1. Meditation

import 'package:flutter/material.dart';

void main() {

  runApp(MeditationApp());

}

class MeditationApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Meditation App',

      theme: ThemeData(

        primarySwatch: Colors.blue,

        // Initial background color

        backgroundColor: Colors.green[100],

      ),

      home: MeditationScreen(),

    );

  }

}

class MeditationScreen extends StatefulWidget {

  @override

  \_MeditationScreenState createState() => \_MeditationScreenState();

}

class \_MeditationScreenState extends State<MeditationScreen> {

  Color? \_backgroundColor = Colors.green[100]; // Declare as nullable Color

  void \_changeBackgroundColor() {

    setState(() {

      // Change the background color to a different shade of green

      \_backgroundColor = Colors.green[200];

    });

  }

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Meditation'),

      ),

      backgroundColor: \_backgroundColor, // Use the nullable background color

      body: Center(

        child: Column(

          mainAxisAlignment: MainAxisAlignment.center,

          children: [

            Text(

              'Welcome to the Meditation App!',

              style: TextStyle(fontSize: 24.0),

            ),

            SizedBox(height: 20),

            ElevatedButton(

              onPressed: \_changeBackgroundColor,

              child: Text('Change Background'),

            ),

          ],

        ),

      ),

    );

  }

}

1. Fitness App

Main.dart

import 'package:flutter/material.dart';

import 'WorkoutsPage.dart';

import 'ProgressPage.dart';

import 'SettingsPage.dart';

void main() {

  runApp(FitnessApp());

}

class FitnessApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Fitness App',

      theme: ThemeData(

        primarySwatch: Colors.blue,

      ),

      home: HomeScreen(),

    );

  }

}

class HomeScreen extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Fitness App'),

      ),

      drawer: Drawer(

        child: ListView(

          padding: EdgeInsets.zero,

          children: <Widget>[

            DrawerHeader(

              decoration: BoxDecoration(

                color: Colors.blue,

              ),

              child: Text(

                'Menu',

                style: TextStyle(

                  color: Colors.white,

                  fontSize: 24,

                ),

              ),

            ),

            ListTile(

              title: Text('Workouts'),

              onTap: () {

                Navigator.push(

                  context,

                  MaterialPageRoute(builder: (context) => WorkoutsPage()),

                );

              },

            ),

            ListTile(

              title: Text('Progress'),

              onTap: () {

                Navigator.push(

                  context,

                  MaterialPageRoute(builder: (context) => ProgressPage()),

                );

              },

            ),

            ListTile(

              title: Text('Settings'),

              onTap: () {

                Navigator.push(

                  context,

                  MaterialPageRoute(builder: (context) => SettingsPage()),

                );

              },

            ),

          ],

        ),

      ),

      body: Center(

        child: Text(

          'Welcome to the Fitness App!',

          style: TextStyle(fontSize: 24.0),

        ),

      ),

    );

  }

}

SettingsPage.dart

import 'package:flutter/material.dart';

class SettingsPage extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Settings'),

      ),

      body: Center(

        child: Text('Settings Page'),

      ),

    );

  }

}

Language APP

import 'package:flutter/material.dart';

void main() {

  runApp(LanguageLearningApp());

}

class LanguageLearningApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Language Learning App',

      home: LanguageScreen(),

    );

  }

}

class LanguageScreen extends StatefulWidget {

  @override

  \_LanguageScreenState createState() => \_LanguageScreenState();

}

class \_LanguageScreenState extends State<LanguageScreen> {

  bool \_isEnglish = true; // Flag to track the current language

  String \_englishText = 'Hello'; // English text

  String \_spanishText = 'Hola'; // Spanish text

  void \_toggleLanguage() {

    setState(() {

      \_isEnglish = !\_isEnglish; // Toggle the language flag

    });

  }

  String \_getDisplayText() {

    return \_isEnglish ? \_englishText : \_spanishText; // Return the text based on the current language

  }

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Language Learning App'),

      ),

      body: Center(

        child: Column(

          mainAxisAlignment: MainAxisAlignment.center,

          children: <Widget>[

            Text(

              \_getDisplayText(), // Displayed text

              style: TextStyle(fontSize: 24.0),

            ),

            SizedBox(height: 20),

            ElevatedButton(

              onPressed: \_toggleLanguage,

              child: Text('Switch Language'),

            ),

          ],

        ),

      ),

    );

  }

}

Score Game app

import 'package:flutter/material.dart';

void main() {

  runApp(GameApp());

}

class GameApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Game App',

      home: GameScreen(),

    );

  }

}

class GameScreen extends StatefulWidget {

  @override

  \_GameScreenState createState() => \_GameScreenState();

}

class \_GameScreenState extends State<GameScreen> {

  int \_score = 0; // Player's score

  void \_incrementScore() {

    setState(() {

      \_score++; // Increment the score by 1 each time the button is tapped

    });

  }

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Game Screen'),

      ),

      body: Center(

        child: Column(

          mainAxisAlignment: MainAxisAlignment.center,

          children: <Widget>[

            Text(

              'Score: $\_score', // Display the player's score

              style: TextStyle(fontSize: 24.0),

            ),

            SizedBox(height: 20),

            ElevatedButton(

              onPressed: \_incrementScore,

              child: Text('Increment Score'),

            ),

          ],

        ),

      ),

    );

  }

}

Pyramid app

import 'package:flutter/material.dart';

void main() {

  runApp(PyramidApp());

}

class PyramidApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Pyramid Printer',

      home: PyramidScreen(),

    );

  }

}

class PyramidScreen extends StatefulWidget {

  @override

  \_PyramidScreenState createState() => \_PyramidScreenState();

}

class \_PyramidScreenState extends State<PyramidScreen> {

  int \_inputValue = 0; // Variable to store user input

  List<String> \_pyramidLines = []; // List to store pyramid lines

  void \_printPyramid(int n) {

    List<String> lines = [];

    // Logic to build the pyramid

    for (int i = 1; i <= n; i++) {

      String line = '';

      // Add spaces

      for (int j = 1; j <= n - i; j++) {

        line += ' ';

      }

      // Add stars

      for (int k = 1; k <= 2 \* i - 1; k++) {

        line += '\*';

      }

      lines.add(line);

    }

    setState(() {

      \_pyramidLines = lines; // Update the list of pyramid lines

    });

  }

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Pyramid Printer'),

      ),

      body: Center(

        child: Column(

          mainAxisAlignment: MainAxisAlignment.center,

          children: <Widget>[

            Text(

              'Enter a number:',

              style: TextStyle(fontSize: 18),

            ),

            SizedBox(height: 10),

            TextField(

              keyboardType: TextInputType.number,

              onChanged: (value) {

                setState(() {

                  \_inputValue = int.tryParse(value) ?? 0;

                });

              },

              decoration: InputDecoration(

                hintText: 'Enter a number',

                border: OutlineInputBorder(),

              ),

            ),

            SizedBox(height: 20),

            ElevatedButton(

              onPressed: () {

                \_printPyramid(\_inputValue);

              },

              child: Text('Print Pyramid'),

            ),

            SizedBox(height: 20),

            Column(

              crossAxisAlignment: CrossAxisAlignment.start,

              children: \_pyramidLines.map((line) => Text(line)).toList(),

            ),

          ],

        ),

      ),

    );

  }

}

Restaurant menu app:

import 'package:flutter/material.dart';

void main() {

  runApp(RestaurantApp());

}

class RestaurantApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Restaurant Menu',

      home: MenuScreen(),

    );

  }

}

class MenuScreen extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Restaurant Menu'),

      ),

      body: Padding(

        padding: const EdgeInsets.all(16.0),

        child: Column(

          crossAxisAlignment: CrossAxisAlignment.start,

          children: <Widget>[

            Text(

              'Categories',

              style: TextStyle(

                fontSize: 20,

                fontWeight: FontWeight.bold,

              ),

            ),

            SizedBox(height: 10),

            // Vertical list of categories

            Column(

              crossAxisAlignment: CrossAxisAlignment.start,

              children: <Widget>[

                Text('Appetizers'),

                Text('Main Course'),

                Text('Desserts'),

                Text('Drinks'),

                // Add more categories here as needed

              ],

            ),

            SizedBox(height: 20),

            Text(

              'Menu Items',

              style: TextStyle(

                fontSize: 20,

                fontWeight: FontWeight.bold,

              ),

            ),

            SizedBox(height: 10),

            // Horizontal list of menu items

            SingleChildScrollView(

              scrollDirection: Axis.horizontal,

              child: Row(

                children: <Widget>[

                  // Example menu items (can be replaced with actual item widgets)

                  \_buildMenuItem('Salad'),

                  \_buildMenuItem('Steak'),

                  \_buildMenuItem('Cheesecake'),

                  \_buildMenuItem('Soda'),

                  // Add more menu items here as needed

                ],

              ),

            ),

          ],

        ),

      ),

    );

  }

  // Function to build a menu item widget

  Widget \_buildMenuItem(String itemName) {

    return Card(

      margin: EdgeInsets.symmetric(horizontal: 4),

      child: Padding(

        padding: EdgeInsets.all(8),

        child: Text(itemName),

      ),

    );

  }

}

Journal app

import 'package:flutter/material.dart';

void main() {

  runApp(JournalApp());

}

class JournalApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Journal App',

      home: JournalScreen(),

    );

  }

}

class JournalScreen extends StatefulWidget {

  @override

  \_JournalScreenState createState() => \_JournalScreenState();

}

class \_JournalScreenState extends State<JournalScreen> {

  List<String> entries = []; // List to store user entries

  void \_addEntry(String entry) {

    setState(() {

      entries.add(entry); // Add the user entry to the list

    });

  }

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Journal'),

      ),

      body: ListView.builder(

        itemCount: entries.length,

        itemBuilder: (context, index) {

          return ListTile(

            title: Text(entries[index]), // Display each user entry as a list item

          );

        },

      ),

      floatingActionButton: FloatingActionButton(

        onPressed: () {

          \_navigateToAddEntryScreen(context);

        },

        child: Icon(Icons.add),

      ),

    );

  }

  void \_navigateToAddEntryScreen(BuildContext context) async {

    final result = await Navigator.push(

      context,

      MaterialPageRoute(builder: (context) => AddEntryScreen()),

    );

    if (result != null && result is String) {

      \_addEntry(result); // Add the user entry to the list when returned from AddEntryScreen

    }

  }

}

class AddEntryScreen extends StatelessWidget {

  final TextEditingController \_textController = TextEditingController();

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Add Entry'),

      ),

      body: Padding(

        padding: EdgeInsets.all(16),

        child: Column(

          crossAxisAlignment: CrossAxisAlignment.stretch,

          children: <Widget>[

            TextField(

              controller: \_textController,

              maxLines: null,

              decoration: InputDecoration(

                hintText: 'Enter your journal entry',

                border: OutlineInputBorder(),

              ),

            ),

            SizedBox(height: 20),

            ElevatedButton(

              onPressed: () {

                Navigator.pop(context, \_textController.text);

              },

              child: Text('Save Entry'),

            ),

          ],

        ),

      ),

    );

  }

}

Company logo box:

import 'package:flutter/material.dart';

void main() {

  runApp(LogoColorApp());

}

class LogoColorApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Logo Color App',

      home: LogoColorScreen(),

    );

  }

}

class LogoColorScreen extends StatefulWidget {

  @override

  \_LogoColorScreenState createState() => \_LogoColorScreenState();

}

class \_LogoColorScreenState extends State<LogoColorScreen> {

  Color \_logoColor = Colors.red; // Default color of the logo

  void \_changeLogoColor() {

    setState(() {

      // Change the color of the logo

      \_logoColor = \_generateRandomColor();

    });

  }

  Color \_generateRandomColor() {

    // Generate a random color

    return Color((DateTime.now().millisecondsSinceEpoch / 1000).toInt() << 0).withOpacity(1.0);

  }

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Change Logo Color'),

      ),

      body: Center(

        child: Column(

          mainAxisAlignment: MainAxisAlignment.center,

          children: <Widget>[

            Container(

              width: 200,

              height: 200,

              color: Colors.black12, // Square box color

              child: Center(

                child: Container(

                  width: 150,

                  height: 100,

                  color: \_logoColor, // Logo color

                  child: Center(

                    child: Text(

                      'Company Logo',

                      style: TextStyle(

                        fontSize: 18,

                        fontWeight: FontWeight.bold,

                        color: Colors.white,

                      ),

                    ),

                  ),

                ),

              ),

            ),

            SizedBox(height: 20),

            ElevatedButton(

              onPressed: \_changeLogoColor,

              child: Text('Change Logo Color'),

            ),

          ],

        ),

      ),

    );

  }

}

Guessing game:

import 'package:flutter/material.dart';

void main() {

  runApp(GuessingGameApp());

}

class GuessingGameApp extends StatelessWidget {

  @override

  Widget build(BuildContext context) {

    return MaterialApp(

      title: 'Guessing Game',

      home: GuessingGameScreen(),

    );

  }

}

class GuessingGameScreen extends StatefulWidget {

  @override

  \_GuessingGameScreenState createState() => \_GuessingGameScreenState();

}

class \_GuessingGameScreenState extends State<GuessingGameScreen> {

  late int \_targetNumber; // The randomly generated number

  Color \_backgroundColor = Colors.white;

  TextEditingController \_controller = TextEditingController();

  @override

  void initState() {

    super.initState();

    \_generateTargetNumber();

  }

  void \_generateTargetNumber() {

    \_targetNumber = 1 + (DateTime.now().millisecondsSinceEpoch % 10); // Generates a random number between 1 and 10

  }

  void \_checkGuess(int guess) {

    setState(() {

      if (guess == \_targetNumber) {

        \_backgroundColor = Colors.blue; // Change background to blue for a correct guess

      } else {

        \_backgroundColor = Colors.red; // Change background to red for an incorrect guess

      }

    });

  }

  @override

  Widget build(BuildContext context) {

    return Scaffold(

      appBar: AppBar(

        title: Text('Guessing Game'),

      ),

      body: Container(

        color: \_backgroundColor, // Set background color based on guess

        padding: EdgeInsets.all(16.0),

        child: Center(

          child: Column(

            mainAxisAlignment: MainAxisAlignment.center,

            children: <Widget>[

              Text(

                'Guess the number between 1 and 10:',

                style: TextStyle(fontSize: 20),

              ),

              SizedBox(height: 20),

              TextField(

                controller: \_controller,

                keyboardType: TextInputType.number,

                decoration: InputDecoration(

                  hintText: 'Enter your guess',

                  border: OutlineInputBorder(),

                ),

              ),

              SizedBox(height: 20),

              ElevatedButton(

                onPressed: () {

                  int guess = int.tryParse(\_controller.text) ?? 0; // Parse the input as an integer

                  \_checkGuess(guess);

                },

                child: Text('Check Guess'),

              ),

            ],

          ),

        ),

      ),

    );

  }

  @override

  void dispose() {

    \_controller.dispose();

    super.dispose();

  }

}