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## Experiment - 3

### Aim -

### Theory -

In essence, Flutter widgets serve as fundamental building blocks for crafting the user interface of a Flutter application. They can be broadly classified into two categories: `StatelessWidget`, representing immutable aspects of the UI, and `StatefulWidget`, representing mutable components that can undergo changes over time.

Some noteworthy Flutter widgets include:

1. **Scaffold**: Provides the basic structure for a Flutter app, incorporating layout elements like `AppBar`, `BottomNavigationBar`, and a body for primary content.
2. **Container**: A versatile box model utilized for layout, padding, margin, decoration, and constraints, capable of containing other widgets.
3. **Row & Column**: Widgets designed for arranging child widgets horizontally (Row) or vertically (Column), pivotal for creating flexible and responsive layouts.
4. **Text**: Used for displaying text on the screen, with support for various styling options such as font size, color, and alignment.
5. **TextField**: Captures user input, such as text, numbers, or passwords, with the `onChanged` property enabling dynamic updates based on user input.
6. **Buttons**: Various button widgets like `ElevatedButton` or `TextButton` trigger actions when pressed, providing a means for user interaction.
7. **Forms**: The `Form` widget manages a group of `TextFormField` widgets, facilitating input validation and submission.
8. **Icons**: The `Icon` widget displays icons from libraries, enhancing visual elements and conveying meaning through symbols.

Key Design Principles emphasized include:

- **Consistency**: Utilizing common widgets fosters a consistent design language throughout the app.
- **Responsive Layouts**: Widgets like `Row` and `Column` assist in creating responsive and flexible layouts, adapting to different screen sizes.
- **User Input Handling**: `TextField` and `Form` widgets facilitate proper handling, ensuring data integrity and validation.
- **Interactive Elements**: Buttons and icons contribute to interactivity and user engagement within the app.
- **Visual Styling**: The `Container` widget and styling properties of other widgets allow for visual customization and theming.

## Code -

For Image and card creation -

```
class _CategoryListState extends State<CategoryList> {
  final List<String> categories = ['Category 1', 'Category 2', 'Category 3'];
  String selectedCategory = 'Category 1'; // Default category
```

```
@override
```

```
Widget build(BuildContext context) {
```

```
  return Container(
```

```
    padding: EdgeInsets.symmetric(horizontal: 16.0),
```

```
    child: Column(
```

```
      crossAxisAlignment: CrossAxisAlignment.start,
```

```
      children: [
```

```
        Text(
```

```
          'Category List',
```

```
          style: TextStyle(
```

```
            fontSize: 20.0,
```

```
            fontWeight: FontWeight.bold,
```

```
        ),
```

```
      ),
```

```
      SizedBox(height: 8.0),
```

```
      Row(
```

```
        children: [
```

```
          Text('Select a category: '),
```

```
          DropdownButton<String>(
```

```
            value: selectedCategory,
```

```
            onChanged: (String? newValue) {
```

```
              // Update the selected category when the dropdown changes
```

```
              if (newValue != null) {
```

```
                setState(() {
```

```
                  selectedCategory = newValue;
```

```

    });
  }
},
items: categories.map((String category) {
  return DropdownMenuItem<String>(
    value: category,
    child: Text(category),
  );
}).toList(),
),
],
),
 SizedBox(height: 50.0),
// Updated section with 4 cards and images
Container(
  height: 200.0,
  child: ListView.builder(
    scrollDirection: Axis.horizontal,
    itemCount: 4, // Number of cards
    itemBuilder: (context, index) {
      return Card(
        margin: EdgeInsets.all(8.0),
        child: Container(
          width: 150.0, // Customize the card width as needed
          child: Column(
            children: [
              // Add an Image widget with the image path
              Image.asset(
                'assets/card_image_${index + 1}.jpeg',
                height: 120.0,
                width: 150.0,
                fit: BoxFit.cover,
              ),
              ListTile(
                title: Text('Card ${index + 1}'),
                subtitle: Text('Description of card ${index + 1}'),
                // Add onTap callback if needed
              ),
            ],
          ),
        ),
      );
    },
  ),
),

```

```

    ),
  ],
),
);
}
}

```

Output -

