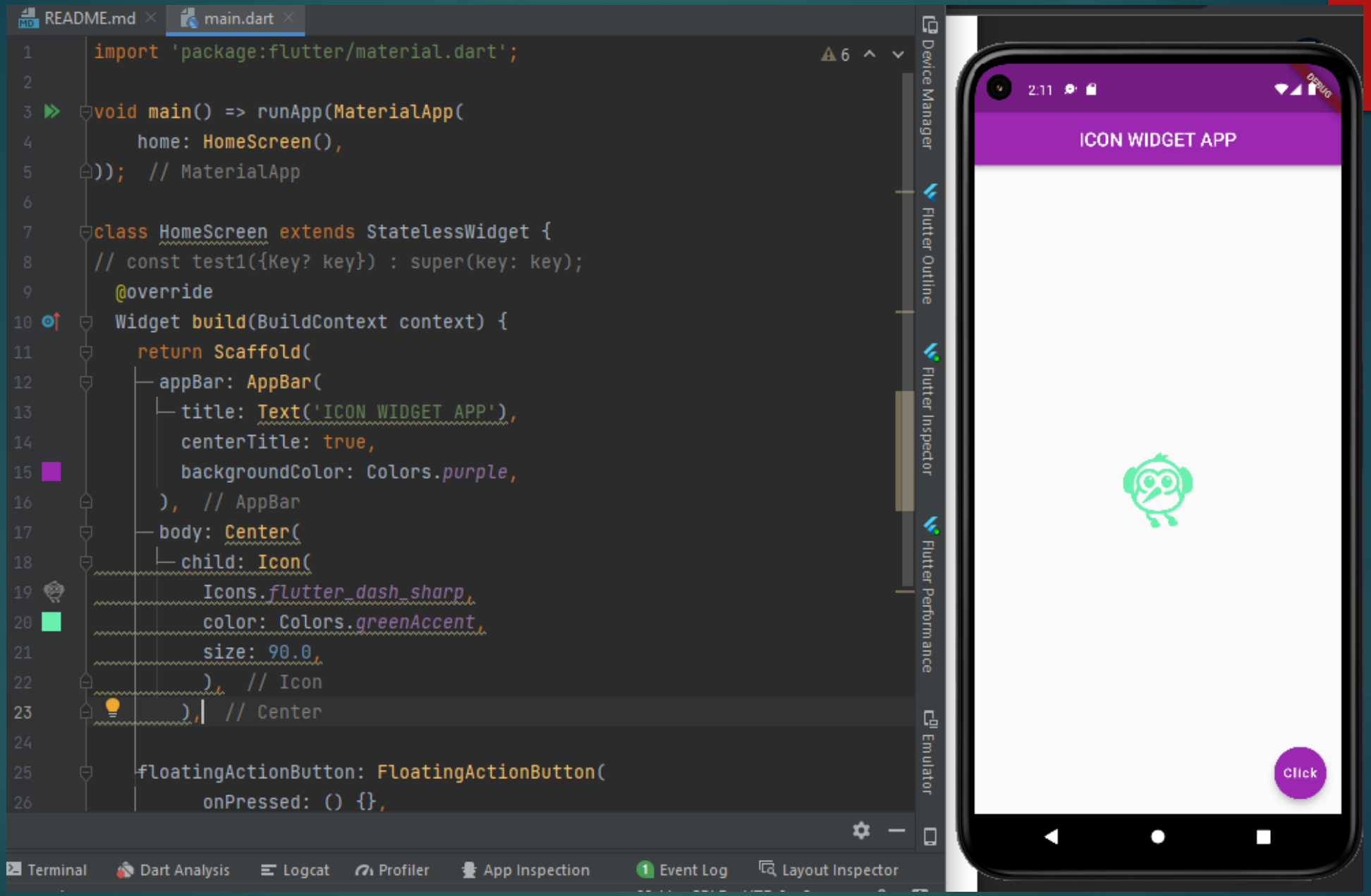
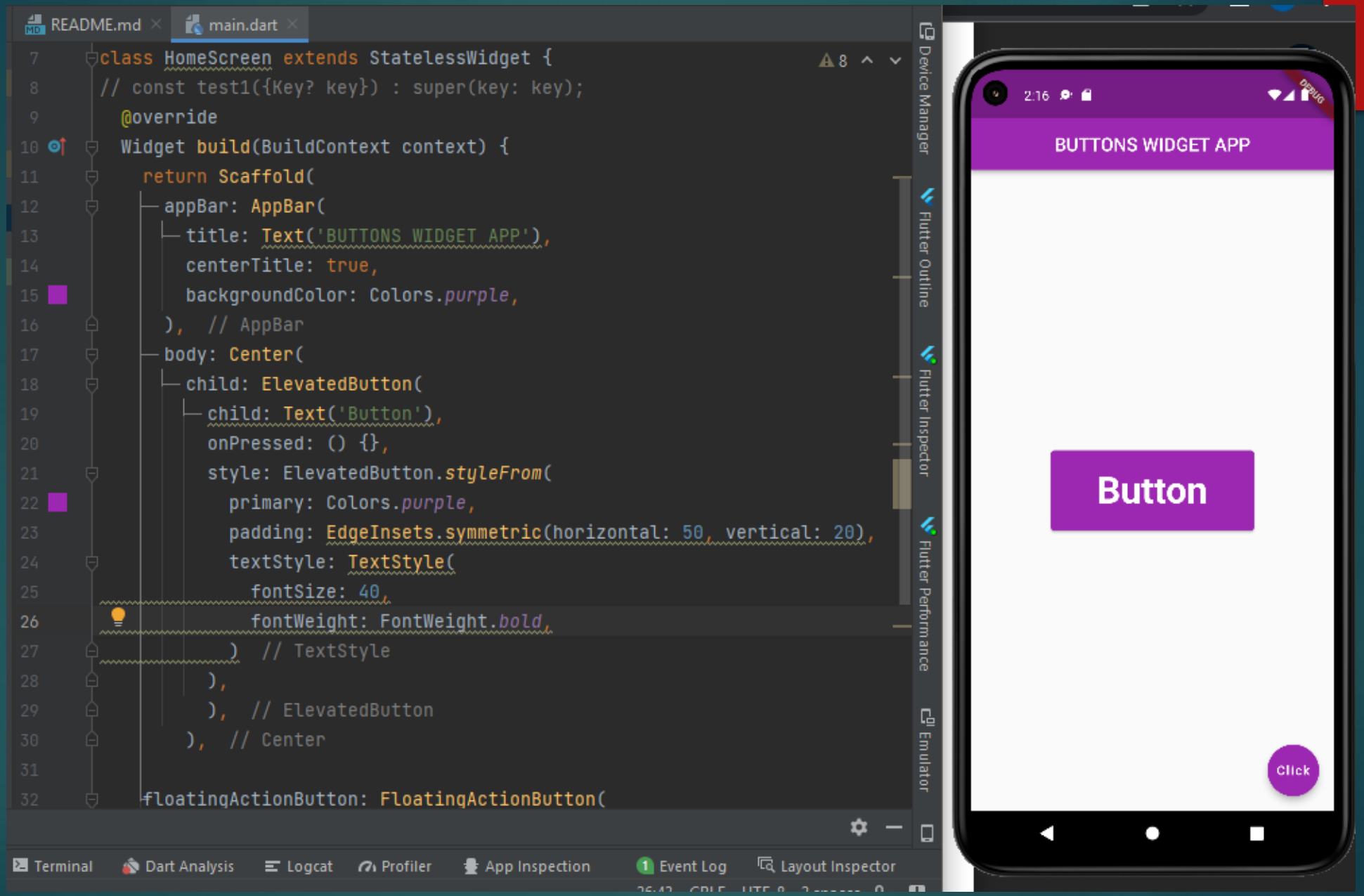
-: Lab 07 :-


README.md
main.dart
import 'package:flutter/material.dart';
void main() => runApp(MaterialApp(
home: HomeScreen(),
)); // MaterialApp
class HomeScreen extends StatelessWidget {
// const test1({Key? key}) : super(key: key);
@override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: Text('ICON WIDGET APP'),
centerTitle: true,
backgroundColor: Colors.purple,
), // AppBar
body: Center(
child: Icon(
Icons.flutter_dash_sharp,
color: Colors.greenAccent,
size: 90.0,
), // Icon
), // Center
floatingActionButton: FloatingActionButton(
onPressed: () {},
Device Manager
Flutter Outline
Flutter Inspector
Flutter Performance
Emulator
Terminal
Dart Analysis
Logcat
Profiler
App Inspection
Event Log
Layout Inspector
2:11
DEBUG
ICON WIDGET APP
Click


README.md
main.dart
class HomeScreen extends StatelessWidget {
// const test1({Key? key}) : super(key: key);
@override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: Text('BUTTONS WIDGET APP'),
centerTitle: true,
backgroundColor: Colors.purple,
), // AppBar
body: Center(
child: ElevatedButton(
child: Text('Button'),
onPressed: () {},
style: ElevatedButton.styleFrom(
primary: Colors.purple,
padding: EdgeInsets.symmetric(horizontal: 50, vertical: 20),
textStyle: TextStyle(
fontSize: 40,
fontWeight: FontWeight.bold,
) // TextStyle
),
), // ElevatedButton
), // Center
floatingActionButton: FloatingActionButton(
Device Manager
Flutter Outline
Flutter Inspector
Flutter Performance
Emulator
Terminal
Dart Analysis
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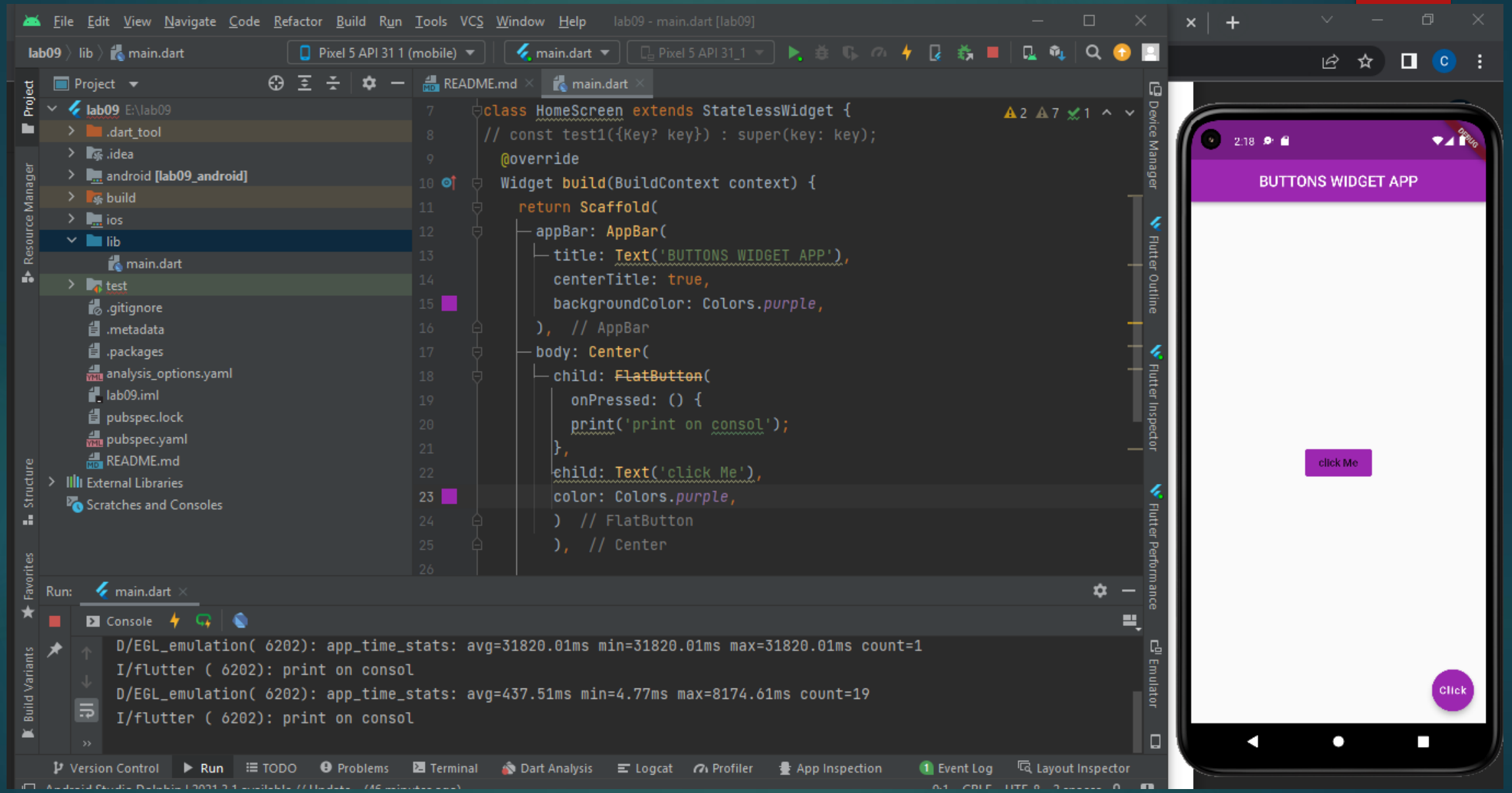
DEBUG
BUTTONS WIDGET APP
Button
Click


File Edit View Navigate Code Refactor Build Run Tools VCS Window Help
lab09 - main.dart [lab09]
lab09 lib main.dart
Pixel 5 API 31 1 (mobile)
main.dart
Pixel 5 API 31_1
Project
lab09 E:\lab09
.dart_tool
.idea
android [lab09_android]
build
ios
lib
main.dart
test
.gitignore
.metadata
.packages
analysis_options.yaml
lab09.iml
pubspec.lock
pubspec.yaml
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README.md
main.dart
class HomeScreen extends StatelessWidget {
// const test1({Key? key}) : super(key: key);
@override
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: Text('BUTTONS WIDGET APP'),
centerTitle: true,
backgroundColor: Colors.purple,
), // AppBar
body: Center(
child: FlatButton(
onPressed: () {
print('print on consol');
},
child: Text('click Me'),
color: Colors.purple,
) // FlatButton
), // Center
Run: main.dart
Console
D/EGL_emulation(6202): app_time_stats: avg=31820.01ms min=31820.01ms max=31820.01ms count=1
I/flutter (6202): print on consol
D/EGL_emulation(6202): app_time_stats: avg=437.51ms min=4.77ms max=8174.61ms count=19
I/flutter (6202): print on consol
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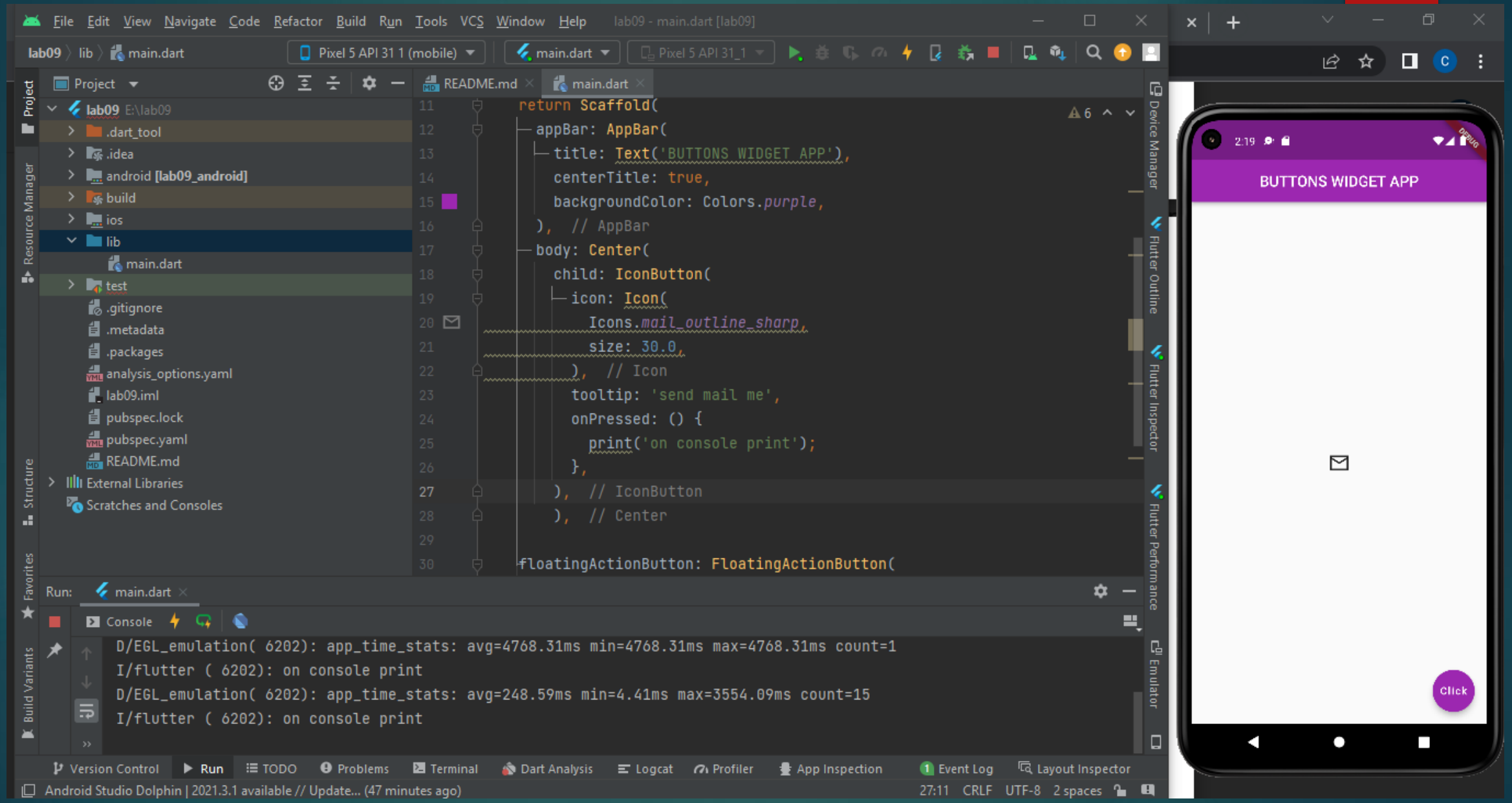
BUTTONS WIDGET APP
click Me
Click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main.dart
return Scaffold(
appBar: AppBar(
title: Text('BUTTONS WIDGET APP'),
centerTitle: true,
backgroundColor: Colors.purple,
), // AppBar
body: Center(
child: IconButton(
icon: Icon(
Icons.mail_outline_sharp,
size: 30.0,
), // Icon
tooltip: 'send mail me',
onPressed: () {
print('on console print');
},
), // IconButton
), // Center
floatingActionButton: FloatingActionButton(
Run: main.dart
Console
D/EGL_emulation(6202): app_time_stats: avg=4768.31ms min=4768.31ms max=4768.31ms count=1
I/flutter (6202): on console print
D/EGL_emulation(6202): app_time_stats: avg=248.59ms min=4.41ms max=3554.09ms count=15
I/flutter (6202): on console print
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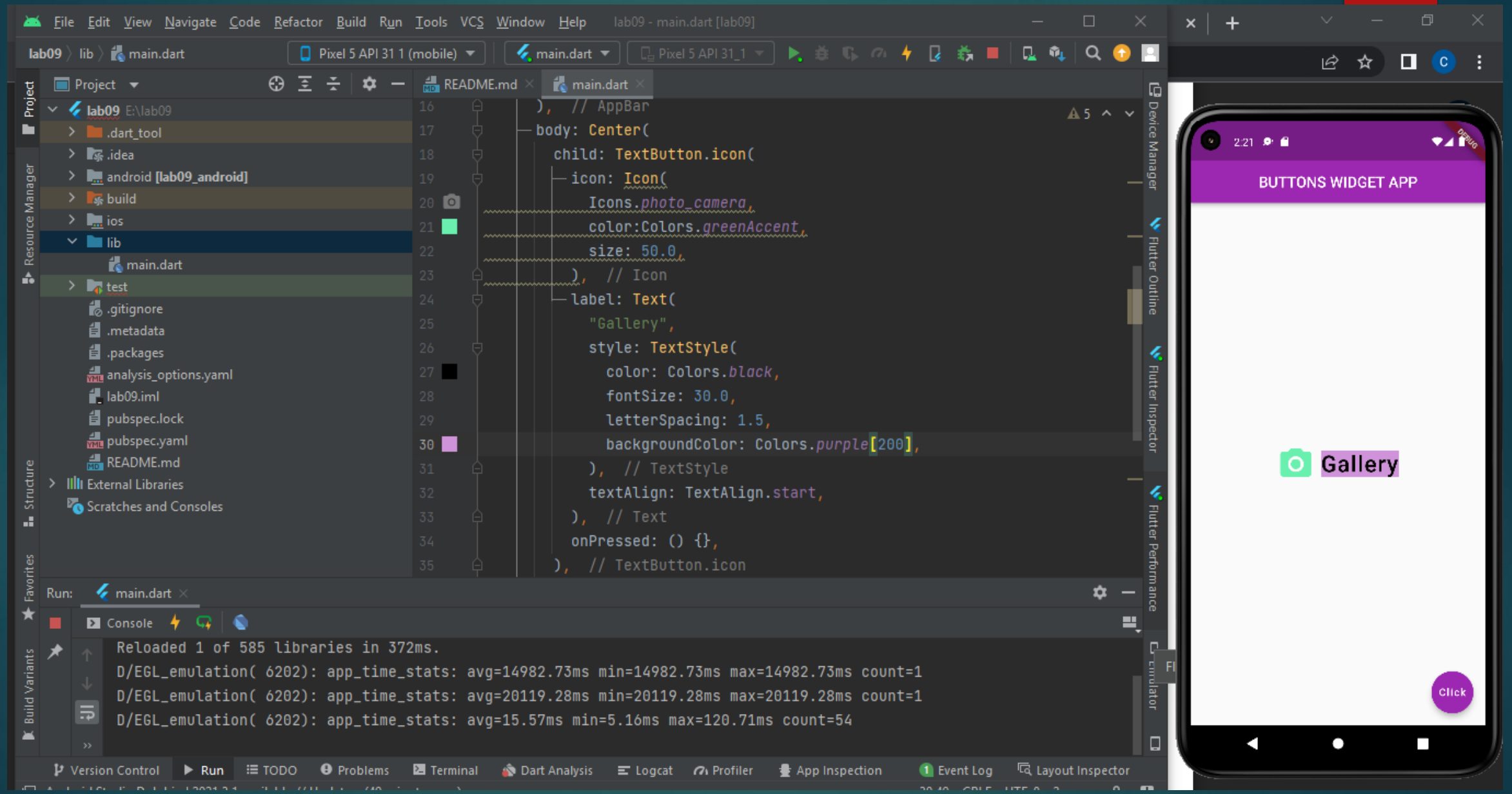
Layout Inspector
Android Studio Dolphin | 2021.3.1 available // Update... (47 minutes ago)
27:11 CRLF UTF-8 2 spaces
2:19
BUTTONS WIDGET APP
Click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pubspec.yaml
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main.dart
), // AppBar
body: Center(
child: TextButton.icon(
icon: Icon(
Icons.photo_camera,
color:Colors.greenAccent,
size: 50.0,
), // Icon
label: Text(
"Gallery",
style: TextStyle(
color: Colors.black,
fontSize: 30.0,
letterSpacing: 1.5,
backgroundColor: Colors.purple[200],
), // TextStyle
textAlign: TextAlign.start,
), // Text
onPressed: () {},
), // TextButton.icon
Run: main.dart
Console
Reloaded 1 of 585 libraries in 372ms.
D/EGL_emulation(6202): app_time_stats: avg=14982.73ms min=14982.73ms max=14982.73ms count=1
D/EGL_emulation(6202): app_time_stats: avg=20119.28ms min=20119.28ms max=20119.28ms count=1
D/EGL_emulation(6202): app_time_stats: avg=15.57ms min=5.16ms max=120.71ms count=54
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Gallery
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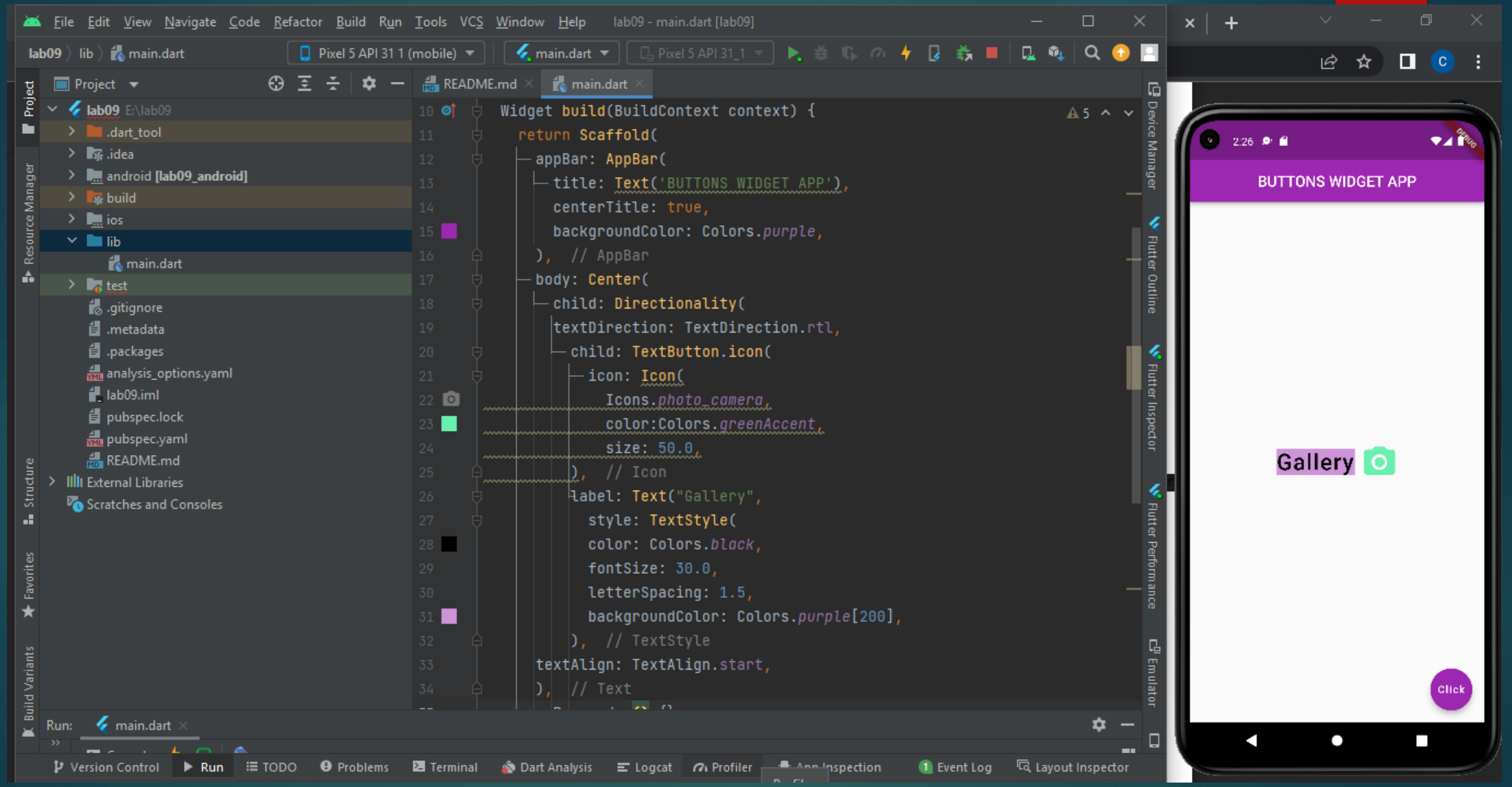
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pubspec.yaml
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main.dart
Widget build(BuildContext context) {
return Scaffold(
appBar: AppBar(
title: Text('BUTTONS WIDGET APP'),
centerTitle: true,
backgroundColor: Colors.purple,
), // AppBar
body: Center(
child: Directionality(
textDirection: TextDirection.rtl,
child: TextButton.icon(
icon: Icon(
Icons.photo_camera,
color:Colors.greenAccent,
size: 50.0,
), // Icon
label: Text("Gallery",
style: TextStyle(
color: Colors.black,
fontSize: 30.0,
letterSpacing: 1.5,
backgroundColor: Colors.purple[200],
), // TextStyle
textAlign: TextAlign.start,
), // Text
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BUTTONS WIDGET APP
Gallery
Click

https://github.com/nilkanth4077/SDP