

# Estácio

**Campus:** Rua Manoel João Gonçalves, 410/412 – Alcântara CEP: 24711-080

**Curso:** Desenvolvimento Full-Stack

**Disciplina:** RPG0024 - Posso criar um App de outra forma

**Turma:** 9001

**Semestre letivo:** 2023.5 FLEX

**Integrante:**

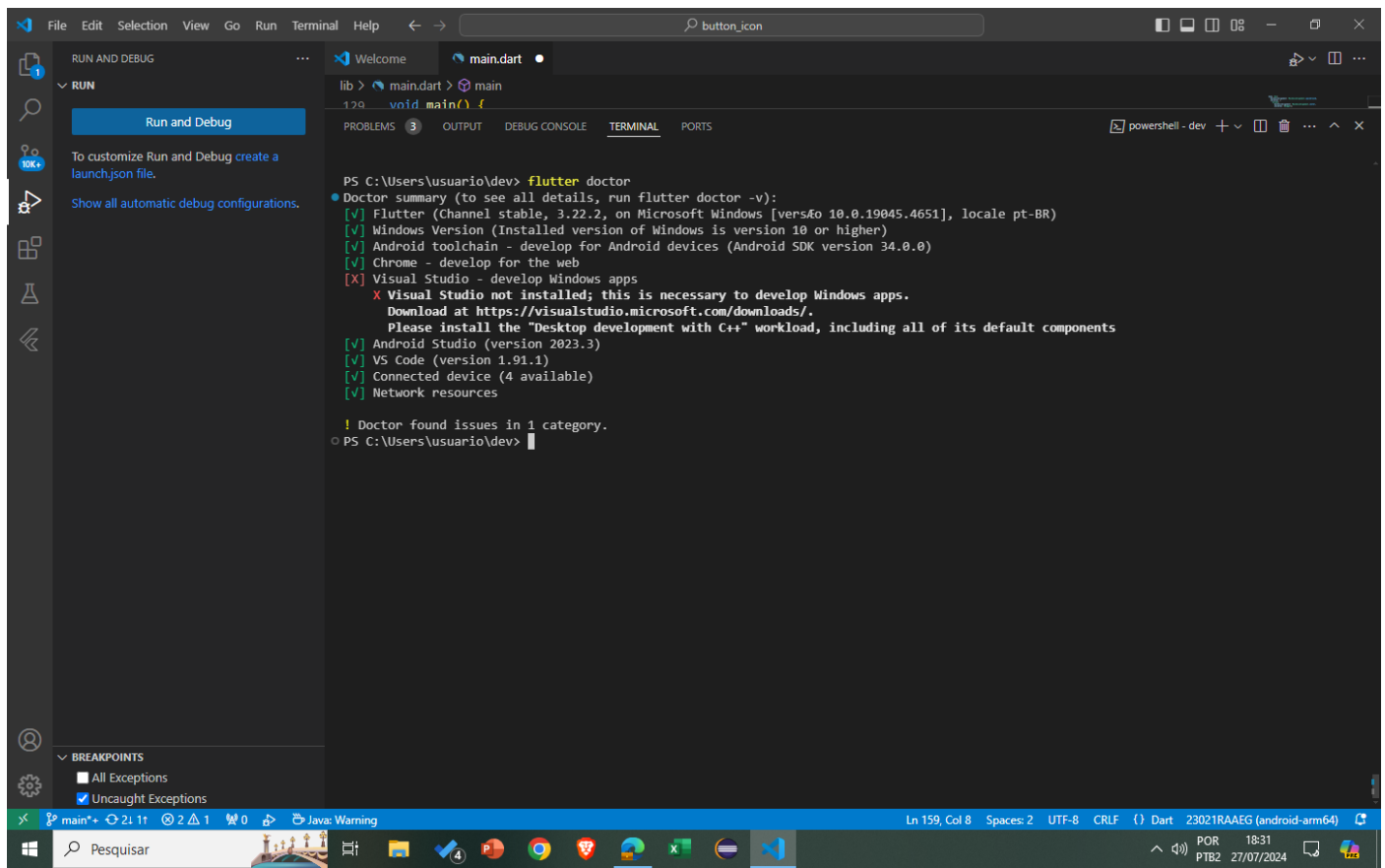
Nome: Samir Campos Lima

Matrícula: 2022.11.47141-1

**Link do repositório no GIT:** <https://github.com/samircamposlima/Miss-o-Pr-tica-N-vel-2-Mundo-4>

# Microatividade 1: Preparação do ambiente

## - Resultados esperados



The screenshot shows the Visual Studio Code interface with a terminal window open. The terminal is running the command `flutter doctor` in a PowerShell session. The output of the command is as follows:

```
PS C:\Users\usuario\dev> flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.22.2, on Microsoft Windows [vers6o 10.0.19045.4651], locale pt-BR)
[✓] Windows Version (Installed version of Windows is version 10 or higher)
[✓] Android toolchain - develop for Android devices (Android SDK version 34.0.0)
[✓] Chrome - develop for the web
[X] Visual Studio - develop Windows apps
    X Visual Studio not installed; this is necessary to develop Windows apps.
      Download at https://visualstudio.microsoft.com/downloads/.
      Please install the "Desktop development with C++" workload, including all of its default components
[✓] Android Studio (version 2023.3)
[✓] VS Code (version 1.91.1)
[✓] Connected device (4 available)
[✓] Network resources

! Doctor found issues in 1 category.
PS C:\Users\usuario\dev>
```

The left sidebar of VS Code shows the 'RUN AND DEBUG' panel with a 'Run and Debug' button. The bottom status bar indicates the current file is `main.dart` and the active device is `23021RAAEG (android-arm64)`.

## Microatividade 2: Utilização de Widgets Flutter Básicos - MaterialApp, Scaffold e AppBar

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

void main() {

  return runApp(

    const MaterialApp(

      home: StatelessWidgetExemplo("Olá Flutter - MaterialApp"),

    )

  );
}

class StatelessWidgetExemplo extends StatelessWidget {

  final String _appBarTitle;

  const StatelessWidgetExemplo(this._appBarTitle, {super.key});

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text(_appBarTitle),

      ),

      body: const Center(

        child: Text('Macoratti .net'),

      ),

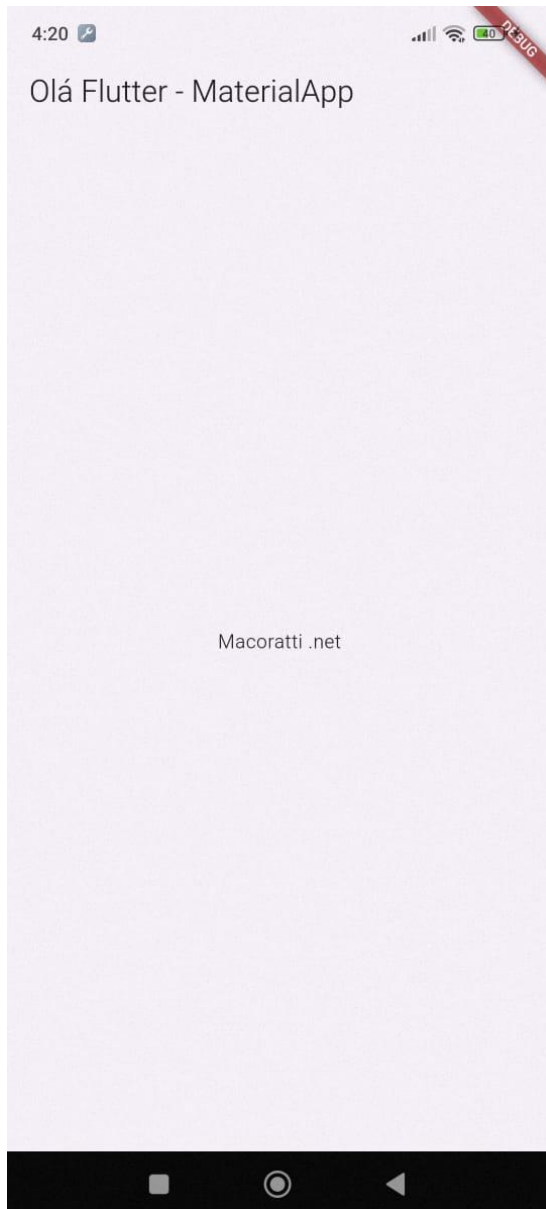
    );

  }

}
```

## - Resultados esperados

Como referência visual do resultado esperado, a imagem a seguir apresenta um exemplo do aplicativo Flutter após a conclusão desta microatividade.

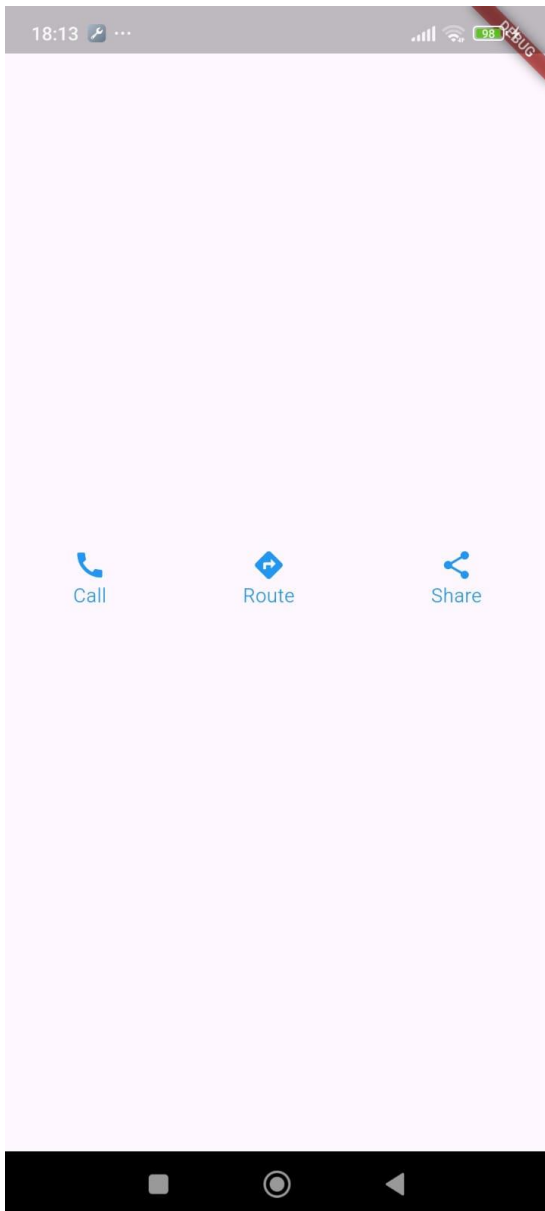


## Microatividade 3: Criação de layouts básicos com OS

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

void main() {
  runApp(
    const MaterialApp(
      home: Scaffold(
        body: Row(
          mainAxisAlignment: MainAxisAlignment.spaceAround,
          children: [
            Column(
              mainAxisAlignment: MainAxisAlignment.center,
              children: <Widget>[
                Icon(Icons.call, color: Colors.blue),
                Text('Call', style: TextStyle(color: Colors.blue))
              ],
            ),
            Column(
              mainAxisAlignment: MainAxisAlignment.center,
              children: <Widget>[
                Icon(Icons.directions, color: Colors.blue),
                Text('Route', style: TextStyle(color: Colors.blue))
              ],
            ),
            Column(
              mainAxisAlignment: MainAxisAlignment.center,
              children: <Widget>[
                Icon(Icons.share, color: Colors.blue),
                Text('Share', style: TextStyle(color: Colors.blue))
              ],
            ),
          ],
        ),
      ),
    ),
  );
}
```

## - Resultados esperados



## Microatividade 4: Utilização do Widget ListView em Flutter

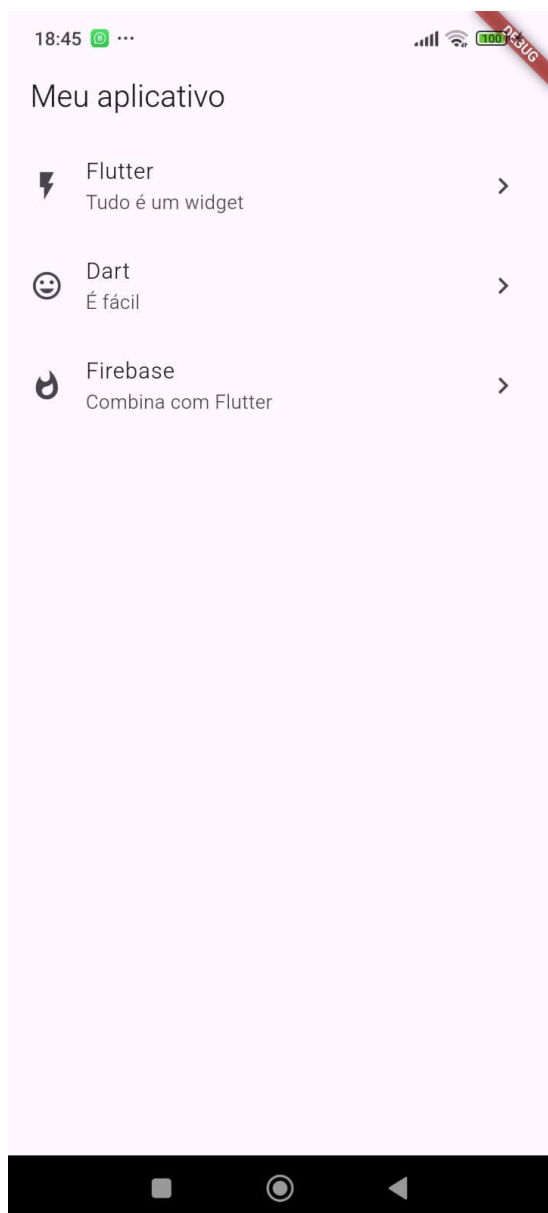
```
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Meu aplicativo',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Meu aplicativo'),
        ),
        body: Center(
          child: ListView(
            children: const [
              ListTile(
                title: Text('Flutter'),
                subtitle: Text('Tudo é um widget'),
                leading: Icon(Icons.flash_on),
                trailing: Icon(Icons.keyboard_arrow_right),
              ),
              ListTile(
                title: Text('Dart'),
                subtitle: Text('É fácil'),
                leading: Icon(Icons.mood),
                trailing: Icon(Icons.keyboard_arrow_right),
              ),
              ListTile(
                title: Text('Firebase'),
                subtitle: Text('Combina com Flutter'),
                leading: Icon(Icons.whatshot),
                trailing: Icon(Icons.keyboard_arrow_right),
              ),
            ],
          ),
        ),
      ),
    );
  }
}
```

## - Resultados esperados





## Microatividade 5: Desenvolvimento de Outra Funcionalidade para o Widget em Flutter

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

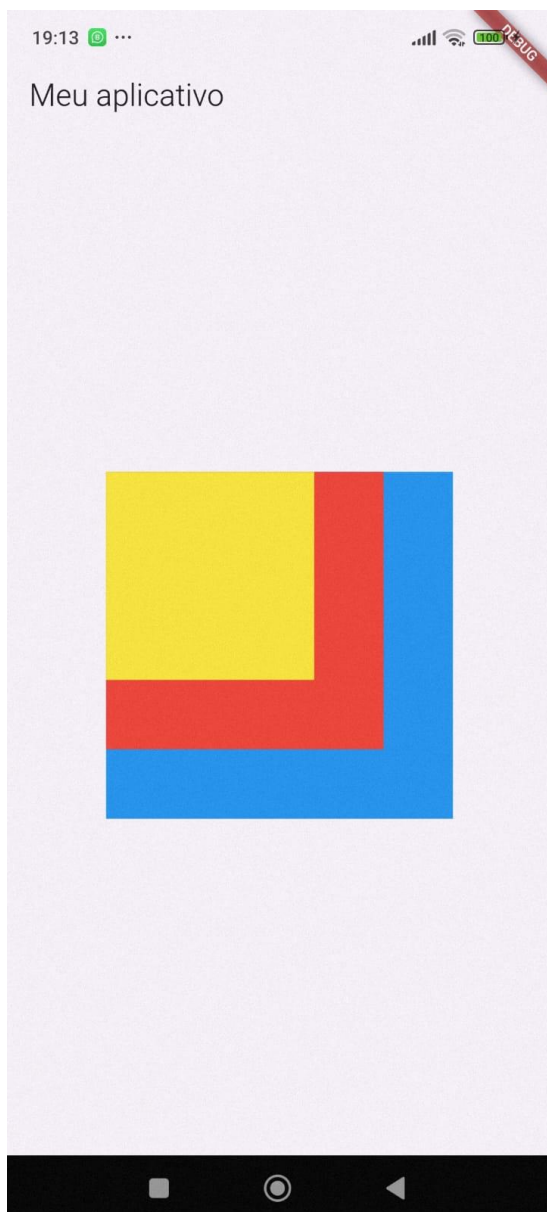
void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Meu aplicativo',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Meu aplicativo'),
        ),
        body: Center(
          child: Stack(
            children: [
              Container(
                width: 250,
                height: 250,
                color: Colors.blue,
              ),
              Container(
                width: 200,
                height: 200,
                color: Colors.red,
              ),
              Container(
                width: 150,
                height: 150,
                color: Colors.yellow,
```

```
)  
],  
) ,  
    ),  
    ),  
    );  
}  
}
```

## - Resultados esperados



# Missão Prática | Vamos criar um App!

```
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: 'Flutter layout demo',
      home: Scaffold(
        body: ListView(
          children: [
            Image.asset(
              'images/lake.jpg',
              width: 400,
              height: 350,
              fit: BoxFit.cover,
            ),
            titleSection,
            buttonSection,
            textSection,
          ],
        ),
      ),
    );
  }
}

Widget titleSection = Container(
  padding: const EdgeInsets.all(32),
  child: Row(
    children: [
      Expanded(
        child: Column(
          crossAxisAlignment: CrossAxisAlignment.start,
          children: [
            Container(
              padding: const EdgeInsets.only(bottom: 8),
              child: const Text(
                'Oeschinen Lake Campground',
                style: TextStyle(
                  fontWeight: FontWeight.bold,
                ),
              ),
            ),
          ],
        ),
      ),
    ],
  ),
);
```

```

        Text(
          'Kandersteg, Switzerland',
          style: TextStyle(
            color: Colors.grey[500],
          ),
        ),
      ],
    ),
  ),
),
Column(
  mainAxisAlignment: MainAxisAlignment.center,
  children: [
    Icon(
      Icons.star,
      color: Colors.red[500],
    ),
    const Text('41'),
  ],
),
],),),);
Column _buildButtonColumn(Color color, IconData icon, String label) {
  return Column(
    mainAxisAlignment: MainAxisAlignment.min,
    mainAxisAlignment: MainAxisAlignment.center,
    children: [
      Icon(icon, color: color),
      Container(
        margin: const EdgeInsets.only(top: 8),
        child: Text(
          label,
          style: TextStyle(
            fontSize: 12,
            fontWeight: FontWeight.w400,
            color: color,
          ),
        ),
      ),
    ],
  );
}

Color color = Colors.blue;

Widget buttonSection = Row(
  mainAxisAlignment: MainAxisAlignment.spaceEvenly,
  children: [
    _buildButtonColumn(color, Icons.call, 'CALL'),
    _buildButtonColumn(color, Icons.near_me, 'ROUTE'),
    _buildButtonColumn(color, Icons.share, 'SHARE'),
  ],
);

Widget textSection = Container(
  padding: const EdgeInsets.all(32),

```

```
child: const Text(  
  'O Lago Oeschinen fica aos pés do Blüemlisalp nos Alpes Berneses. Situado a 1.578  
metros acima do nível do mar, é um dos lagos alpinos mais amplos. Um passeio de teleférico  
a partir de Kandersteg, seguido por meia hora de caminhada por pastagens e floresta de  
pinheiros, leva você ao lago, que aquece até 20 graus Celsius no verão. As atividades  
desfrutadas aqui incluem remo e andar no tobogã de verão.',  
  softWrap: true,  
)  
);
```

## - Resultados esperados

