in the next step.

6. Create a Table stateless widget and put one in your PickSeats widget. When you import it, it will complain that there's already a thing in Flutter called Table so you have to disambiguate. Make the import look like this:

```
import 'Table.dart' as daamTable;
```

Then add it to your widget like this:

```
daamTable.Table(), // <-- Note the "daamTable" prefix
```

7. Create a stateless widget called Seat and put one in PickSeats. You should see your table and your seat.
8. Put an instance of ShowingTimes in FilmDetails.
9. Bonus! You can delete the MyHomePage widget that was created initially. We won't need that any more.