# LAB 6

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## ROLL NO: CE129

1) Code test 1:

Code:

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

Output:

## 2) Code test 2:

Code:

```dart
import 'package:flutter/material.dart';

Run | Debug | Profile
void main() => runApp(
  MaterialApp(
    home: Text('Hello Flutter'),
  ), // MaterialApp
);
```

Output:

# Hello
# Flutter

# 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:

```dart
 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:

```dart
import 'package:flutter/material.dart';


Run | Debug | Profile
void main() => runApp(
      const MaterialApp(
        debugShowCheckedModeBanner: false,
        home: HomePage(),
      ), // MaterialApp
    );

class HomePage extends StatelessWidget {
  const HomePage({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("HELLO FLUTTER... MY FIRST APP"),
        centerTitle: true,
      ), // AppBar
      body: Center(
        child: Text(
          "DDU",
        ), // Text
      ), // Center
      floatingActionButton: FloatingActionButton(
        child: Text("click"),
        onPressed: () {},
      ), // FloatingActionButton
    ); // Scaffold
  }
}
```

- Output:

# Hello there this is my first project

DDU

**click**

## 4) Code test 4:

- Code:

```dart
import 'package:flutter/material.dart';

Run | Debug | Profile
void main() => runApp(
    const MaterialApp(
        debugShowCheckedModeBanner: false,
        home: HomePage(),
    ), // MaterialApp
);

class HomePage extends StatelessWidget {
  const HomePage({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("HELLO FLUTTER... MY FIRST APP"),
        centerTitle: true,
      ), // AppBar
      body: Center(
        child: Text(
          "DDU",
        ), // Text
      ), // Center
      floatingActionButton: FloatingActionButton(
        child: Text("click"),
        onPressed: () {},
      ), // FloatingActionButton
    ); // Scaffold
  }
}
```

- Output:

# HELLO FLUTTER... MY FIRST APP

DDU

click

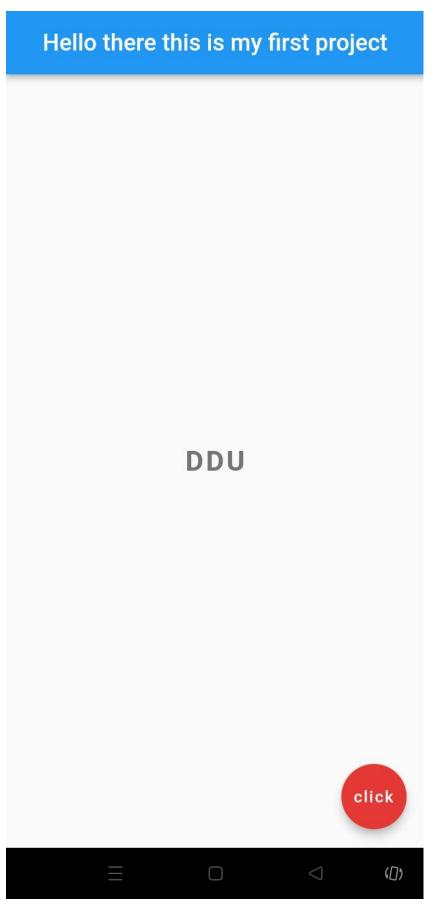## 5) Code test 5:

- 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:

- 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:

```dart
void main() => runApp(
    const MaterialApp(
        debugShowCheckedModeBanner: false,
        home: HomePage(),
    ), // MaterialApp
);

class HomePage extends StatelessWidget {
  const HomePage({super.key});

  @override
  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text("HELLO FLUTTER... MY FIRST APP"),
        centerTitle: true,
      ), // AppBar
      body: Center(
        child: Text(
          "DDU",
          style: TextStyle(
            color: Colors.grey[600],
            fontSize: 24,
            fontWeight: FontWeight.bold,
            letterSpacing: 2.0,
            fontFamily: 'Aboreto',
          ), // TextStyle
        ), // Text
      ), // Center
      floatingActionButton: FloatingActionButton(
        child: Text("click"),
        onPressed: () {},
        backgroundColor: Colors.red.shade600,
      ), // FloatingActionButton
    ); // Scaffold
  }
}
```

- Pubspec:

```yaml
fonts:
    - family: Aboreto
      fonts:
        - asset: assets/fonts/Aboreto-Regular.ttf
```

- Output:

# HELLO FLUTTER...MY FIRST APP

**HELLO DDU**

click