**Shop App:**

1. ListTitle making: in list view scroll mode is on

body: body: ListView(

children: [

ListTile(

leading: Icon(Icons.shop, color: Colors.red),

title: Text('Iphone XR'),

subtitle: Text('Nalem7'),

trailing: Text('Price:200'),

onTap: () {},

), //ListTile

ListTile(

leading: Icon(Icons.shop),

title: Text('Iphone XR'),

subtitle: Text('Nalem7'),

trailing: Text('Price:200'),

onTap: () {},

),

],

)

2. Drawer making

drawer: Drawer(

child: ListView(

children: [

ListTile(leading: Icon(Icons.home), title: Text('Home')),

ListTile(

leading: Icon(Icons.contact\_phone), title: Text('Contact')),

ListTile(leading: Icon(Icons.favorite), title: Text('About us')),

],

)),

3. code:

import 'package:flutter/material.dart';

void main() {

runApp(MaterialApp(

theme: ThemeData(primarySwatch: Colors.red),

title: "Nalem7",

home: MyApp(),

));

}

class MyApp extends StatelessWidget {

const MyApp({Key? key}) : super(key: key);

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(title: Center(child: Text("Product List App")),),//appbar

drawer: Drawer(

child: ListView(

children: [

ListTile(leading: Icon(Icons.home), title: Text('Home'), onTap: () {}, ),

ListTile(leading: Icon(Icons.contact\_phone), title: Text('Contact'), onTap: () {}, ),

ListTile(leading: Icon(Icons.favorite), title: Text('About us'), onTap: () {}, ),

],

)

);

}

}

Output:

