LAB-6

TUTORIAL-2

SMART DEVICE PROGRAMMING

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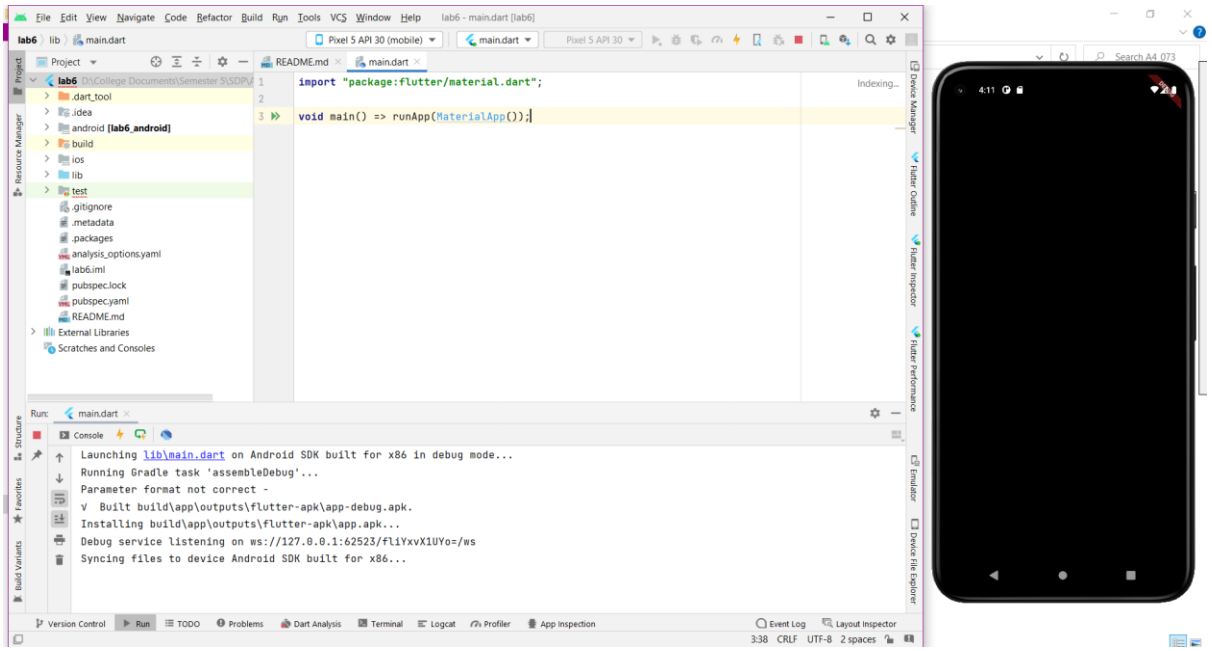
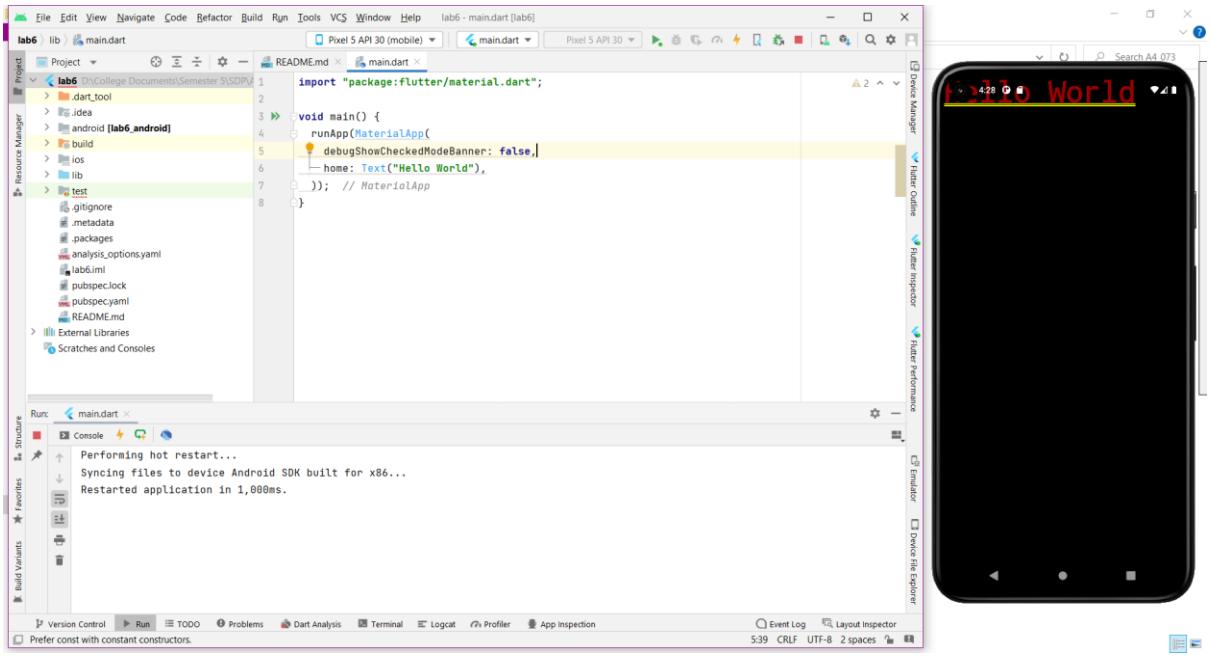
GIT REPO:

https://github.com/naikshrey2308/CE073_SDP_Labs

Code Test 1:

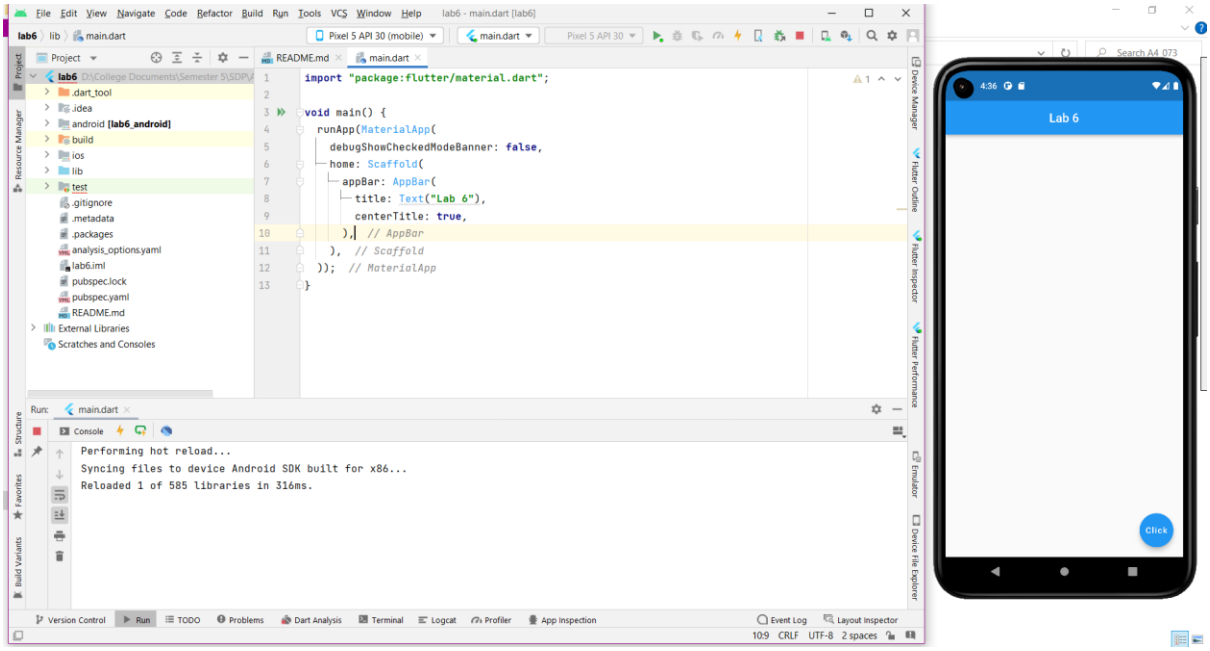


Code Test 2:

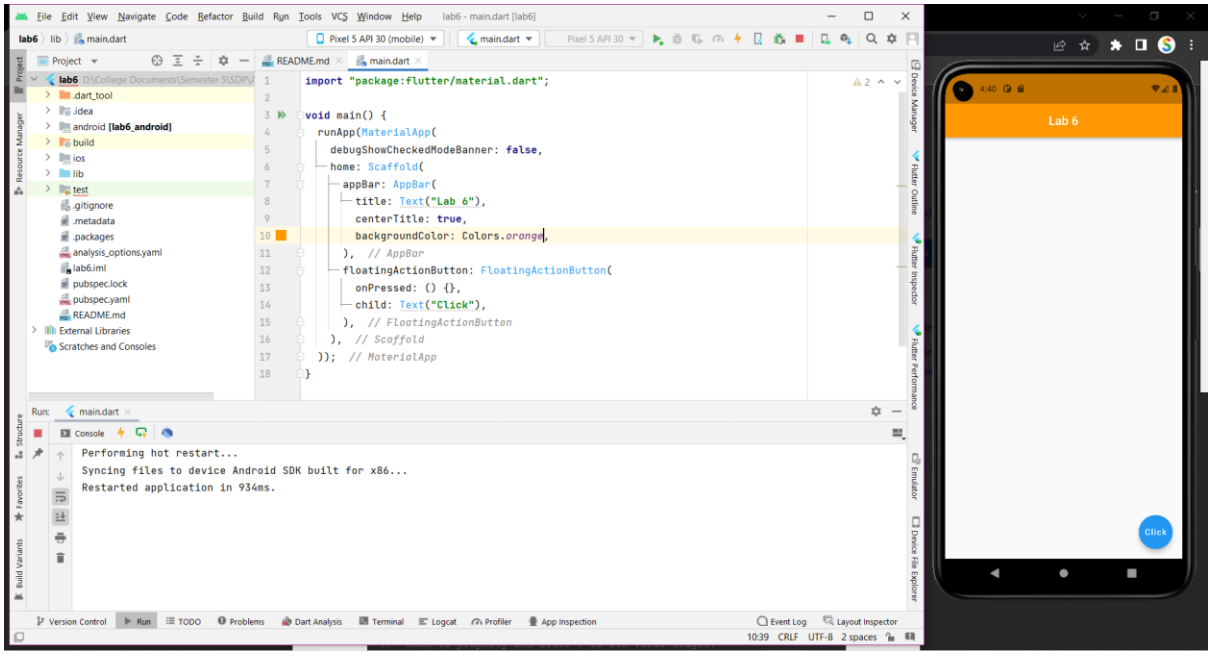


Code Test 3:

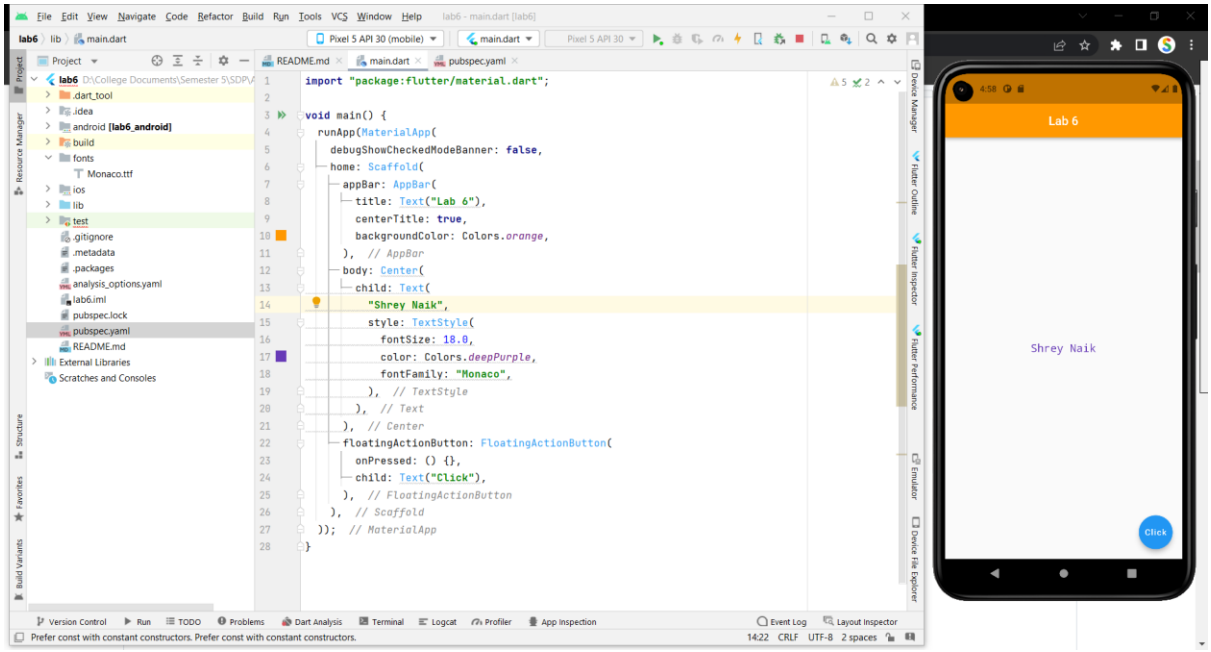
- Material is visual design language that is standard on mobile and web.
- The **Scaffold** widget from the material library provides a default app bar, a title, and a body property that holds the widget tree for the home screen.



Changing the background color of the appbar to orange.



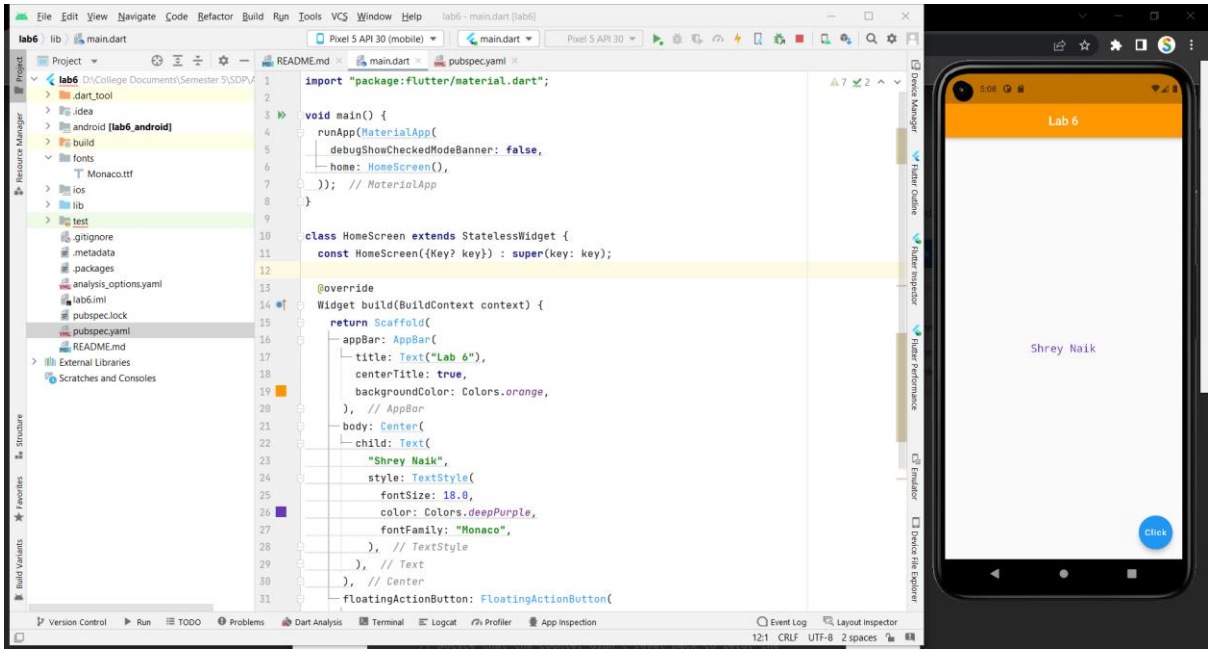
Code Test 5:



Code Test 6:

- Stateless widgets are immutable, meaning that their properties can't change—all values are final.
- Stateful widgets maintain state that might change during the lifetime of the widget.
    - Implementing a stateful widget requires at least two classes, a StatefulWidget that creates an instance of a State class.
    - The StatefulWidget object is, itself, immutable and can be thrown away and regenerated, but the State object persists over the lifetime of the widget.

Hot Reload	Hot Restart
It performs very fast as compared to the hot restart of Flutter.	It is slower than the hot reload but faster than the default restart.
It will not change the state of our application.	It doesn’t preserve the state of our application.
It can be performed by CTRL + \	It can be performed by CTRL + SHIFT + \


import "package:flutter/material.dart";
void main() {
runApp(MaterialApp(
debugShowCheckedModeBanner: false,
home: HomeScreen(),
)); // MaterialApp
}
class HomeScreen extends StatelessWidget {
const HomeScreen({Key? key}) : super(key: key);
@override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: Text("Lab 6"),
centerTitle: true,
backgroundColor: Colors.orange,
), // AppBar
body: Center(
child: Text(
"Shrey Naik",
style: TextStyle(
fontSize: 18.0,
color: Colors.deepPurple,
fontFamily: "Monaco",
), // TextStyle
), // Text
), // Center
floatingActionButton: FloatingActionButton(
Lab 6
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Click