**Practical No: 02**

**Designing the mobile app to implement different widgets.**

**Code:**

import 'package:flutter/widgets.dart';

class MyApp extends StatelessWidget {

const MyApp({super.key});

@override

Widget build(BuildContext context) {

return MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text('Instagram'),

centerTitle: true,

backgroundColor: Color.fromARGB(255, 235, 101, 202),

),

body:Column(

mainAxisAlignment: MainAxisAlignment.center,

children: [Center(

child: Text('Hello users',style: TextStyle(fontSize:20.0, fontWeight: FontWeight.bold ,color:Colors.blue),),

),

Row(

mainAxisAlignment: MainAxisAlignment.center,

children: [ Image(

height: 500,

image:NetworkImage("https://upload.wikimedia.org/wikipedia/commons/thumb/3/3a/Cat03.jpg/1025px-Cat03.jpg",))],

),

],),

floatingActionButton: FloatingActionButton(onPressed:(){},child:Text('press'),backgroundColor: Color.fromARGB(220, 221, 12, 141)),

),);

}

}

void main() {

runApp(MyApp());

}

**Output:**

