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## Experiment No: 02

**Aim:** To Design Flutter UI by Including Common Widgets

### Theory:

Flutter is an open-source UI software development kit (SDK) created by Google, used to develop applications for mobile, web, and desktop from a single codebase. It provides a wide range of widgets that help in building flexible and visually appealing UIs.

### Common Flutter widgets include:

1. Scaffold – Provides the basic structure of an app, including an AppBar, FloatingActionButton, and a body.
2. Container – A versatile widget for designing UI components with padding, margin, color, and decoration properties.
3. Row and Column – Used to arrange widgets horizontally and vertically, respectively.
4. ListView – A scrolling widget used to display a list of items dynamically.
5. Text and TextStyle – Used for displaying and styling text in the application.
6. Image – Displays images from assets, network, or memory.
7. ElevatedButton – A material design button that responds to user interaction.
8. Navigator – Helps in navigating between different screens in the application.

### Code:

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

class WelcomePage extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      backgroundColor: Colors.black,

      body: Padding(

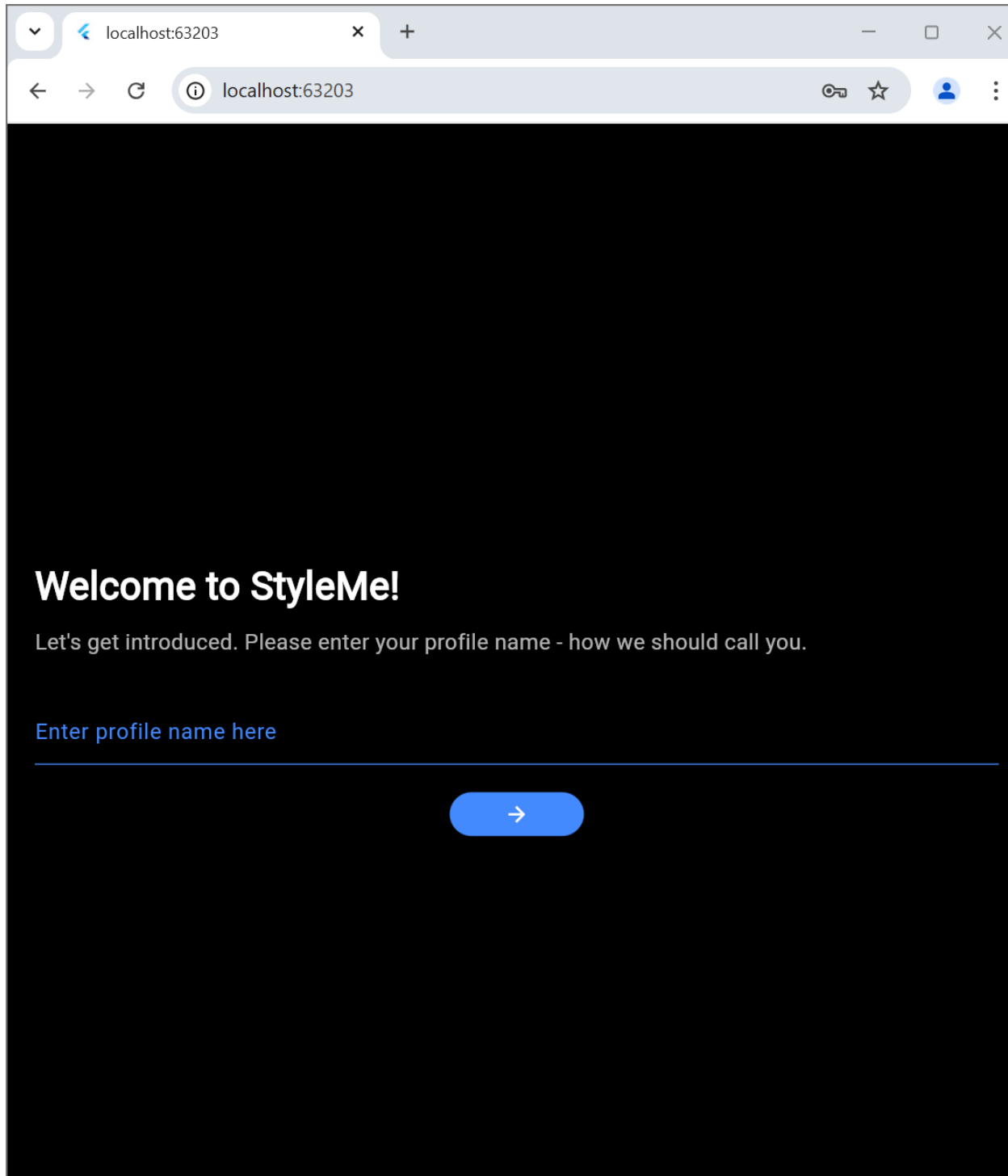
        padding: const EdgeInsets.symmetric(horizontal: 20.0),
```

```
child: Column(  
  mainAxisAlignment: MainAxisAlignment.center,  
  crossAxisAlignment: CrossAxisAlignment.start,  
  children: [  
    SizedBox(height: 40),  
    Text(  
      "Welcome to StyleMe!",  
      style: TextStyle(  
        color: Colors.white,  
        fontSize: 28,  
        fontWeight: FontWeight.bold,  
      ),  
    ),  
    SizedBox(height: 10),  
    Text(  
      "Let's get introduced. Please enter your profile name - how we should call you.",  
      style: TextStyle(  
        color: Colors.white70,  
        fontSize: 16,  
      ),  
    ),  
    SizedBox(height: 30),  
    TextField(  
      style: TextStyle(color: Colors.white),  
      decoration: InputDecoration(  
        hintText: "Enter profile name here",
```

```
hintStyle: TextStyle(color: Colors.blueAccent),
enabledBorder: UnderlineInputBorder(
    borderSide: BorderSide(color: Colors.blueAccent),
),
focusedBorder: UnderlineInputBorder(
    borderSide: BorderSide(color: Colors.blueAccent, width: 2),
),
),
),
),
SizedBox(height: 20),
Align(
    alignment: Alignment.center,
    child: ElevatedButton(
        onPressed: () {},
        style: ElevatedButton.styleFrom(
            backgroundColor: Colors.blueAccent,
            shape: RoundedRectangleBorder(
                borderRadius: BorderRadius.circular(30),
            ),
            padding: EdgeInsets.symmetric(horizontal: 40, vertical: 15),
        ),
        child: Icon(
            Icons.arrow_forward,
            color: Colors.white,
        ),
    ),
```

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

**Output:**



### Conclusion:

In this experiment, we successfully designed a Flutter UI using various commonly used widgets. By utilizing Scaffold, Container, Row, Column, ListView, and ElevatedButton, we were

able to create a structured and interactive layout. This experiment demonstrates the flexibility and efficiency of Flutter in UI design, making it an ideal framework for developing modern cross-platform applications.