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19-NTU-CS-1118  
BSSE-06

Mob App Dev

Lab-4

# **Task 1**

import 'dart:math';

import 'package:flutter/material.dart';

void main() {

runApp(const MyApp());

}

class MyApp extends StatefulWidget {

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

@override

State<MyApp> createState() => \_MyAppState();

}

class \_MyAppState extends State<MyApp> {

int dice = 1;

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Flutter Demo',

theme: ThemeData(

primarySwatch: Colors.blue,

),

home: Scaffold(

backgroundColor: Colors.blue,

body: Center(

child: ElevatedButton(

onPressed: () {

setState(() {

dice = Random().nextInt(6) + 1;

});

},

child: Image.asset('assets/media/images/dice$dice.png'),

),

),

),

);

}

}

Graphical user interface, application

Description automatically generated

# **Task 2**

import 'package:flutter/material.dart';

void main() {

runApp(const MyApp());

}

class MyApp extends StatelessWidget {

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

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'My Flutter Development Lab',

home: Scaffold(

appBar: AppBar(),

body: Padding(

padding: const EdgeInsets.fromLTRB(20, 0, 20, 0),

child: Column(

children: [

Expanded(

flex: 1,

child: Container(

color: Colors.blue,

),

),

Expanded(

flex: 2,

child: Container(

color: Colors.yellow,

),

),

Expanded(

flex: 1,

child: Container(

color: Colors.blue,

),

),

],

),

),

),

);

}

}

**Graphical user interface, text

Description automatically generated**

# **Task 3**

import 'package:flutter/material.dart';

void main() {

runApp(const MyApp());

}

class MyApp extends StatelessWidget {

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

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'My Flutter Development Lab',

home: SafeArea(

child: Scaffold(

body: Center(

child: Column(

children: [

ElevatedButton(

onPressed: () {},

child: Text("Enabled"),

),

TextButton(

onPressed: () {},

child: Text("Enabled"),

),

IconButton(

onPressed: () {},

icon: Icon(Icons.volume\_up\_sharp),

),

],

),

),

),

),

);

}

}

A screenshot of a computer

Description automatically generated with low confidence