

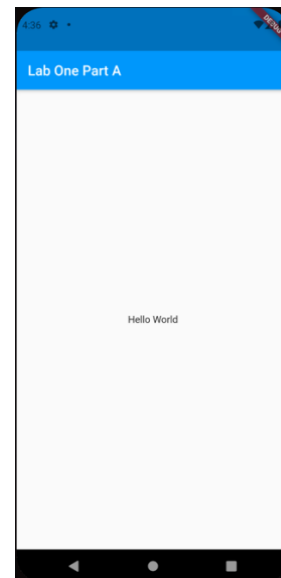
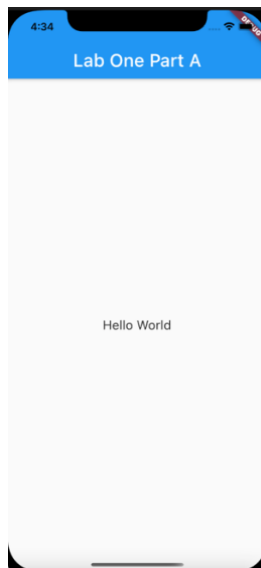
## CIS\*4030 – Mobile Computer – Lab One: Introduction to Flutter

In this lab you will be learning to use basic widgets in flutter, and you will do this by making two applications. The goal of this lab is to introduce widgets to you, to learn style widgets and to include assets and 3<sup>rd</sup> party libraries via the pubspec.yaml file.

### **Part A: Flutter Hello World with Styling**

In this portion you will be creating a basic Flutter app to understand how you can style and build a hello world application. Start by creating a new flutter project with 'flutter create' and name this project `firstname_lastname_lab_one_a`. Now to start you will need to have an app bar with the following text 'Lab One Part A – FirstName LastName' and a centered Hello World in the center of the screen. Finally, you should also remove the debug banner from the app (hint: look into parameters in the MaterialApp widget). Your app should look like the image below, with the text 'Hello World' centered in the body of the app.

**NOTE:** Please note your screenshot will look different due to the inclusion of your name in the app bar and the removal of the debug banner from your version of the app.



Once you have created the basic hello world app, you will now be styling the look of the app to look different. An example is shown below, note your app DOES NOT have to look like the one displayed below, it is just meant to serve as one example as how you can style the app.

Here are the requirements for the styling:

Scaffold

- Background color must be changed

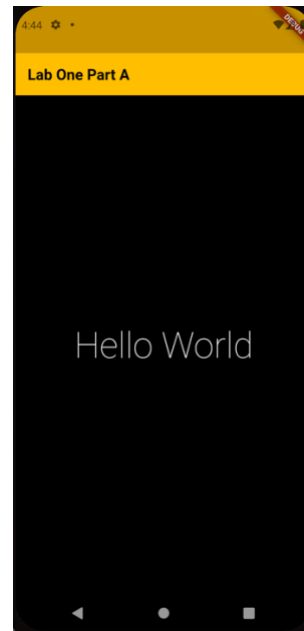
App Bar:

- Background color must be changed
- Three attributes must be changed in the TextStyle for the text of the title

Body Text:

- Three attributes must be changed in the TextStyle for the text of the title

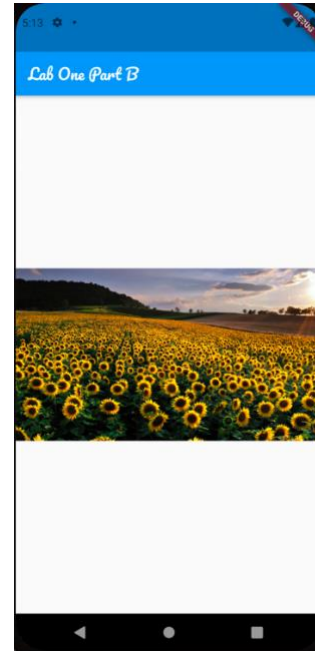
**NOTE:** Please ensure that the text of the app bar and the text in the body of the app are both still visible after making styling changes.



## **Part B: Flutter Using Assets and 3<sup>rd</sup> party libraries**

To start you will need to create a new flutter project, name this project `firstname_lastname_lab_one_b` when you use 'flutter create'. In this portion you will be creating an app to learn how to include resources (assets or 3<sup>rd</sup> party libraries) by using the `pubspec.yaml` file. In this part you will need to display an image in the center of the body of the app and adjust the app bar text to use a google font of your choice. Similarly, to Part A, also have the app bar text be: 'Lab One Part B – FirstName LastName'. To do this you will need to download an image and include it in an asset folder in your project, then declare it in your `pubspec.yaml` file. You will also need to include the google fonts library ([https://pub.dev/packages/google\\_fonts](https://pub.dev/packages/google_fonts)) in your `pubspec.yaml` file, insert it below 'cupertino\_icons: ^1.0.2' in the `pubspec.yaml` and ensure you have the same spacing (spacing is important in yaml files). Finally, you should also remove the debug banner from the app (hint: look into parameters in the MaterialApp widget).

**NOTE:** Below is an example of how your app could look at the end, and keep in mind you can use any photo you want in the app (be professional) and any font style you wish for the app bar. Also keep in mind your app will include your name in the app bar and the debug banner should not be present.



## **Submission**

For this submission you will need to create a PDF document and include all necessary screenshots from part a and part b. For part A only show the final stylized screen shots and include a paragraph or a series of bullet points describing what styling changes you made. For part b you will need to include the final screenshots of the app and include in the document the font choice from google fonts you used to change up the title of the app bar. Submissions should be made to CourseLink->DropBox->Lab01. This lab is due at 11:59pm next Wednesday 26 January 2022.