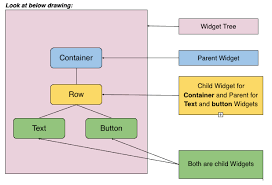
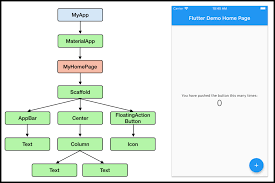
flutter

Everything in Flutter is a widget, even the whole app is a widget. That’s why Flutter apps are structured as a widget tree, each node in it is a widget and the branches are how these widgets relate to each other.

The widget tree is how you create your UI; you position widgets within each other to build simple and complex layouts. Since just about everything in the Flutter framework is a widget, and as you start nesting them, the code can become harder to follow



Let’s talk about scaffold

The Scaffold class is a shortcut to set up the look and design of our app that allows us not to build the individual visual elements manually. It saves our time to write

class MyHome extends StatefulWidget {  
 const MyHome({Key? key}) : super(key: key);  
  
 @override  
 State<MyHome> createState() => \_MyHomeState();  
}  
  
class \_MyHomeState extends State<MyHome> {  
 @override  
 Widget build(BuildContext context) {  
 //ctrl+q to see properties quickly  
 return Scaffold(  
 //1  
 appBar: AppBar(title: Text('hello'),  
  
 centerTitle: true,  
 backgroundColor: Colors.*yellow*,  
 actions: [  
 IconButton(onPressed: (){}, icon: Icon(Icons.*settings*))  
 ],  
 elevation: 20,  
 shape: const RoundedRectangleBorder(borderRadius: BorderRadius.only(bottomRight: Radius.circular(20),bottomLeft:Radius.circular(20) )),  
  
 ),  
 //2  
 drawer: Drawer(  
 child: ListView(  
 //take group of items  
 children: [  
 ListTile(title: Text('1'),),  
 ListTile(title: Text('2'),),  
 ListTile(title: Text('3'),)  
 ],  
 ),  
 ),  
 //3  
 body: Center(  
 child: Text('welcome to our course '),  
 ),  
  
  
 //4  
 floatingActionButton: FloatingActionButton(  
 child:Icon(Icons.*add*),  
 onPressed: (){  
 print('hi nnn');  
 },  
 backgroundColor: Colors.*amberAccent*,  
 ),  
  
 //5  
 bottomNavigationBar: BottomNavigationBar(  
 fixedColor: Colors.*green*,  
 //postion0  
 currentIndex: 0,  
 //group of items butons  
 items: [  
 BottomNavigationBarItem(icon: Icon(Icons.*list*),  
 label: 'list'),  
 BottomNavigationBarItem(icon:Icon(Icons.*home*),label: 'home' ),  
 BottomNavigationBarItem(icon: Icon(Icons.*settings*),label: 'setting')  
 ],  
 ),  
 );  
  
 }  
}

container

Container(  
 child: Text('Welcome'),  
 //color: Colors.amberAccent  
  
 width: 100,  
 height: 100,  
 //space outside it  
 margin: EdgeInsets.all(30),  
 //space iside containetr  
 padding: EdgeInsets.all(10),  
  
 transform: Matrix4.rotationY(0.2),  
 alignment: Alignment.*bottomLeft*,  
 decoration: BoxDecoration(  
 color: Colors.*amberAccent*,  
 borderRadius: BorderRadius.circular(20),  
 boxShadow: const[  
 BoxShadow(  
 color: Colors.*black*,  
 offset: Offset(10, 10),  
 )  
 ]  
  
 ),  
  
),

Text

Text('this first session in our class to learn more more more',  
 textAlign: TextAlign.center, overflow: TextOverflow.ellipsis,),

Icons

Icon(  
 Icons.*analytics*,  
 color: Colors.*amberAccent*,  
 size: 40,  
)  
,

Snacbarmessage in txt button

In scaffold body define button

//3 button ,Snackbar message  
TextButton(  
 onPressed: ()=>\_showSnackBar(context), child: Text('show snackBar'))

Outside stafullwidget make method show mesage

//funcation outsidemain  
void \_showSnackBar(BuildContext context) {  
 final snackBar = SnackBar(  
 backgroundColor: Colors.*amberAccent*,  
 content: Text('message!'),  
 duration: const Duration(seconds: 7),  
 action: SnackBarAction(  
 label: 'undo',  
 textColor: Colors.*white*,  
 onPressed: (){  
 print('undo');  
 },  
 ),  
 );  
 ScaffoldMessenger.*of*(context).showSnackBar(snackBar);  
  
}

Button

import 'package:flutter/material.dart';  
class App3 extends StatefulWidget {  
 const App3({Key? key}) : super(key: key);  
  
 @override  
 State<App3> createState() => \_App3State();  
}  
  
class \_App3State extends State<App3> {  
 String ? \_dropdownValue;  
 @override  
 Widget build(BuildContext context) {  
 return Scaffold(  
 appBar: AppBar(  
 title: Text('welcome corse'),  
 actions: [

//1  
 PopupMenuButton(onSelected:print,itemBuilder: (BuildContext context){  
 return[  
 PopupMenuItem(child: Text('first'),value: 'id',),  
 PopupMenuItem(child: Text('second'),value: 'name',),  
 ];  
  
  
 })  
 ],  
 ),  
 body: Column(  
 children: [  
  
 //1image  
 Center(  
 child: Image.asset('assets/nor.png'),  
 ),//  
 //2 buttons  
  
 Center(

//2  
 child: TextButton(  
 child: Text('click me'),  
 onPressed: (){  
 print('clicked now');  
 },  
 ),  
 ),  
 Center(

//3  
 child: ElevatedButton(  
 child: Text('click me'),  
 onPressed: (){  
 print('clicked now');  
 },  
 ),  
 ),  
 Center(

//4  
 child: IconButton(  
 //child: Text('click me'),  
 icon: Icon(Icons.*face\_retouching\_natural*)  
 ,  
 onPressed: (){  
 print('clicked now');  
 },  
 ),  
 ),  
 Center(

//5  
 child: InkWell(  
 //child: Text('click me'),  
 child: Icon(Icons.*analytics*),  
 onTap: (){  
 print('clicked now');  
 },  
 ),  
 ),  
 //on satfulwidget  
 Center(

//6  
 child: DropdownButton(  
 hint: Text('choose'),  
 items: [  
 DropdownMenuItem(child: Text('first'),value: 'colleage1',),  
 DropdownMenuItem(child: Text('second'),value: 'colleage2',)  
 ],  
 value: \_dropdownValue,  
 onChanged: (value){  
 setState(() {  
 \_dropdownValue= value as String;  
 });  
 },  
 ),  
  
  
 )  
  
 ],  
 ),  
 );  
 }  
}