### **MPL Experiment-2**

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AIM:To design Flutter UI using common widgets.

#### CODE:-

#### home.dart

```
import 'package:flutter/material.dart';
import 'package:flutter screenutil/flutter screenutil.dart';
class HomeScreen extends StatefulWidget {
  const HomeScreen({super.key});
 @override
 State<HomeScreen> createState() => HomeScreenState();
  final List<Map<String, dynamic>> posts = [
      'user': 'user1',
      'imageUrl': 'images/post.jpg',
      'caption': 'First post!',
      'user': 'user2',
      'imageUrl': 'images/post2.jpg',
      'caption': 'Another day, another post.',
      'likes': 50,
 ];
  final List<Map<String, dynamic>> stories = [
```

```
'user': 'user1',
    'imageUrl': 'images/post.jpg', // Replace with your story image URLs
    'user': 'user2',
    'imageUrl': 'images/post2.jpg',
];
<u>@</u>override
Widget build(BuildContext context) {
  return Scaffold(
    backgroundColor: Colors.white,
    appBar: AppBar(
      elevation: 0,
      toolbarHeight: 50.h,
      title: Image.asset(
       'images/instagram.jpg',
       height: 30.h,
      ),
      leading: Padding(
        padding: EdgeInsets.only(left: 16.w),
        child: Image.asset(
          'images/camera.jpg',
          height: 24.h,
        ),
      ),
      actions: [
        Padding(
          padding: EdgeInsets.only(right: 16.w),
          child: Icon(
            Icons.favorite border outlined,
            size: 28.sp,
        ),
        Padding (
          padding: EdgeInsets.only(right: 16.w),
          child: Image.asset(
```

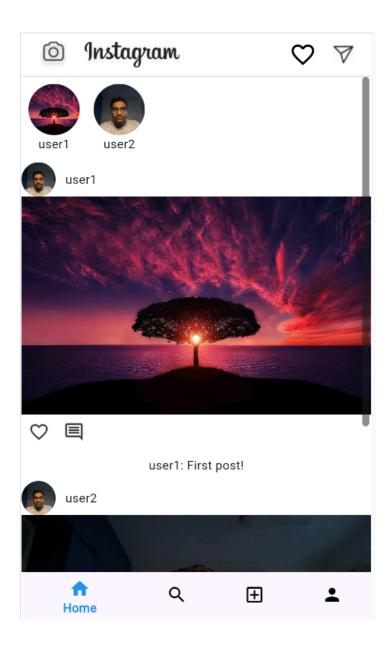
```
'images/send.jpg',
       height: 24.h,
     ),
  ],
  backgroundColor: Colors.white,
 bottom: PreferredSize(
   preferredSize: Size.fromHeight(1.h),
   child: Container(
     height: 1.h,
     color: Colors.grey[300],
   ),
 ),
),
body: SingleChildScrollView(
 child: Column (
    children: [
     SizedBox(
        height: 100.h, // Adjust height as needed
        child: ListView.builder(
          scrollDirection: Axis.horizontal,
          itemCount: _stories.length,
          itemBuilder: (context, index) {
            return StoryWidget( stories[index]);
      ),
      ListView.builder(
        shrinkWrap: true, // Important for nested ListViews
        physics:
        itemCount: posts.length,
        itemBuilder: (context, index) {
         return PostWidget( posts[index]);
```

```
],
     ),
class StoryWidget extends StatelessWidget {
 final Map<String, dynamic> storyData;
 const StoryWidget(this.storyData, {super.key});
 @override
 Widget build(BuildContext context) {
   return Padding(
     padding: const EdgeInsets.all(8.0),
     child: Column(
       children: [
         CircleAvatar(
           radius: 30.r,
           backgroundImage: AssetImage(storyData['imageUrl'] ??
                'images/default profile.png'), // Use story image
         Text(storyData['user'] ?? ""),
     ),
   );
class PostWidget extends StatelessWidget {
 final Map<String, dynamic> postData;
 const PostWidget(this.postData, {super.key});
 @override
 Widget build(BuildContext context) {
     children: [
```

```
children: [
           CircleAvatar(
              radius: 20.r,
             backgroundImage: const AssetImage('images/post2.jpg'),
           ),
           SizedBox(width: 10.w),
           Text(postData['user'] ?? ""),
       ),
       Image.asset(postData['imageUrl'] ?? ""),
       Row (
         children: [
             icon: const Icon(Icons.favorite border),
             onPressed: () {
            ),
            IconButton (
             icon: const Icon(Icons.comment outlined),
             onPressed: () {
             },
           ),
         ],
       ),
       Padding (
         padding: const EdgeInsets.all(8.0),
         child:
             Text('${postData['user'] ?? ""}: ${postData['caption'] ??
""}'),
     ],
```

```
);
}
}
```

# OUTPUT:-



### add\_post\_screen.dart:-

```
import 'package:flutter/material.dart';
import 'package:image picker/image picker.dart';
import 'dart:io';
class AddPostScreen extends StatefulWidget {
 const AddPostScreen({super.key});
 @override
class AddPostScreenState extends State<AddPostScreen> {
 File? image;
 final TextEditingController _captionController =
TextEditingController();
 bool isLoading = false;
 List<String> previousImageAssets = [];
 @override
 void initState() {
   super.initState();
   loadPreviousImages();
 Future<void> loadPreviousImages() async {
   setState(() {
     previousImageAssets = [
       'images/person.png', // Replace with your actual image paths
        'images/post.jpg', // Make sure these images are in your assets
        'images/cat.png', // Replace with a valid image in your assets
     ];
   });
 Future<void> pickImage(ImageSource source) async {
   final pickedFile = await ImagePicker().pickImage(source: source);
   setState(() {
```

```
if (pickedFile != null) {
   image = File(pickedFile.path);
   print('No image selected.');
setState(() {
});
if ( image != null) {
 String caption = captionController.text;
 await Future.delayed(const Duration(seconds: 2));
 print("Uploading image: ${ image!.path}");
 print("Caption: $caption");
  setState(() {
   _image = null;
   captionController.clear();
   isLoading = false;
  });
  ScaffoldMessenger.of(context).showSnackBar(
   const SnackBar(content: Text('Post uploaded successfully!')),
 );
  ScaffoldMessenger.of(context).showSnackBar(
   const SnackBar(content: Text('Please select an image')),
  );
  setState(() {
    isLoading = false;
  });
```

```
@override
 Widget build(BuildContext context) {
     backgroundColor: Colors.white,
     appBar: AppBar(
       backgroundColor: Colors.white,
       elevation: 1,
       leading: IconButton(
         icon: const Icon(Icons.arrow back ios, color: Colors.black),
         onPressed: () {
          Navigator.pop(context);
         },
       ),
       title: const Text('New Post',
           style: TextStyle(color: Colors.black, fontFamily:
'SFProText')),
       actions: [
         IconButton (
           onPressed: _isLoading ? null : _uploadPost,
           icon: isLoading
               ? const CircularProgressIndicator()
               : const Icon(Icons.upload, color: Colors.blue),
         ),
     ),
     body: SingleChildScrollView(
       child: Padding(
         padding: const EdgeInsets.all(16.0),
         child: Column (
           crossAxisAlignment: CrossAxisAlignment.start,
           children: [
             GestureDetector(
               onTap: () {
                 showModalBottomSheet(
                   context: context,
                   builder: (BuildContext context) {
                     return Column (
                        mainAxisSize: MainAxisSize.min,
                        children: <Widget>[
```

```
ListTile(
              leading: const Icon(Icons.photo library),
              title: const Text('Photo Library'),
              onTap: () {
                pickImage(ImageSource.gallery);
                Navigator.pop(context);
            ),
            ListTile(
              leading: const Icon(Icons.camera alt),
              title: const Text('Camera'),
              onTap: () {
                pickImage(ImageSource.camera);
                Navigator.pop(context);
            ),
          ],
  },
  child: Container(
    height: 300,
    width: double.infinity,
    decoration: BoxDecoration(
      border: Border.all(color: Colors.grey.shade300),
    ),
    child: image != null
        ? Image.file( image!, fit: BoxFit.cover)
        : const Center(
            child: Icon (Icons.add a photo,
                size: 50, color: Colors.grey)),
 ),
const SizedBox(height: 16),
TextField(
  controller: _captionController,
 style: const TextStyle(fontFamily: 'SFProText'),
 decoration: const InputDecoration(
```

```
hintStyle: TextStyle(fontFamily: 'SFProText'),
                 border: InputBorder.none,
                ),
               maxLines: null,
             const SizedBox (height: 16),
             GridView.builder(
                shrinkWrap: true,
                physics: const NeverScrollableScrollPhysics(),
                gridDelegate: const
SliverGridDelegateWithFixedCrossAxisCount(
                 crossAxisCount: 3,
                 crossAxisSpacing: 8,
                 mainAxisSpacing: 8,
                itemCount: _previousImageAssets.length,
                itemBuilder: (context, index) {
                   previousImageAssets[index],
                   fit: BoxFit.cover,
                },
       ),
   );
```

## OUTPUT:-

