



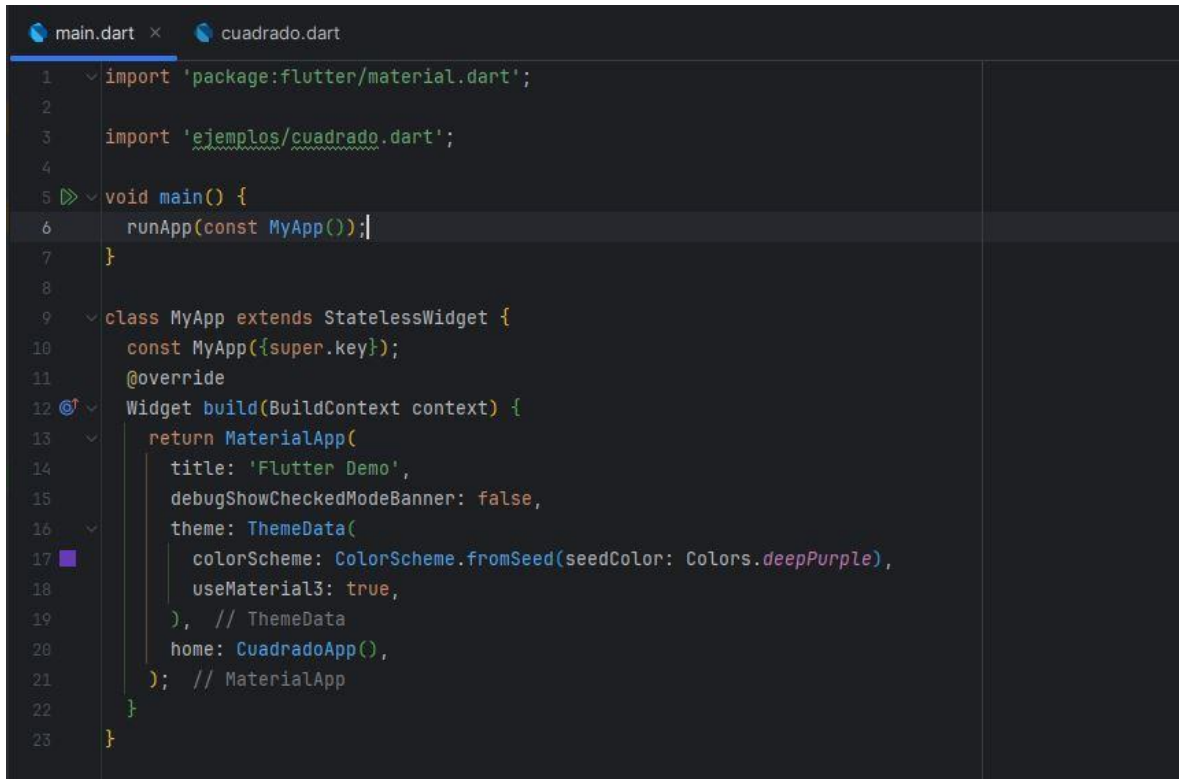
DESARROLLO DE APP MOVILES I
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Practica Animación

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Capturas de Código funcionando ->

Main.dart



```
1  import 'package:flutter/material.dart';
2
3  import 'ejemplos/cuadrado.dart';
4
5  void main() {
6    runApp(const MyApp());
7  }
8
9  class MyApp extends StatelessWidget {
10    const MyApp({super.key});
11    @override
12    Widget build(BuildContext context) {
13      return MaterialApp(
14        title: 'Flutter Demo',
15        debugShowCheckedModeBanner: false,
16        theme: ThemeData(
17          colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),
18          useMaterial3: true,
19        ), // ThemeData
20        home: CuadradoApp(),
21      ); // MaterialApp
22    }
23  }
```

Cuadrado.dart ->

```
1  import 'package:flutter/material.dart';
2  import 'dart:math';
3
4  void main() => runApp(CuadradoApp());
5
6  class CuadradoApp extends StatelessWidget {
7    @override
8    Widget build(BuildContext context) {
9      return MaterialApp(
10        debugShowCheckedModeBanner: false,
11        home: CuadradoScreen(),
12      ); // MaterialApp
13    }
14  }
15
16  class CuadradoScreen extends StatefulWidget {
17    @override
18    _CuadradoScreenState createState() => _CuadradoScreenState();
19  }
20
21  class _CuadradoScreenState extends State<CuadradoScreen> {
22    Color _color = Colors.blue;
23
24    void _cambiarColor() {
25      setState(() {
26        _color = Color(Random().nextInt(0xFFFFFFFF) + 0xFF000000);
27      });
28    }
29  }
```

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(title: Text("Cuadrado Animado - Aaron Hdz")),
    body: Center(
      child: GestureDetector(
        onTap: _cambiarColor,
        child: AnimatedContainer(
          duration: Duration(seconds: 1),
          width: 100,
          height: 100,
          color: _color,
          alignment: Alignment.center,
          child: Text(
            "Aaron Hdz",
            style: TextStyle(color: Colors.white, fontWeight: FontWeight.bold),
          ), // Text
        ), // AnimatedContainer
      ), // GestureDetector
    ), // Center
  ); // Scaffold
}
```

Triangulo.dart ->

```
main.dart  triangulo.dart  x  cuadrado.dart

1  import 'package:flutter/material.dart';
2  import 'dart:math';
3
4  void main() => runApp(TrianguloApp());
5
6  class TrianguloApp extends StatelessWidget {
7    @override
8    Widget build(BuildContext context) {
9      return MaterialApp(
10        debugShowCheckedModeBanner: false,
11        home: TrianguloScreen(),
12      ); // MaterialApp
13    }
14  }
15
16  class TrianguloScreen extends StatefulWidget {
17    @override
18    _TrianguloScreenState createState() => _TrianguloScreenState();
19  }
20
21  class _TrianguloScreenState extends State<TrianguloScreen>
22    with SingleTickerProviderStateMixin {
23    late AnimationController _controller;
24
25    @override
26    void initState() {
27      super.initState();
28      _controller = AnimationController(
29        vsync: this,
30        duration: Duration(seconds: 2),
31      )..repeat(); // AnimationController
32    }
33  }
```

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(title: Text("Triángulo Rotando - Aaron Hdz")),
    body: Center(
      child: AnimatedBuilder(
        animation: _controller,
        builder: (context, child) {
          return Transform.rotate(
            angle: _controller.value * 2 * pi,
            child: CustomPaint(
              size: Size(100, 100),
              painter: TrianguloPainter(),
            ), // CustomPaint
          ); // Transform.rotate
        },
      ), // AnimatedBuilder
    ), // Center
  ); // Scaffold
}

class TrianguloPainter extends CustomPainter {
  @override
  void paint(Canvas canvas, Size size) {
    Paint paint = Paint()..color = Colors.green;
    Path path = Path()
      ..moveTo(size.width / 2, 0)
      ..lineTo(0, size.height)
      ..lineTo(size.width, size.height)
      ..close();
    canvas.drawPath(path, paint);
  }
}
```

Pantallas ambas ->

