

LAB 6

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1) Code test 1:

Code:

```
1  import 'package:flutter/material.dart';  
2  
   Run | Debug | Profile  
3  void main() => runApp(MaterialApp());
```

Output:

08:40

3.00 KB/S 4G 34%

DEBUG



2)Code test 2:

Code:

```
3  import 'package:flutter/material.dart';
4
   Run | Debug | Profile
5  void main() => runApp(
6    MaterialApp(
7      home: Text('Hello Flutter'),
8    ), // MaterialApp
9  );
```

Output:

15:46
Hello
Flutter

0.61 KB/S 38%
DEBUG



3)Code test 3:

- This example creates a Material app. Material is a visual-design language that's standard on mobile and the web. Flutter offers a rich set of Material widgets.
- The app extends StatelessWidget, which makes the app itself a widget. In Flutter, almost everything is a widget, including alignment, padding, and layout.
- The Scaffold widget, from the Material library, provides a default app bar, a title, and a body property that holds the widget tree for the home screen. The widget subtree can be quite complex.
- The body for this example consists of a Center widget containing a Text child widget. The Center widget aligns its widget subtree to the center of the screen.

- Code:

```
3  void main() => runApp(MaterialApp(  
4      debugShowCheckedModeBanner: false,  
5      home: Scaffold(  
6          appBar: AppBar(  
7              title: Text('HELLO FLUTTER...MY FIRST APP'),  
8          ), // AppBar  
9      ), // Scaffold  
10 )); // MaterialApp
```

- Output:

HELLO FLUTTER...MY FIRST APP



- Code:

```
3 void main() => runApp(MaterialApp(  
4   debugShowCheckedModeBanner: false,  
5   home: Scaffold(  
6     appBar: AppBar(  
7       title: Text('HELLO FLUTTER...MY FIRST APP'),  
8       centerTitle: true,  
9     ), // AppBar  
10  ), // Scaffold  
11 )); // MaterialApp
```

- Output:

HELLO FLUTTER...MY FIRST APP



- Code:

```
3 void main() => runApp(MaterialApp(  
4   debugShowCheckedModeBanner: false,  
5   home: Scaffold(  
6     appBar: AppBar(  
7       title: Text('HELLO FLUTTER...MY FIRST APP'),  
8       centerTitle: true,  
9     ), // AppBar  
10    body: Text('HELLO DDU'),  
11  ), // Scaffold  
12 )); // MaterialApp
```

- Output:

HELLO FLUTTER...MY FIRST APP

HELLO DDU



- Code:

```
3 import 'package:flutter/material.dart';
4
5 Run | Debug | Profile
6 void main() => runApp(
7   const MaterialApp(
8     debugShowCheckedModeBanner: false,
9     home: HomePage(),
10   ), // MaterialApp
11 );
12
13 class HomePage extends StatelessWidget {
14   const HomePage({super.key});
15
16   @override
17   Widget build(BuildContext context) {
18     return Scaffold(
19       appBar: AppBar(
20         title: Text("HELLO FLUTTER... MY FIRST APP"),
21         centerTitle: true,
22       ), // AppBar
23       body: Center(
24         child: Text(
25           "DDU",
26         ), // Text
27       ), // Center
28       floatingActionButton: FloatingActionButton(
29         child: Text("click"),
30         onPressed: () {},
31       ), // FloatingActionButton
32     ); // Scaffold
33   }
34 }
```

- Output:

Hello there this is my first project

DDU

click

4) Code test 4:

- Code:

```
3  import 'package:flutter/material.dart';
4
5  Run | Debug | Profile
6  void main() => runApp(
7    const MaterialApp(
8      debugShowCheckedModeBanner: false,
9      home: HomePage(),
10    ), // MaterialApp
11  );
12
13  class HomePage extends StatelessWidget {
14    const HomePage({super.key});
15
16    @override
17    Widget build(BuildContext context) {
18      return Scaffold(
19        appBar: AppBar(
20          title: Text("HELLO FLUTTER... MY FIRST APP"),
21          centerTitle: true,
22        ), // AppBar
23        body: Center(
24          child: Text(
25            "DDU",
26          ), // Text
27        ), // Center
28        floatingActionButton: FloatingActionButton(
29          child: Text("click"),
30          onPressed: () {},
31        ), // FloatingActionButton
32      ); // Scaffold
33    }
34  }
```

- Output:

HELLO FLUTTER... MY FIRST APP

DDU

click



5) Code test 5:

- Code:

```
3 void main() => runApp(MaterialApp(  
4   debugShowCheckedModeBanner: false,  
5   home: Scaffold(  
6     appBar: AppBar(  
7       title: Text('HELLO FLUTTER...MY FIRST APP'),  
8       centerTitle: true,  
9       backgroundColor: Colors.red[600],  
10    ), // AppBar  
11    body: Center(  
12      child: Text(  
13        'HELLO DDU',  
14        style: TextStyle(  
15          fontSize: 24.0,  
16          fontWeight: FontWeight.bold,  
17          letterSpacing: 2.0,  
18          color: Colors.grey[600],  
19        ), // TextStyle  
20      ), // Text  
21    ), // Center  
22    floatingActionButton: FloatingActionButton(  
23      onPressed: () {}, // must required property...  
24      child: Text('click'),  
25      backgroundColor: Colors.red[600],  
26    ), // FloatingActionButton  
27  )); // Scaffold // MaterialApp
```

- Output:

Hello there this is my first project

DDU

click

- Code:


```

3 void main() => runApp(MaterialApp(
4   debugShowCheckedModeBanner: false,
5   home: Scaffold(
6     appBar: AppBar(
7       title: Text('HELLO FLUTTER...MY FIRST APP'),
8       centerTitle: true,
9       backgroundColor: Colors.red[600],
10    ), // AppBar
11    body: Center(
12      child: Text(
13        'HELLO DDU',
14        style: TextStyle(
15          fontSize: 24.0,
16          fontWeight: FontWeight.bold,
17          letterSpacing: 2.0,
18          color: Colors.grey[600],
19          fontFamily: 'Aboreto'), // TextStyle
20      ), // Text
21    ), // Center
22    floatingActionButton: FloatingActionButton(
23      onPressed: () {}, // must required property...
24      child: Text('click'),
25      backgroundColor: Colors.red[600],
26    ), // FloatingActionButton
27  )); // Scaffold // MaterialApp

```

- Pubspec:

```

78  fonts:
79    - family: Aboreto
80      fonts:
81        - asset: assets/fonts/Aboreto-Regular.ttf

```

- Output:

HELLO FLUTTER... MY FIRST APP

DDU

click

6) Code test 5:

- Code:

```
5 void main() => runApp(  
6   const MaterialApp(  
7     debugShowCheckedModeBanner: false,  
8     home: HomePage(),  
9   ), // MaterialApp  
10 );  
11  
12 class HomePage extends StatelessWidget {  
13   const HomePage({super.key});  
14  
15   @override  
16   Widget build(BuildContext context) {  
17     return Scaffold(  
18       appBar: AppBar(  
19         title: Text("HELLO FLUTTER... MY FIRST APP"),  
20         centerTitle: true,  
21       ), // AppBar  
22       body: Center(  
23         child: Text(  
24           "DDU",  
25           style: TextStyle(  
26             color: Colors.grey[600],  
27             fontSize: 24,  
28             fontWeight: FontWeight.bold,  
29             letterSpacing: 2.0,  
30             fontFamily: 'Aboreto',  
31           ), // TextStyle  
32         ), // Text  
33       ), // Center  
34       floatingActionButton: FloatingActionButton(  
35         child: Text("click"),  
36         onPressed: () {},  
37         backgroundColor: Colors.red.shade600,  
38       ), // FloatingActionButton  
39     ); // Scaffold  
40   }  
41 }
```

- Pubspec:

```
78 fonts:  
79   - family: Aboreto  
80   fonts:  
81     - asset: assets/fonts/Aboreto-Regular.ttf
```

- Output:

HELLO FLUTTER...MY FIRST APP

HELLO DDU

click

- Github: https://github.com/vishalsindhal/Vishal_Sindhal_SDP_LAB_1-10_CE129