Title: 10. a) Write unit tests for UI components.

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Code:

main.dart

```
import:flutter/material.dart';
class CustomButton extends StatelessWidget {
final String label;
 final VoidCallback onPressed;
 const CustomButton({
  Key? key,
 required this.label,
 required this.onPressed,
}) : super(key: key);
 @override
 Widget build(BuildContext context) {
 return ElevatedButton(
  onPressed: onPressed,
  child: Text(label),
 );
void main() {
runApp(const MyApp());
class MyApp extends StatelessWidget {
 const MyApp({Key? key}) : super(key: key);
 @override
Widget build(BuildContext context) {
 return MaterialApp(
  home: Scaffold(
    appBar: AppBar(
    title: const Text('Homepage'), // <-- Added AppBar with title here
    body: Center(
```

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          child: CustomButton(
           label: 'Press me',
           onPressed: () {
            debugPrint('Pressed!');
Test.dart
     import 'package:flutter/material.dart';
     import 'package:flutter_test/flutter_test.dart';
     import 'package:exp_10_a/main.dart';
     void main() {
      testWidgets('CustomButton displays correctly and responds to taps',
     (WidgetTester tester) async {
       bool isPressed = false;
       await tester.pumpWidget(
        MaterialApp(
         home: Scaffold(
          body: CustomButton(
           label: 'Test Button',
           onPressed: () {
            isPressed = true;
            debugPrint('Button was pressed!');
       );//flutter test test/test.dart
       expect(find.text('Test Button'), findsOneWidget);
       await tester.tap(find.text('Test Button'));
       await tester.pump();
```

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<pre>expect(find.text('Test Button'), findsOneWidget); expect(isPressed, isTrue); }); }</pre>	
Output:	
PS C:\Users\admin\exp_10_a> flutter test test/test.dart 00:14 +0: CustomButton displays correctly and responds to Button was pressed! 00:14 +1: All tests passed! PS C:\Users\admin\exp_10_a> flutter run Connected devices: Windows (desktop) • windows • windows-x64 • Microsoft Chrome (web) • chrome • web-javascript • Google Chedge (web) • edge • web-javascript • Microsoft [1]: Windows (windows) [2]: Chrome (chrome) [3]: Edge (edge) Please choose one (or "q" to quit): 2 Launching lib\main.dart on Chrome in debug mode Waiting for connection from debug service on Chrome This app is linked to the debug service: ws://127.0.0.1: Debug service listening on ws://127.0.0.1:58052/m5A8pblP To hot restart changes while running, press "r" or "R" For a more detailed help message, press "h". To quit, pr A Dart VM Service on Chrome is available at: http://127. The Flutter DevTools debugger and profiler on Chrome is http://127.0.0.1:9101?uri=http://127.0.0.1:58052/m5A8pbl Pressed!	Windows [Version 10.0.26100.6584] rome 141.0.7390.54 Edge 141.0.3537.71 22.3s 58052/m5A8pblPuyo=/ws uyo=/ws . ess "q". 0.0.1:58052/m5A8pblPuyo= available at:
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Press me	Activate Windows Go to Settings to activate Windows.

Title:10 b) Use Flutter debugging tools to identify and fix issues.

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Code:

```
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(
   home: const MyHomePage(),
  );
class MyHomePage extends StatefulWidget {
 const MyHomePage({super.key});
 @override
 State<MyHomePage> createState() => _MyHomePageState();
class _MyHomePageState extends State<MyHomePage> {
 int _counter = 0;
 void _changeCounter() {
  setState(() {
   _counter++; // Place breakpoint here
   print("Counter value: $ counter"); // Also see output in console
  });
 @override
 Widget build(BuildContext context) {
  return Scaffold(
   appBar: AppBar(title: const Text('Debug Example')),
   body: Center(child: Text('Count: $_counter', style: const TextStyle(fontSize:
24))),
   floatingActionButton: FloatingActionButton(
     onPressed: _changeCounter,
     child: const lcon(lcons.remove),
```

