

# Smart Device Programming

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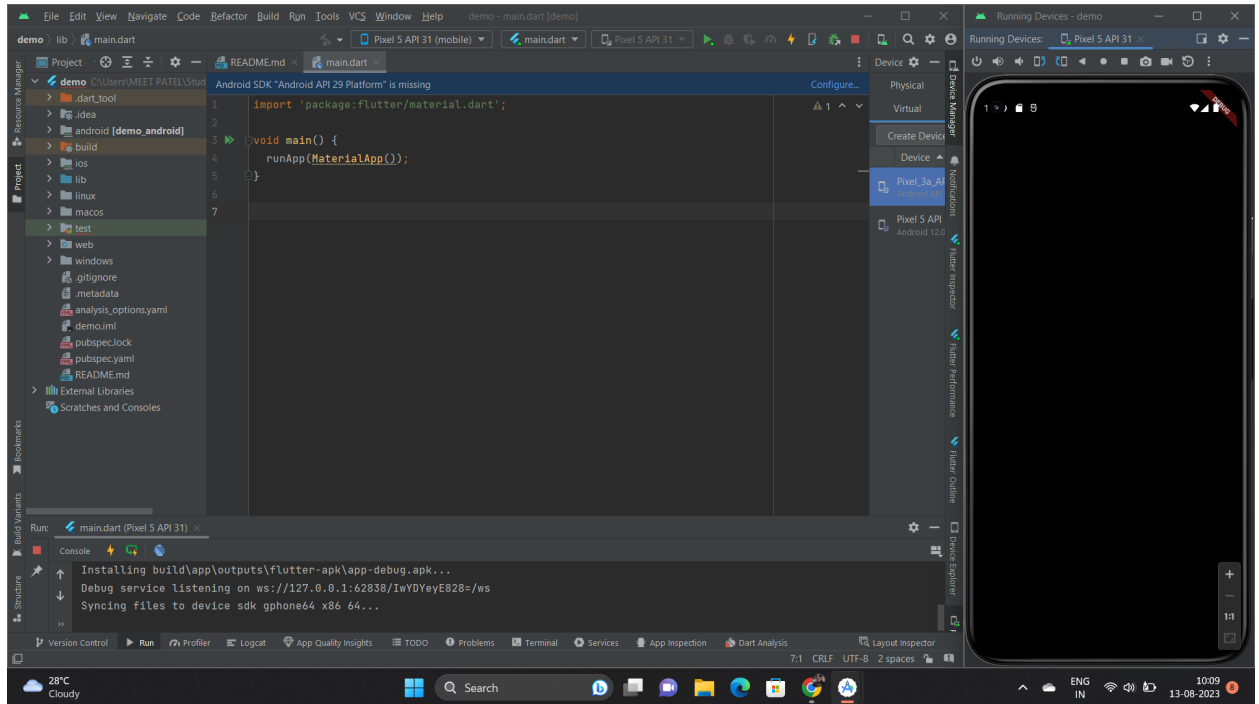
Roll No : CE013

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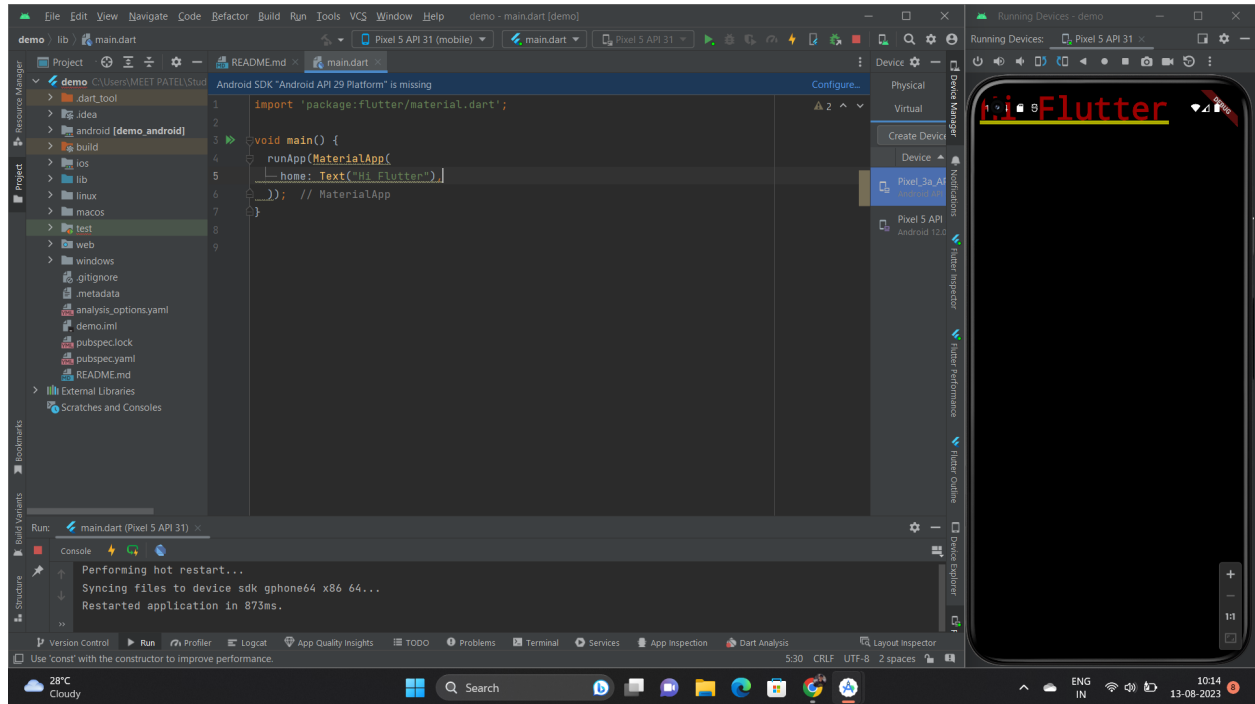
Lab No : 06

Topics : Flutter Basics

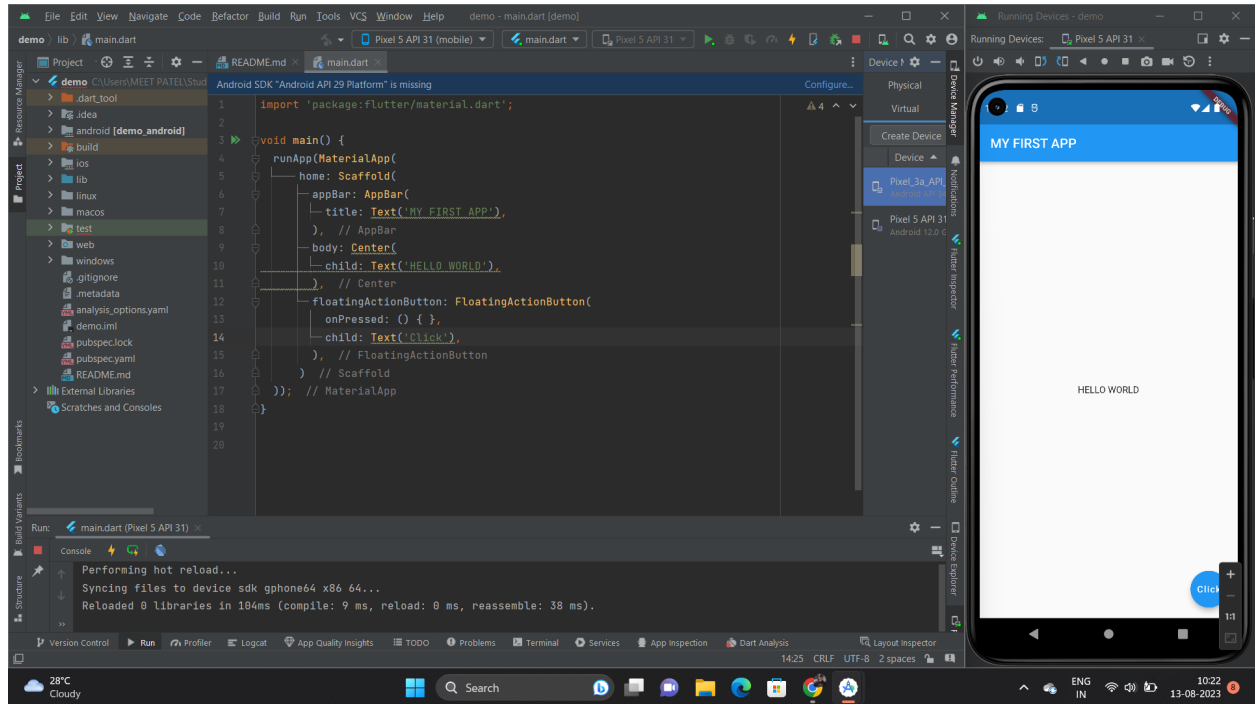
- Code Test 1 : Running empty main()



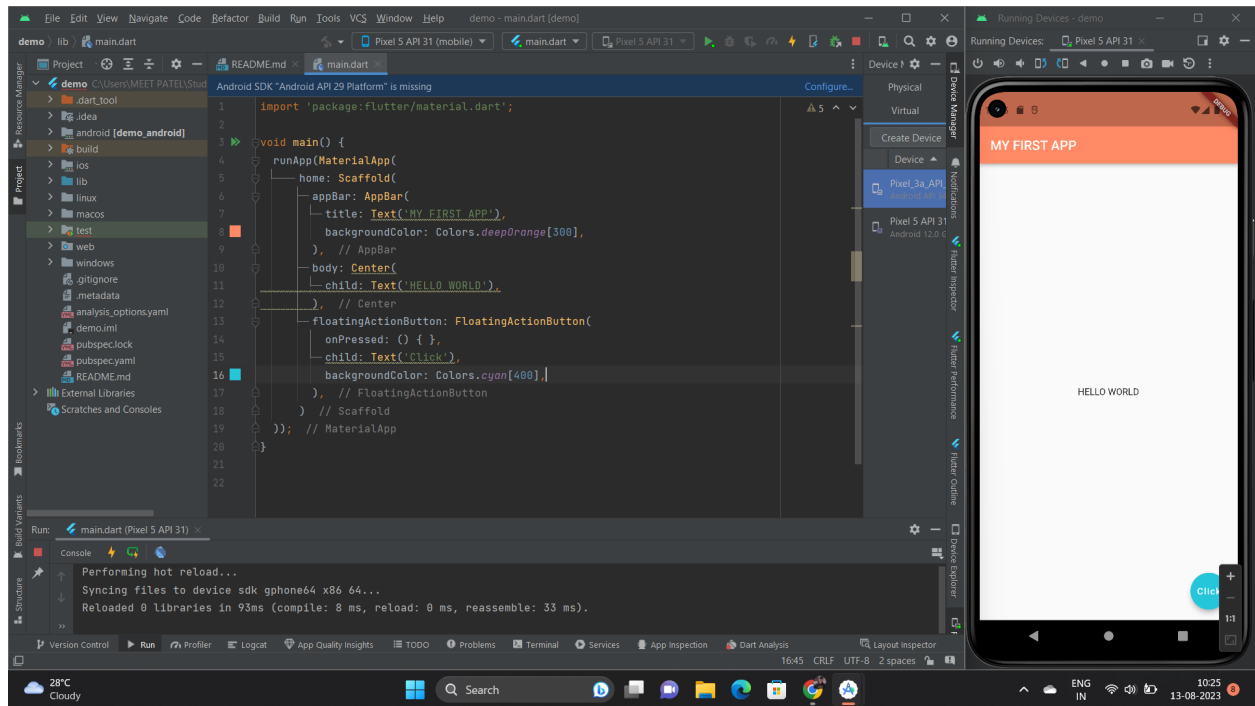
- Code Test 2 : Displaying Message on Screen



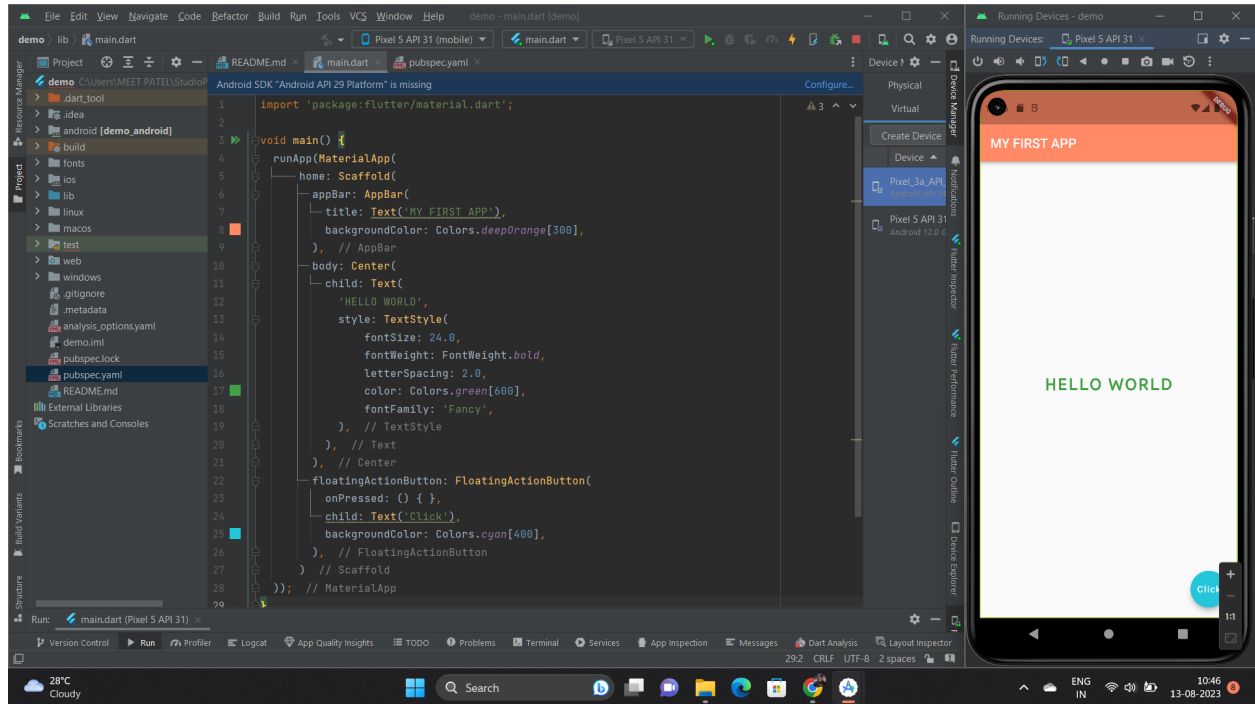
## ● Code Test 3 : Using Scaffold Widget



- Code Test 4 : Customization(Changing Background Colour)



## ● Test Code 5 : Inserting new Font

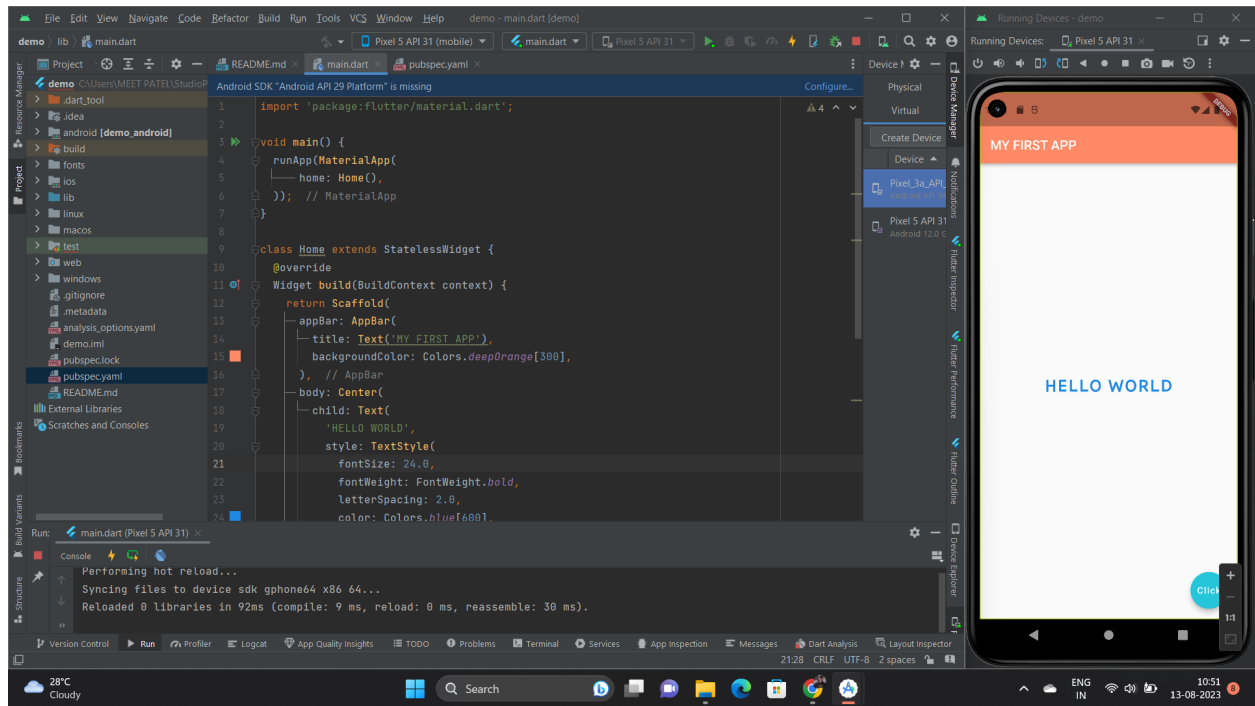


- Test Code 6 : Hot Reloading through Stateless Widget

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

void main() {
  runApp(MaterialApp(
    home: Home(),
  ));
}

class Home extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('MY FIRST APP'),
        backgroundColor: Colors.deepOrange[300],
      ),
      body: Center(
        child: Text(
          'HELLO WORLD',
          style: TextStyle(
            fontSize: 24.0,
            fontWeight: FontWeight.bold,
            letterSpacing: 2.0,
            color: Colors.blue[600],
            fontFamily: 'Fancy',
          ),
        ),
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () { },
        child: Text('Click'),
        backgroundColor: Colors.cyan[400],
      ),
    );
  }
}
```



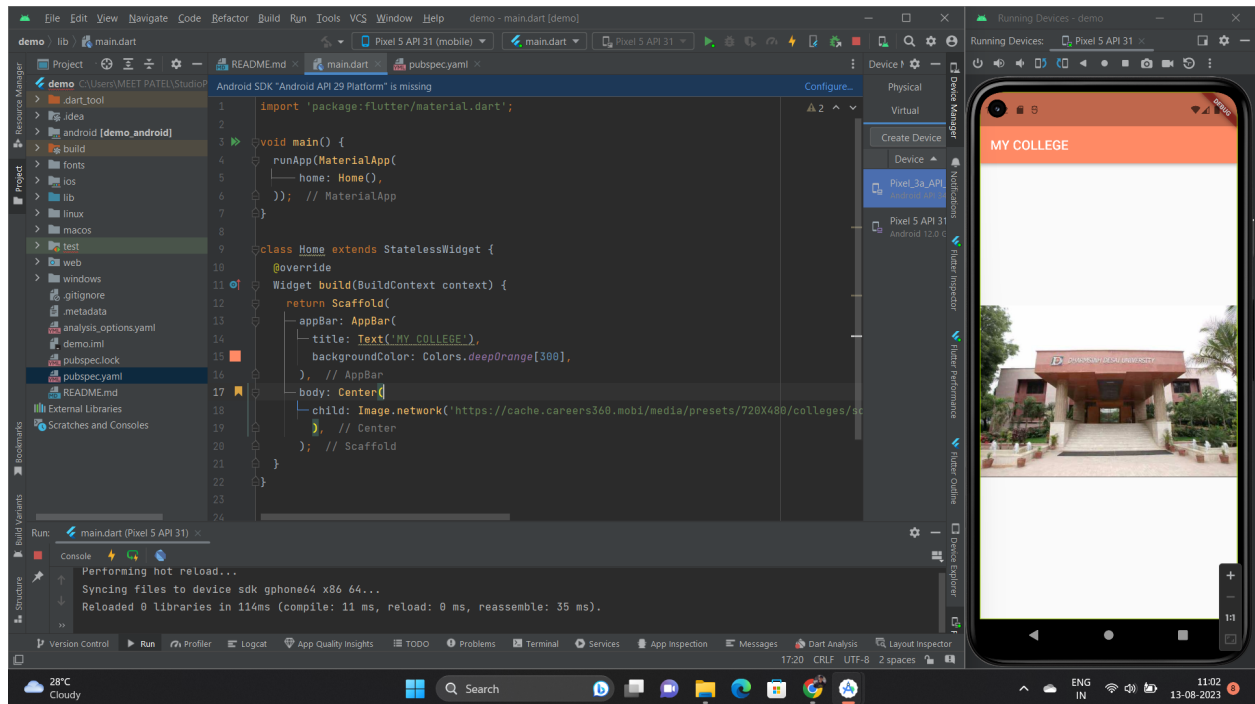


## ● Test Code 7 : Inserting Image

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

void main() {
  runApp(MaterialApp(
    home: Home(),
  ));
}

class Home extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('MY COLLEGE'),
        backgroundColor: Colors.deepOrange[300],
      ),
      body: Center(
        child:
Image.network('https://cache.careers360.mobi/media/presets/720X480/colleges/soc
ial-media/media-gallery/739/2018/10/9/Campus%20View%20Of%20Dharmsinh%20Desai%20
University%20Nadiad_Campus-View.jpeg'),
      ),
    );
  }
}
```

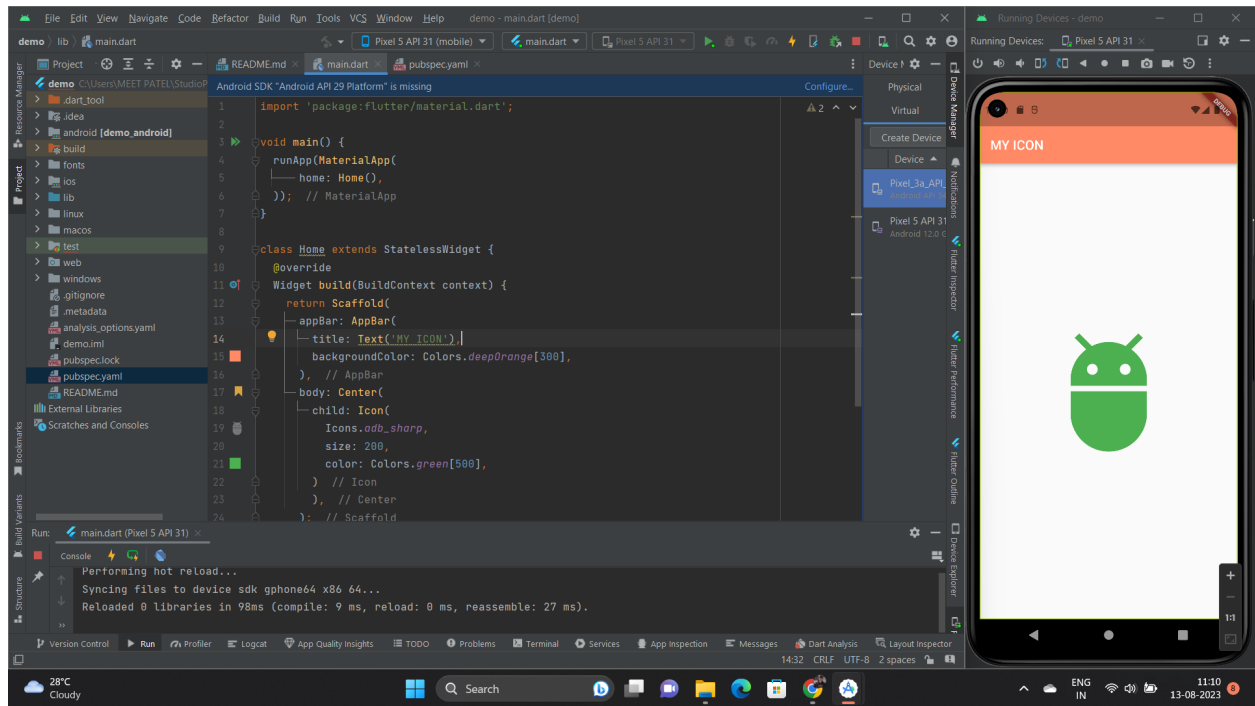


## ● Test Code 8 : Inserting Icon

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

void main() {
  runApp(MaterialApp(
    home: Home(),
  ));
}

class Home extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('MY ICON'),
        backgroundColor: Colors.deepOrange[300],
      ),
      body: Center(
        child: Icon(
          Icons.adb_sharp,
          size: 200,
          color: Colors.green[500],
        ),
      ),
    );
  }
}
```



## ● Test Code 9 : Inserting Button

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

void main() {
  runApp(MaterialApp(
    home: Home(),
  ));
}

class Home extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('MY BUTTON'),
        backgroundColor: Colors.deepOrange[300],
      ),
      body: Center(
        child: ElevatedButton(
          onPressed: () {
            print('Clicked !!');
          },
          child: Text('Press Me'),
        ),
      ),
    );
  }
}
```

