import 'package:flutter/material.dart';  
  
void main() {  
 runApp(const MyApp());  
}  
  
class MyApp extends StatelessWidget {  
 const MyApp({super.key});  
  
 // This widget is the root of your application.  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 title: 'Flutter Demo',  
 debugShowCheckedModeBanner: false,  
 theme: ThemeData(  
 // This is the theme of your application.  
 //  
 // TRY THIS: Try running your application with "flutter run". You'll see  
 // the application has a purple toolbar. Then, without quitting the app,  
 // try changing the seedColor in the colorScheme below to Colors.green  
 // and then invoke "hot reload" (save your changes or press the "hot  
 // reload" button in a Flutter-supported IDE, or press "r" if you used  
 // the command line to start the app).  
 //  
 // Notice that the counter didn't reset back to zero; the application  
 // state is not lost during the reload. To reset the state, use hot  
 // restart instead.  
 //  
 // This works for code too, not just values: Most code changes can be  
 // tested with just a hot reload.  
 colorScheme: ColorScheme.fromSeed(seedColor: Colors.*deepPurple*),  
 useMaterial3: true,  
 ),  
 home: const MyHomePage(title: 'Flutter Demo Home Page'),  
 );  
 }  
}  
  
class MyHomePage extends StatefulWidget {  
 const MyHomePage({super.key, required this.title});  
  
 // This widget is the home page of your application. It is stateful, meaning  
 // that it has a State object (defined below) that contains fields that affect  
 // how it looks.  
  
 // This class is the configuration for the state. It holds the values (in this  
 // case the title) provided by the parent (in this case the App widget) and  
 // used by the build method of the State. Fields in a Widget subclass are  
 // always marked "final".  
  
 final String title;  
  
 @override  
 State<MyHomePage> createState() => \_MyHomePageState();  
}  
  
class \_MyHomePageState extends State<MyHomePage> {  
 int \_counter = 0;  
  
 void \_incrementCounter() {  
 setState(() {  
 // This call to setState tells the Flutter framework that something has  
 // changed in this State, which causes it to rerun the build method below  
 // so that the display can reflect the updated values. If we changed  
 // \_counter without calling setState(), then the build method would not be  
 // called again, and so nothing would appear to happen.  
 \_counter++;  
 });  
 }  
  
 @override  
 Widget build(BuildContext context) {  
   
 return SafeArea(  
 child: Scaffold(  
  
  
 backgroundColor: Colors.*black*,  
 appBar: AppBar(  
 backgroundColor: Colors.*redAccent*,  
 centerTitle: true,  
 title: Text(  
 'Red & White',  
  
 style: TextStyle(  
 color: Colors.*white*,  
 fontWeight: FontWeight.*bold*,  
 fontSize: 25,  
  
 ),  
 ),  
 ),  
 body: Center(  
 child: Padding(  
 padding: const EdgeInsets.all(10.20 ),  
 child: Column(  
  
 mainAxisAlignment: MainAxisAlignment.center,  
 children: [  
 Row(  
 children: [  
 SizedBox(width: 156,),  
 RichText(  
 text: TextSpan(  
 text: 'G',  
 style: TextStyle(  
 fontSize: 20,  
 color: Colors.*green*,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 children: [  
 TextSpan(  
 text: 'R',  
 style: TextStyle(  
 color: Colors.*red*,  
 fontSize: 30,  
 letterSpacing: 3,  
 ),  
 ),  
 TextSpan(  
 text: 'APHICS',  
 style: TextStyle(  
 color: Colors.*green*,  
 fontSize: 20,  
 letterSpacing: 3,  
 ),  
 ),  
 ],  
 ),  
 ),  
  
 ],  
 ),  
 SizedBox(height: 20),  
 Row(  
 children: [  
 SizedBox(width: 100,),  
 RichText(  
 text: TextSpan(  
 text:'FLUTT',  
 style: TextStyle(  
 fontSize: 20,  
 color: Colors.*blue*,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 children: const <TextSpan>[  
 TextSpan(  
 text: 'E',  
 style: TextStyle(  
 color: Colors.*red*,  
 fontSize: 30,  
 letterSpacing: 3,  
 ),  
 ),  
 TextSpan(  
 text: 'R',  
 style: TextStyle(  
 color: Colors.*blue*,  
 fontSize: 20,  
 letterSpacing: 3,  
 ),  
 ),  
 ],  
 ),  
 ),  
 ],  
 ),  
 SizedBox(height: 20),  
 Row(  
 children: [  
 SizedBox(width: 140,),  
 RichText(  
 text: TextSpan(  
 text: 'AN',  
 style: TextStyle(  
 fontSize: 20,  
 color: Colors.*green*,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 children: const <TextSpan>[  
 TextSpan(  
 text: 'D',  
 style: TextStyle(  
 color: Colors.*red*,  
 fontSize: 30,  
 letterSpacing: 3,  
 ),  
 ),  
 TextSpan(  
 text: 'ROID',  
 style: TextStyle(  
 color: Colors.*green*,  
 fontSize: 20,  
 letterSpacing: 3,  
 ),  
 ),  
 ],  
 ),  
 ),  
 ],  
 ),  
 SizedBox(height: 20),  
 Row(  
 children: [  
 SizedBox(width: 75,),  
 RichText(  
 text: TextSpan(  
 text: 'DESIGN',  
 style: TextStyle(  
 fontSize: 20,  
 color: Colors.*yellow*,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 children: const <TextSpan>[  
 TextSpan(  
 text: ' & ',  
 style: TextStyle(  
 color: Colors.*red*,  
 fontSize: 30,  
 // letterSpacing: 20,  
 ),  
 ),  
 TextSpan(  
 text: 'DEVLOPE',  
 style: TextStyle(  
 color: Colors.*yellow*,  
 fontSize: 20,  
 letterSpacing: 3,  
 ),  
 ),  
 ],  
 ),  
 ),  
 ],  
 ),  
 SizedBox(height: 20),  
 Row(  
 children: [  
 SizedBox(width: 170,),  
 RichText(  
 text: TextSpan(  
 text: 'W',  
 style: TextStyle(  
 fontSize: 30,  
 color: Colors.*red*,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 children: const <TextSpan>[  
 TextSpan(  
 text: 'EB',  
 style: TextStyle(  
 color: Colors.*blue*,  
 fontSize: 20,  
 letterSpacing: 3,  
 ),  
 ),  
  
 ],  
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 ],  
 ),  
 SizedBox(height: 20),  
 Row(  
 children: [  
 SizedBox(width: 130,),  
 RichText(  
 text: TextSpan(  
 text: 'FAS',  
 style: TextStyle(  
 fontSize: 20,  
 color: Colors.*yellow*,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 children: const <TextSpan>[  
 TextSpan(  
 text: 'H',  
 style: TextStyle(  
 color: Colors.*red*,  
 fontSize: 30,  
 letterSpacing: 3,  
 ),  
 ),  
 TextSpan(  
 text: 'ION',  
 style: TextStyle(  
 color: Colors.*yellow*,  
 fontSize: 20,  
 letterSpacing: 3,  
 ),  
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 ],  
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 ),  
 SizedBox(height: 20),  
 Row(  
 children: [  
 SizedBox(width: 85,),  
 RichText(  
 text: TextSpan(  
 text: 'ANIMAT',  
 style: TextStyle(  
 fontSize: 20,  
 color: Colors.*teal*,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 children: const <TextSpan>[  
 TextSpan(  
 text: 'I',  
 style: TextStyle(  
 color: Colors.*red*,  
 fontSize: 30,  
 letterSpacing: 3,  
 ),  
 ),  
 TextSpan(  
 text: 'ON',  
 style: TextStyle(  
 color: Colors.*teal*,  
 fontSize: 20,  
 letterSpacing: 3,  
 ),  
 ),  
 ],  
 ),  
 ),  
 ],  
 ),  
 SizedBox(height: 20),  
 Row(  
 children: [  
 SizedBox(width: 167,),  
 RichText(  
 text: TextSpan(  
 text: 'I',  
 style: TextStyle(  
 fontSize: 20,  
 color: Colors.*blue*,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 children: const <TextSpan>[  
 TextSpan(  
 text: 'T',  
 style: TextStyle(  
 color: Colors.*red*,  
 fontSize: 30,  
 letterSpacing: 3,  
 ),  
 ),  
 TextSpan(  
 text: 'A-CS+',  
 style: TextStyle(  
 color: Colors.*blue*,  
 fontSize: 20,  
 letterSpacing: 3,  
 ),  
 ),  
 ],  
 ),  
 ),  
 ],  
 ),  
 SizedBox(height: 20),  
 Row(  
 children: [  
 SizedBox(width: 125,),  
 RichText(  
 text: TextSpan(  
 text: 'GAM',  
 style: TextStyle(  
 fontSize: 20,  
 color: Colors.*orange*,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 children: const <TextSpan>[  
 TextSpan(  
 text: 'E',  
 style: TextStyle(  
 color: Colors.*red*,  
 fontSize: 30,  
 letterSpacing: 3,  
 fontWeight: FontWeight.*bold*,  
 ),  
 ),  
  
  
  
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 ),  
 );  
 }  
}

