Logo, company name

Description automatically generated

**NAME**  USAMA HAIDER

**REG NO** 19-NTU-CS-1129

**ASSIGNMENT TITLE**  LAB#2

**SUBMIT DATE** 27-03-2022

**SUBMIT TO** MA’AM AYESHA

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**Links:**

**1:** [**https://flutter-lab2-q1.web.app/#/**](https://flutter-lab2-q1.web.app/#/)

**2:** [**https://flutter-lab2-q2.web.app/#/**](https://flutter-lab2-q2.web.app/#/)

**Q1:**

**Create an app in Flutter that shows a Scaffold with following characteristics (demo is shown in the below-given figure).**

* + 1. **an AppBar with Brown background color**
    2. **a blueGrey backgroundColor, body and FloatingActionButton**
    3. **The body is a Text placed in a Center in order to center the text within the Scaffold**
    4. **The tooltip at FAB shows "This button is not functional"**

**Code:**

import 'package:flutter/material.dart';  
  
void main() {  
 runApp(const MyApp());  
}  
  
class MyApp extends StatefulWidget {  
 const MyApp ({Key? key}) : super(key: key);  
  
 @override  
 State<MyApp> createState() => \_State();  
}  
  
class \_State extends State<MyApp> {  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 home: Scaffold(  
 floatingActionButton: FloatingActionButton(  
 onPressed: null,  
 child: Icon(Icons.add),  
 backgroundColor: Colors.blue,  
 ),  
 appBar: AppBar(  
 title: Text('Mobile App Dev lab'),  
 backgroundColor: Colors.brown,  
  
 ),  
 body: Center(  
 child: Text('You have pressed the button 0 times'),  
 ),  
 backgroundColor: Colors.blueGrey,  
 ),  
 );  
 }  
}

**Output:**

A screenshot of a computer

Description automatically generated with medium confidence

A close-up of a cell phone

Description automatically generated with medium confidence

**Q2:**

**Since you are fan of "The Walking Dead", you decided to make an app paying tribute to one of its most badass characters, Rick Grimes. Therefore, create an application "I Am Rick" in Flutter as shown in the below-given figure. You must design the application with following constraints.**

* 1. **Appropriately assign the background colors to AppBar and Body of Scaffold.**
  2. **Add an image widget in the center of the screen (body of Scaffold). The image must be loaded from the assets. (Appropriately place the image in images directory, and modify "pubspec.yaml" to include the image asset.**

**Code:**

import 'package:flutter/material.dart';  
  
void main() {  
 runApp(const MyApp());  
}  
  
class MyApp extends StatefulWidget {  
 const MyApp({Key? key}) : super(key: key);  
  
 @override  
 State<MyApp> createState() => \_State();  
}  
  
class \_State extends State<MyApp> {  
 @override  
 Widget build(BuildContext context) {  
 return MaterialApp(  
 home: Scaffold(  
 appBar: AppBar(  
 title: Text('I Am Rick'),  
 backgroundColor: Colors.red,  
 ),  
 body: Center(  
 child:Image.asset('assets/images/rick.jpg')  
 ),  
 backgroundColor: Colors.lightGreen,  
 ),  
 );  
 }  
}

**Output:**

Graphical user interface, application

Description automatically generated

A picture containing text, screenshot, monitor

Description automatically generated