

Exp-2

NAME: Mohit Tarachandani

Batch : C

Class : D15A

Roll No. : 62

Aim: To design simple flutter UI by including common widgets.

Theory:

Common Widgets used are:

Scaffold: Represents the basic material design visual structure. It provides functionality like the AppBar, Drawer, BottomNavigationBar, and body of the app.

AppBar: Represents the top app bar that usually contains the app's title and actions.

Padding: Adds padding around its child widget.

Container: A box model that can contain other widgets and provides styling properties.

Positioned: Positions a child within a stack relative to the top-left corner.

Text: Displays a paragraph of text with various styling options.

TextField: Allows the user to enter text.

Column: A widget that displays its children in a vertical array.

Row: A widget that displays its children in a horizontal array.

Image.asset: Loads an image from an asset bundle.

GestureDetector: A widget that detects gestures.

BottomNavigationBar: A material design widget that displays a horizontal row of three to five icons and labels at the bottom of the screen.
`import 'package:flutter/material.dart';`

Code:

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

void main() {
  runApp(MyApp());
}

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: MyHomePage(),
    );
  }
}
```

```

    );
  }
}

class MyHomePage extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Flutter UI Example'),
      ),
      body: Padding(
        padding: EdgeInsets.all(20.0),
        child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          crossAxisAlignment: CrossAxisAlignment.center,
          children: <Widget>[
            Text(
              'Welcome to Flutter UI Example',
              style: TextStyle(
                fontSize: 24.0,
                fontWeight: FontWeight.bold,
              ),
              textAlign: TextAlign.center,
            ),
            SizedBox(height: 20.0),
            TextField(
              decoration: InputDecoration(
                labelText: 'Enter your name',
                border: OutlineInputBorder(),
              ),
            ),
            SizedBox(height: 20.0),
            GestureDetector(
              onTap: () {
                // Add your onTap functionality here
              },
              child: Container(
                padding: EdgeInsets.symmetric(vertical:
15.0, horizontal: 30.0),
                color: Colors.blue,
                child: Text(
                  'Tap Me!',
                  style: TextStyle(
                    color: Colors.white,
                    fontSize: 18.0,
                  ),
                ),
              ),
            ),
          ],
        ),
      ),
    );
  }
}

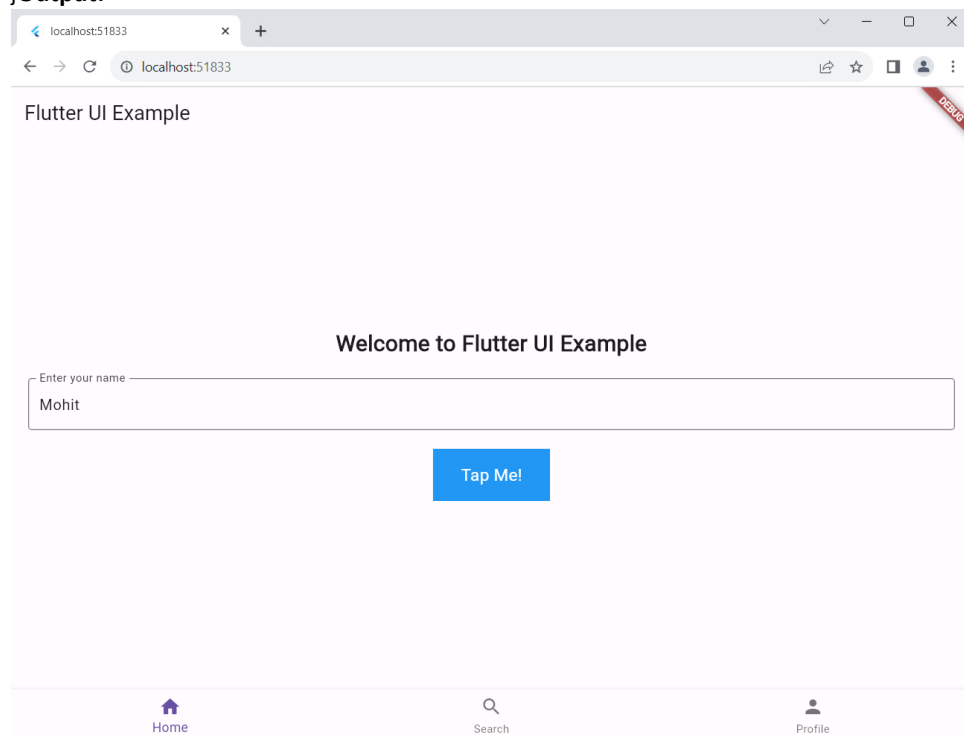
```

```

    ),
  ),
],
),
),
bottomNavigationBar: BottomNavigationBar(
  items: [
    BottomNavigationBarItem(
      icon: Icon(Icons.home),
      label: 'Home',
    ),
    BottomNavigationBarItem(
      icon: Icon(Icons.search),
      label: 'Search',
    ),
    BottomNavigationBarItem(
      icon: Icon(Icons.person),
      label: 'Profile',
    ),
  ],
),
);
}
}

```

Output:



Conclusion:

To design simple flutter UI by including common widgets.