MAD LAB EXPT 2

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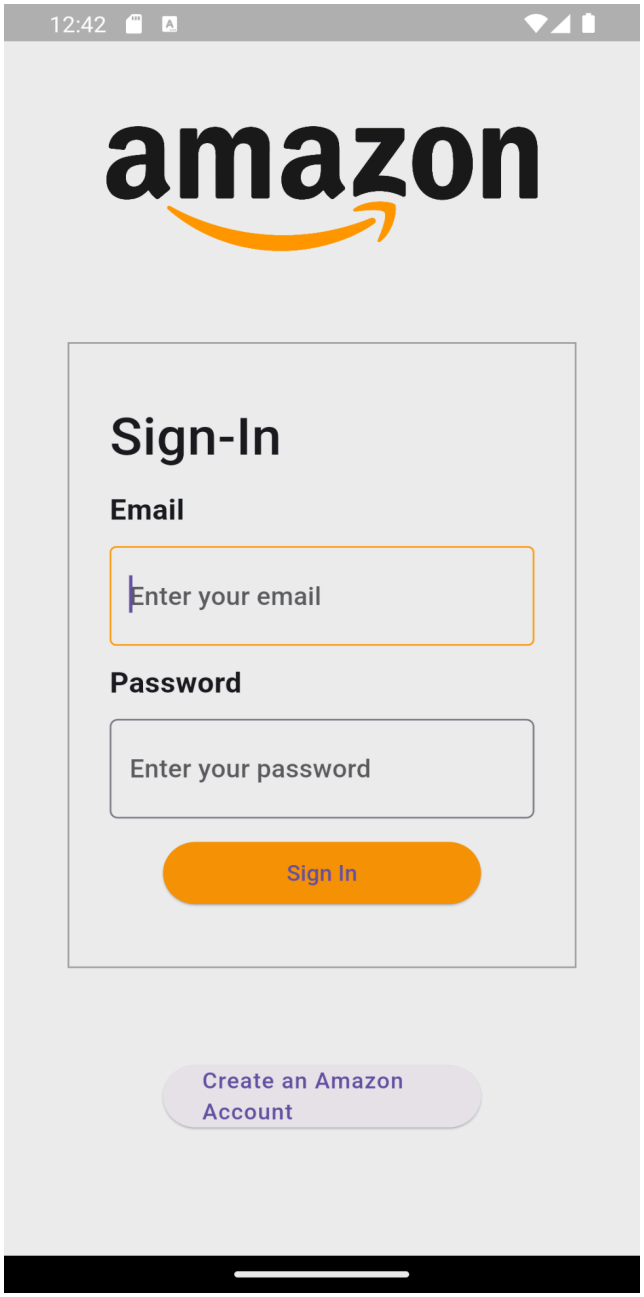
Aim: To design Flutter UI by including common widgets.

Output:

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

class CustomMainButton extends StatelessWidget {
  final Widget child;
  final Color color;
  final bool isLoading;
  final VoidCallback onPressed;
  const CustomMainButton({
    Key? key,
    required this.child,
    required this.color,
    required this.isLoading,
    required this.onPressed,
  }) : super(key: key);

  @override
  Widget build(BuildContext context) {
    Size screenSize = Utils().getScreenSize();
    return ElevatedButton(
      style: ElevatedButton.styleFrom(
          primary: color,
          fixedSize: Size(
            screenSize.width * 0.5,
            40,
          )),
      onPressed: onPressed,
      child: !isLoading
          ? child
          : const Padding(
              padding: EdgeInsets.symmetric(vertical: 5),
              child: AspectRatio(
                aspectRatio: 1 / 1,
                child: CircularProgressIndicator(
                  color: Colors.white,
                ),
```

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

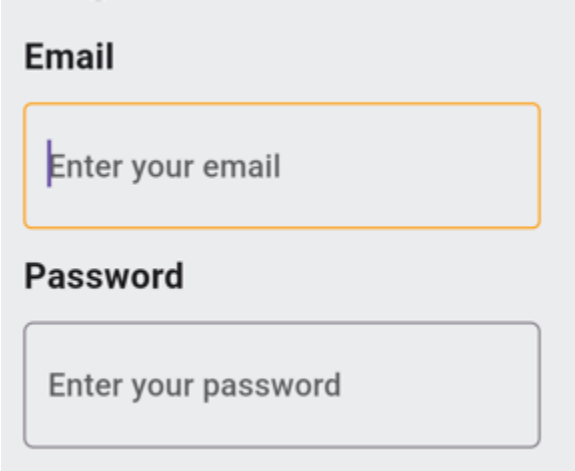

12:42
amazon
Sign-In
Email
Enter your email
Password
Enter your password
Sign In
Create an Amazon Account

Text field Widget-

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

class TextFieldWidget extends StatefulWidget {
  final String title;
  final TextEditingController controller;
  final bool obscureText;
  final String hintText;
  const TextFieldWidget({
    Key? key,
    required this.title,
    required this.controller,
    required this.obscureText,
    required this.hintText,
  }) : super(key: key);

  @override
  State<TextFieldWidget> createState() => _TextFieldWidgetState();
}

class _TextFieldWidgetState extends State<TextFieldWidget> {
  late FocusNode focusNode;
  bool isInFocus = false;

  @override
  void initState() {
    super.initState();
    focusNode = FocusNode();

    focusNode.addListener(() {
      if (focusNode.hasFocus) {
        setState(() {
          isInFocus = true;
        });
      } else {
        setState(() {
          isInFocus = false;
        });
      }
    });
  }

  @override
```

```
Widget build(BuildContext context) {
  return Column(
    mainAxisSize: MainAxisSize.min,
    crossAxisAlignment: CrossAxisAlignment.start,
    children: [
      Padding(
        padding: const EdgeInsets.only(bottom: 15),
        child: Text(
          widget.title,
          style: const TextStyle(
            fontWeight: FontWeight.bold,
            fontSize: 17,
          ),
        ),
      ),
      Container(
        decoration: BoxDecoration(boxShadow: [
          isInFocus
              ? BoxShadow(
                  color: Colors.orange.withOpacity(0.4),
                  blurRadius: 8,
                  spreadRadius: 2,
                )
              : BoxShadow(
                  color: Colors.black.withOpacity(0.2),
                  blurRadius: 8,
                  spreadRadius: 2,
                )
        ]),
        child: TextField(
          focusNode: focusNode,
          obscureText: widget.obscureText,
          controller: widget.controller,
          maxLines: 1,
          decoration: InputDecoration(
            fillColor: Colors.white,
            filled: true,
            hintText: widget.hintText,
            border: OutlineInputBorder(
              borderRadius: BorderRadius.circular(3),
              borderSide: const BorderSide(
                color: Colors.grey,
                width: 1,
              ),
```

```
            ),
            focusedBorder: const OutlineInputBorder(
              borderSide: BorderSide(
                color: Colors.orange,
                width: 1,
              ),
            ),
          ),
        ),
      )
    ],
  );
 }
}
```



Conclusion: Common widgets for text and button have been implemented for Flutter application.