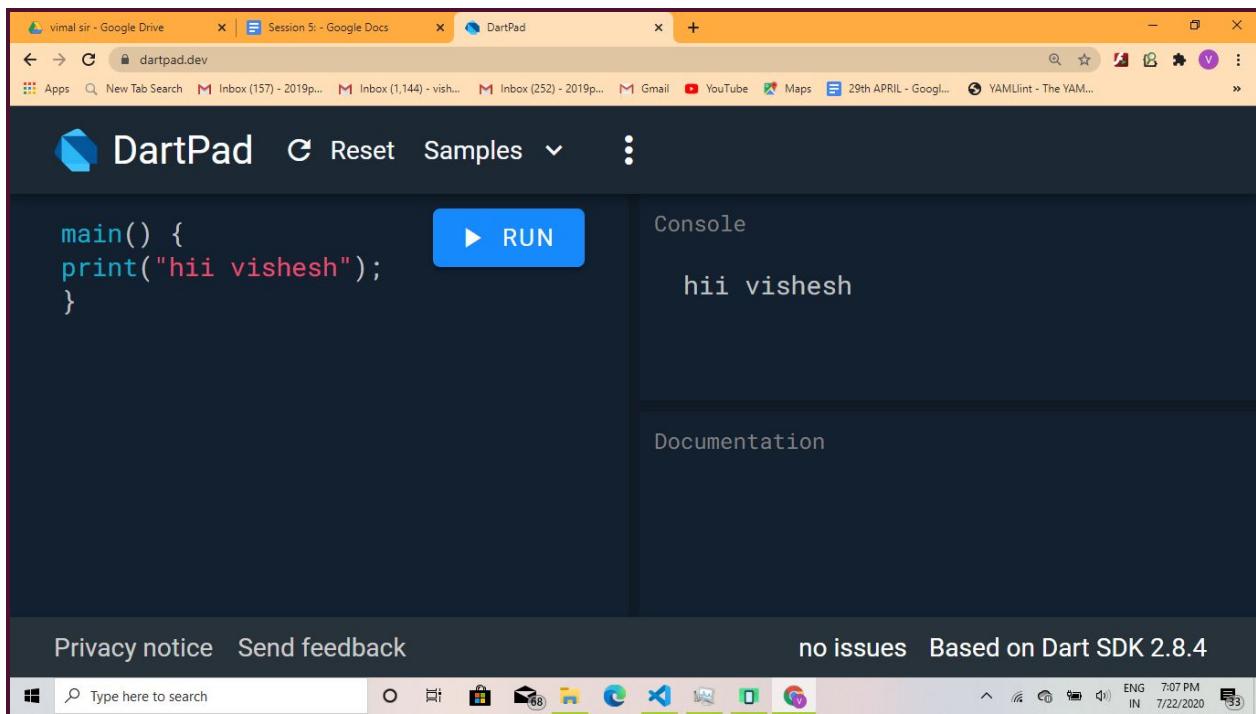


Session 5:



A screenshot of the DartPad web interface. The code editor contains the following Dart code:

```
main() {  
  print("hii vishesh");  
}
```

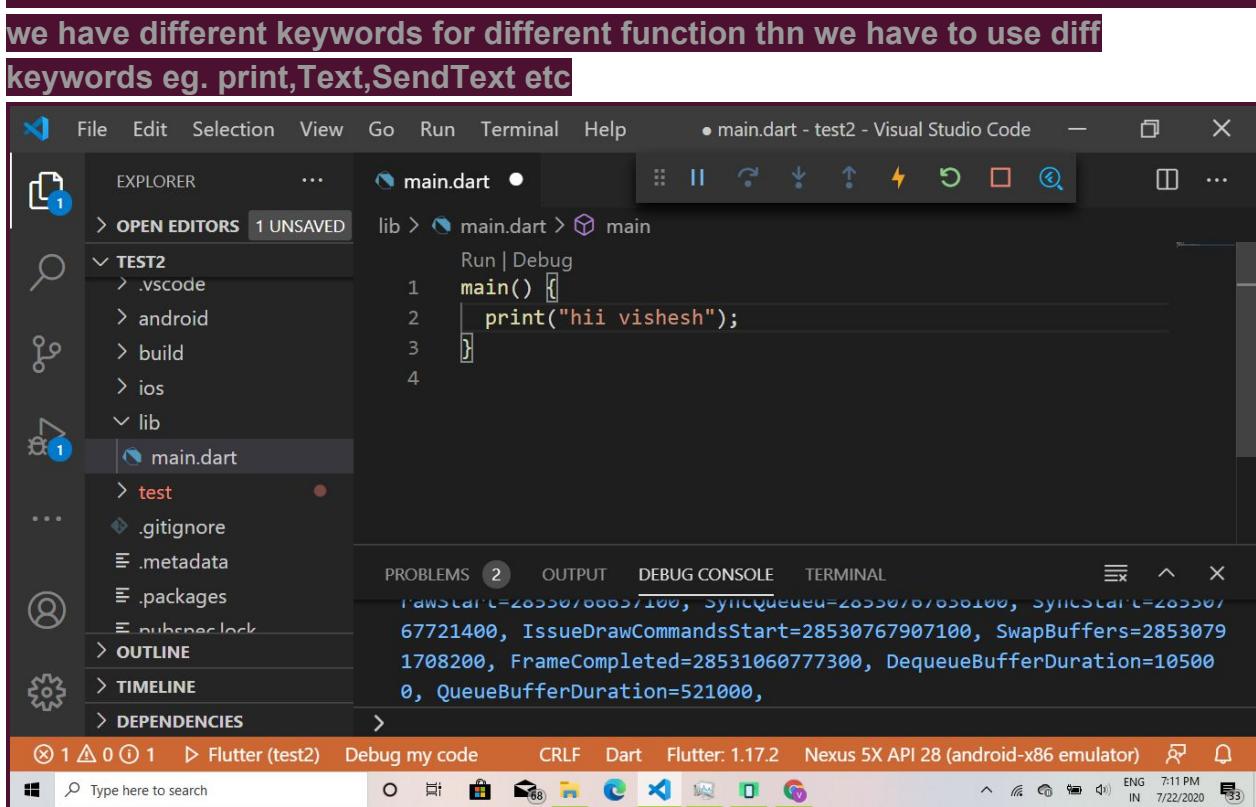
The "RUN" button is highlighted in blue. To the right, the "Console" output shows the result:

```
hii vishesh
```

Below the code editor, there's a "Documentation" section which is currently empty.

Privacy notice Send feedback

no issues Based on Dart SDK 2.8.4



A screenshot of the Visual Studio Code (VS Code) interface. The left sidebar shows a file tree with a "main.dart" file selected under the "lib" folder. The main editor area displays the same Dart code as the DartPad screenshot:

```
main() {  
  print("hii vishesh");  
}
```

The status bar at the bottom indicates the file is "1 UNSAVED". The bottom right corner shows the system tray with the date and time as "7/22/2020 7:07 PM".

runApp function launch the app for us

The screenshot shows a web browser window with the Flutter website open. The title bar includes tabs for 'vimal sir - Google Drive', 'Session 5: - Google Docs', 'DartPad', and 'Text widgets - Flutter'. The main content area displays the 'Text widgets' page under the 'User interface' section. The page features a navigation sidebar on the left with links like 'Get started', 'Samples & tutorials', 'Development', 'User interface' (which is expanded to show 'Introduction to widgets', 'Building layouts', 'Adding interactivity', 'Assets and images', 'Navigation & routing', 'Animations', 'Advanced UI', and 'Widget catalog'), 'Data & backend', and 'Accessibility'. The main content area has a heading 'Text widgets' and a breadcrumb trail 'Docs > Development > UI > Widgets > Text'. It contains text about displaying and styling text, a link to the 'widget catalog', and three preview cards showing the Flutter logo, the Flutter logo, and a blue box with the letters 'Abc'. The bottom of the screen shows a Windows taskbar with various pinned icons.

The screenshot shows a web browser window with the DartPad website open. The title bar includes tabs for 'vimal sir - Google Drive', 'Session 5: - Google Docs', 'DartPad', and 'Text widgets - Flutter'. The main content area displays the DartPad interface. On the left, there is a code editor with the following Dart code:main() {
 var db= {"id":1,"name":
 "vishesh","gender": "m" };
 print(db);
}
A blue 'RUN' button is positioned next to the code. To the right, the 'Console' output shows the result of running the code: {id: 1, name: vishesh, gender: m}. Below the code editor, there is a 'Documentation' section. At the bottom of the screen, there are 'Privacy notice' and 'Send feedback' links, along with a message 'no issues Based on Dart SDK 2.8.4'. The bottom of the screen shows a Windows taskbar with various pinned icons.

A screenshot of a web browser window showing the DartPad interface. The browser tabs include "vimal sir - Google Drive", "Session 5: - Google Docs", "DartPad", and "Text widgets - Flutter". The main content area shows the DartPad logo, a "Reset" button, and a "Samples" dropdown menu. On the left, there is a code editor with the following Dart code:

```
main() {  
  var db= {"id":1,"name":  
  "vishesh","gender": "male" };  
  print(db['gender']);  
}
```

Next to the code is a blue "RUN" button with a play icon. To the right of the code editor is a "Console" window displaying the output: "male". Below the code editor is a "Documentation" section.

Privacy notice Send feedback no issues Based on Dart SDK 2.8.4

A screenshot of a web browser window showing the DartPad interface. The browser tabs are identical to the first screenshot. The main content area shows the DartPad logo, a "Reset" button, and a "Samples" dropdown menu. On the left, there is a code editor with the following Dart code:

```
main() {  
  var db= {"id":1,"name":  
  "vishesh","gender": "male" };  
  db["name"] = "lavya garg";  
  print(db['name']);  
}
```

Next to the code is a blue "RUN" button with a play icon. To the right of the code editor is a "Console" window displaying the output: "lavya garg". Below the code editor is a "Documentation" section.

Privacy notice Send feedback no issues Based on Dart SDK 2.8.4

The screenshot shows a web browser window with multiple tabs open. The active tab is 'Text class - widgets library - Dart' at api.flutter.dev/flutter/widgets/Text-class.html. The page content is as follows:

Constructors

CLASSES

- AbsorbPointer
- Accumulator
- Action
- ActionDispatcher
- Actions
- ActivateAction
- Align
- Alignment
- AlignmentDirectional
- AlignmentGeometry
- AlignmentGeometryTween
- AlignmentTween
- AlignTransition
- AlwaysScrollableScrollPh...

Text(String data, {Key key, TextStyle style, StrutStyle strutStyle, TextAlign textAlign, TextDirection textDirection, Locale locale, bool softWrap, TextOverflow overflow, double textScaleFactor, int maxLines, String semanticsLabel, TextWidthBasis textWidthBasis, TextHeightBehavior textHeightBehavior})
Creates a text widget. [...]
const

Text.rich(InlineSpan textSpan, {Key key, TextStyle style, StrutStyle strutStyle, TextAlign textAlign, TextDirection textDirection, Locale locale, bool softWrap, TextOverflow overflow, double textScaleFactor, int maxLines, String semanticsLabel, TextWidthBasis textWidthBasis, TextHeightBehavior textHeightBehavior})
Creates a text widget with a InlineSpan. [...]
const

Properties

data → String

CONSTRUCTORS

- Text
- rich

PROPERTIES

- data
- locale
- maxLines
- overflow
- semanticsLabel
- softWrap
- strutStyle
- style
- textAlign
- textDirection

Flutter 1.17.4 • 2020-06-18 15:47 • 1ad9baa0b9 • stable

<https://api.flutter.dev/flutter/widgets/Text-class.html>

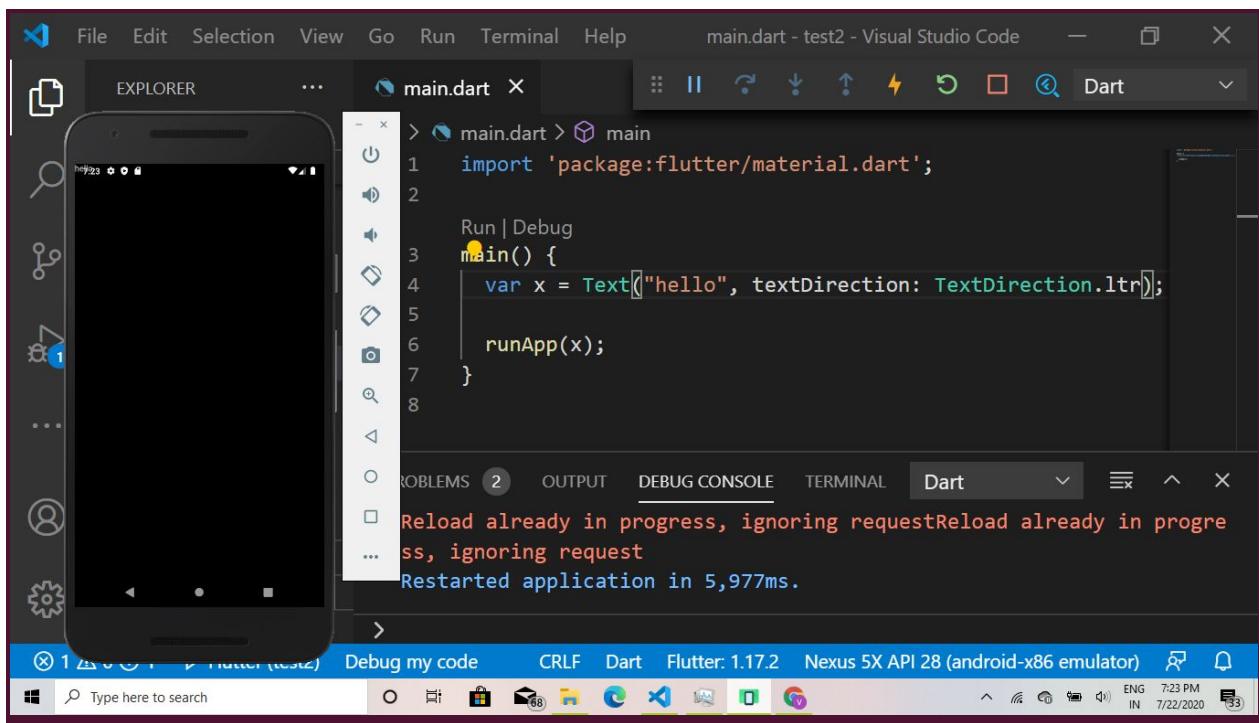
The screenshot shows a Visual Studio Code interface with the following details:

- File Bar:** File, Edit, Selection, View, Go, Run, Terminal, Help.
- Title Bar:** main.dart - test2 - Visual Studio Code.
- Explorer:** Shows a mobile device icon with an error message: "No Directionality widget found. RichText widget requires a Directionality widget ancestor. The specific widget that could not find a Directionality ancestor was: RichText".
- Code Editor:** The main.dart file contains the following code:

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

main() {
  var x = Text("hello");

  runApp(x);
}
```
- Terminal:** Shows the output of the flutter command: "I/flutter (17056): #2 RichText.createRenderObject package:flutter/.../... I/flutter (17056): #3 RenderObjectElement.package:flutter/.../..."
- Bottom Bar:** Debug my code, CRLF, Dart, Flutter: 1.17.2, Nexus 5X API 28 (android-x86 emulator), ENG IN 7:21 PM 7/22/2020.



File Edit Selection View Go Run Terminal Help main.dart - test2 - Visual Studio Code

EXPLORER main.dart X Dart

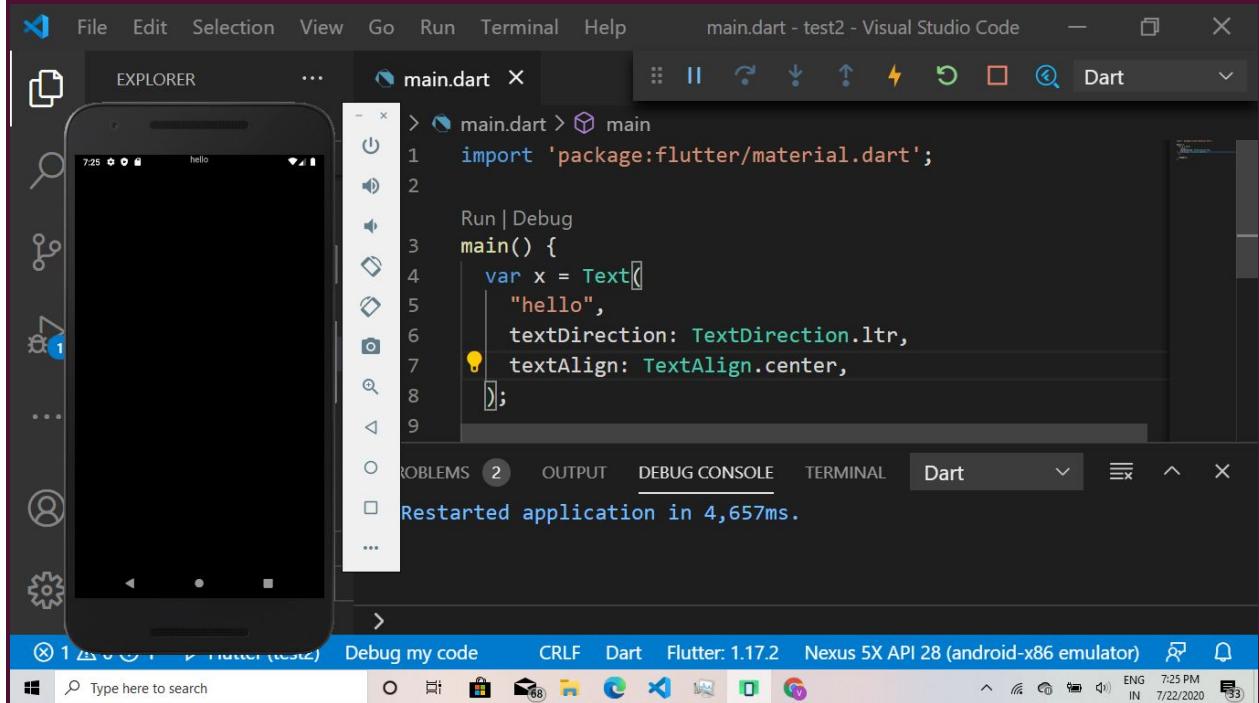
```
> main.dart > main
1 import 'package:flutter/material.dart';
2
3 Run | Debug
4 main() {
5     var x = Text("hello", textDirection: TextDirection.ltr);
6
7     runApp(x);
8 }
```

PROBLEMS 2 OUTPUT DEBUG CONSOLE TERMINAL Dart

Reload already in progress, ignoring request Reload already in progress, ignoring request
Restarted application in 5,977ms.

Flutter (test2) Debug my code CRLF Dart Flutter: 1.17.2 Nexus 5X API 28 (android-x86 emulator)

Type here to search



File Edit Selection View Go Run Terminal Help main.dart - test2 - Visual Studio Code

EXPLORER main.dart X Dart

```
> main.dart > main
1 import 'package:flutter/material.dart';
2
3 Run | Debug
4 main() {
5     var x = Text(
6         "hello",
7         textDirection: TextDirection.ltr,
8         textAlign: TextAlign.center,
9     );
10 }
```

PROBLEMS 2 OUTPUT DEBUG CONSOLE TERMINAL Dart

Restarted application in 4,657ms.

Flutter (test2) Debug my code CRLF Dart Flutter: 1.17.2 Nexus 5X API 28 (android-x86 emulator)

Type here to search

here we are using the declarative approach

A screenshot of the Visual Studio Code interface. The main editor window displays the file `main.dart` with the following code:

```
lib > main.dart > main
1 import 'package:flutter/material.dart';
2
3 Run | Debug
4 main() {
5   var x = Text(
6     "hello",
7     textDirection: TextDirection.ltr,
8     textAlign: TextAlign.center,
9   );
10  var design = MaterialApp();
11  runApp(design);
```

The code uses the `MaterialApp` class from the `flutter/material` package to create a simple application with a centered text widget.

The bottom status bar shows the following information: `ee`, `I/flutter (17056): #215 WidgetsBinding.attachRootWidget`, `T/Flutter (17056): #215 WidgetsBinding.scheduleAttachRootWidget`, `package:flutter/...`, `Flutter (1.17.2) Nexus 5X API 28 (android-x86 emulator)`, and the system tray with battery level 732 PM IN 7/22/2020.

<https://api.flutter.dev/flutter/material/MaterialApp-class.html>

A screenshot of a web browser window showing the `MaterialApp` class documentation from the Flutter API. The URL is <https://api.flutter.dev/flutter/material/MaterialApp-class.html>. The page title is `MaterialApp class - material library`.

The left sidebar lists various Flutter classes under the `material` category, including `AboutDialog`, `AboutListTile`, `AbsorbPointer`, `Accumulator`, `Action`, `ActionChip`, `ActionDispatcher`, `Actions`, and others.

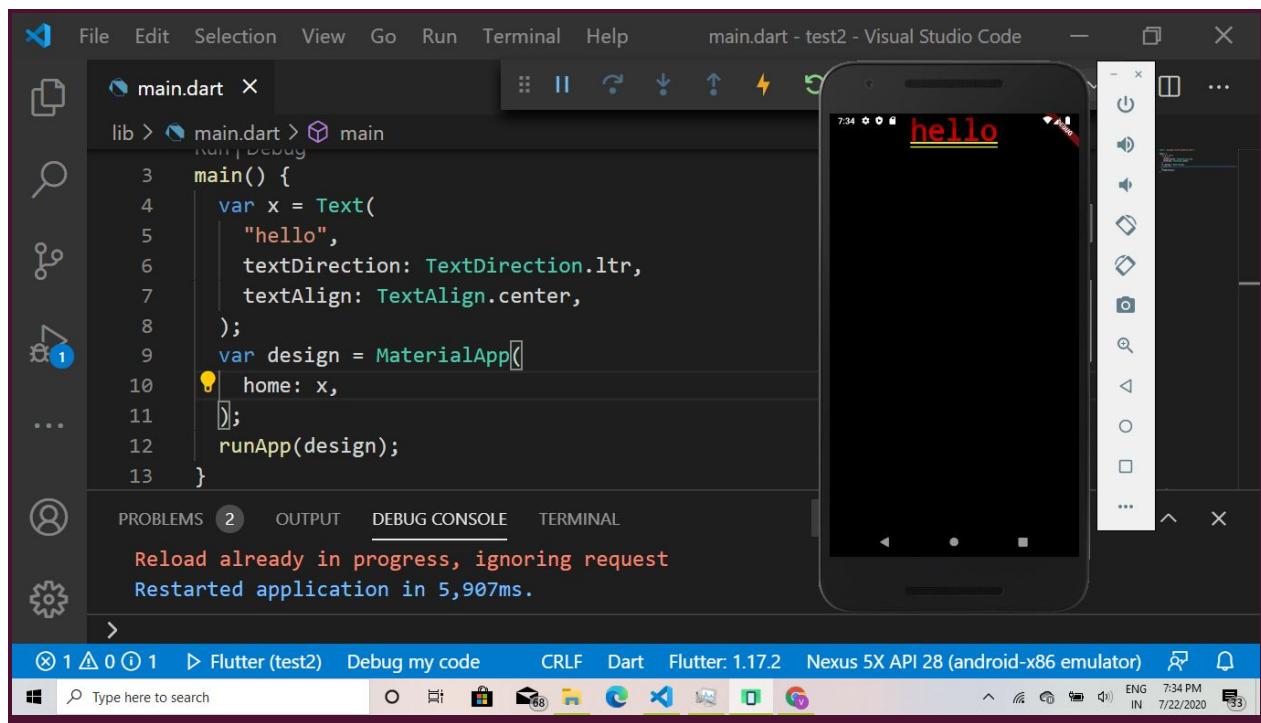
The main content area describes the `MaterialApp` class, stating it configures the top-level `Navigator` to search for routes in the following order:

- For the `/` route, the `home` property, if non-null, is used.
- Otherwise, the `routes` table is used, if it has an entry for the route.
- Otherwise, `onGenerateRoute` is called, if provided. It should return a non-null value for any *valid* route not handled by `home` and `routes`.
- Finally if all else fails `onUnknownRoute` is called.

If a `Navigator` is created, at least one of these options must handle the `/` route, since it is used when an invalid `initialRoute` is specified on startup (e.g. by another application launching this one with an intent on Android; see `Window.defaultRouteName`).

This widget also configures the observer of the top-level `Navigator` (if any) to perform

At the bottom of the browser window, the status bar shows `Flutter 1.17.4 • 2020-06-18 15:47 • 1ad9baa8b9 • stable` and the system tray with battery level 733 PM IN 7/22/2020.



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

main() {
  var x = Text(
    "hello",
    textDirection: TextDirection.ltr,
    textAlign: TextAlign.center,
  );
  var design = MaterialApp(
    home: x,
  );
  runApp(design);
}
```

The screenshot shows a Visual Studio Code interface with a dark theme. The main editor window displays the file `main.dart`. The code defines a `myapp()` function that returns a `MaterialApp` with a central `Text` widget containing the string "hello vishesh". The `main()` function calls `runApp(myapp())`.

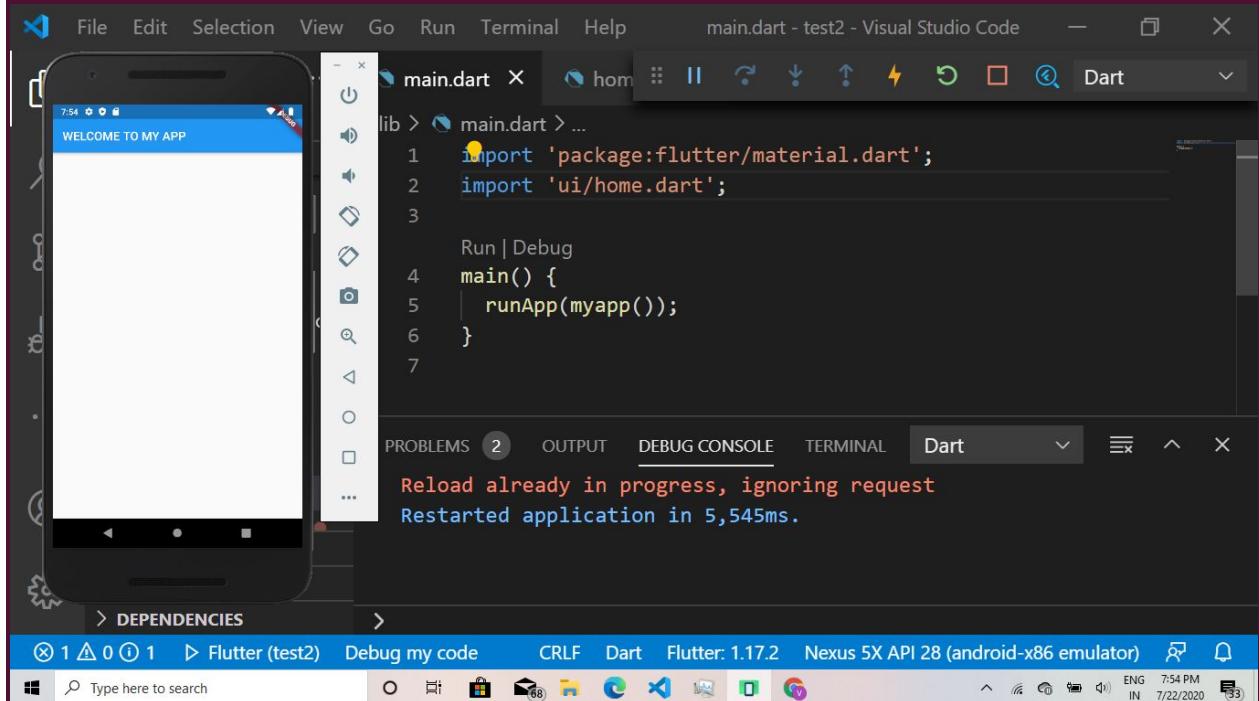
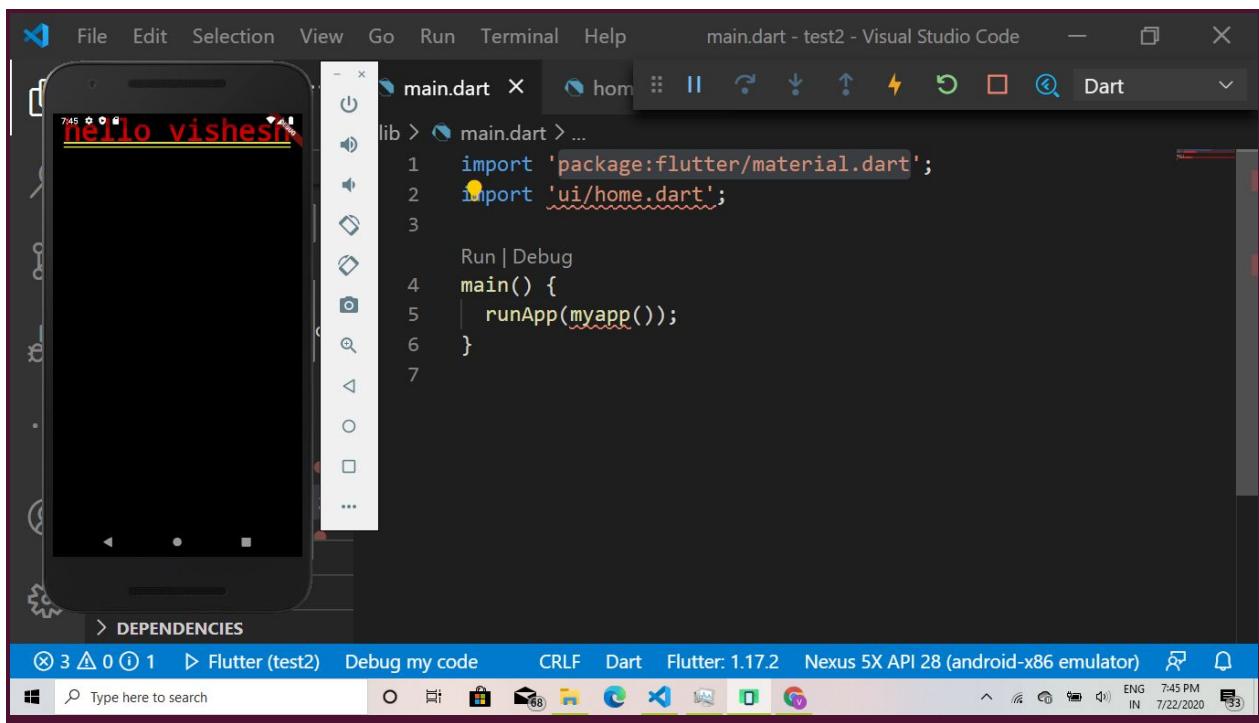
```
main.dart X
lib > main.dart > myapp
3   main() {
4     runApp(myapp());
5   }
6
7   myapp() {
8     var x = Text(
9       "hello vishesh",
10      textDirection: TextDirection.ltr,
11      textAlign: TextAlign.center,
12    );
13    var design = MaterialApp(
14      home: x,
15    );
16    return design;
17 }
18

import 'package:flutter/material.dart';

main() {
  runApp(myapp());
}

myapp() {
  var x = Text(
    "hello vishesh",
    textDirection: TextDirection.ltr,
    textAlign: TextAlign.center,
  );
  var design = MaterialApp(
    home: x,
  );
  return design;
}
```

The right side of the interface shows a mobile application emulator displaying the text "hello vishesh" centered on the screen. The status bar at the bottom indicates the time as 7:40 PM and the date as 7/22/2020.



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

myapp() {
  var mytext = Text(
    "WELCOME TO MY APP",
    textDirection: TextDirection.ltr,
```

```

        textAlign: TextAlign.center,
    );
}

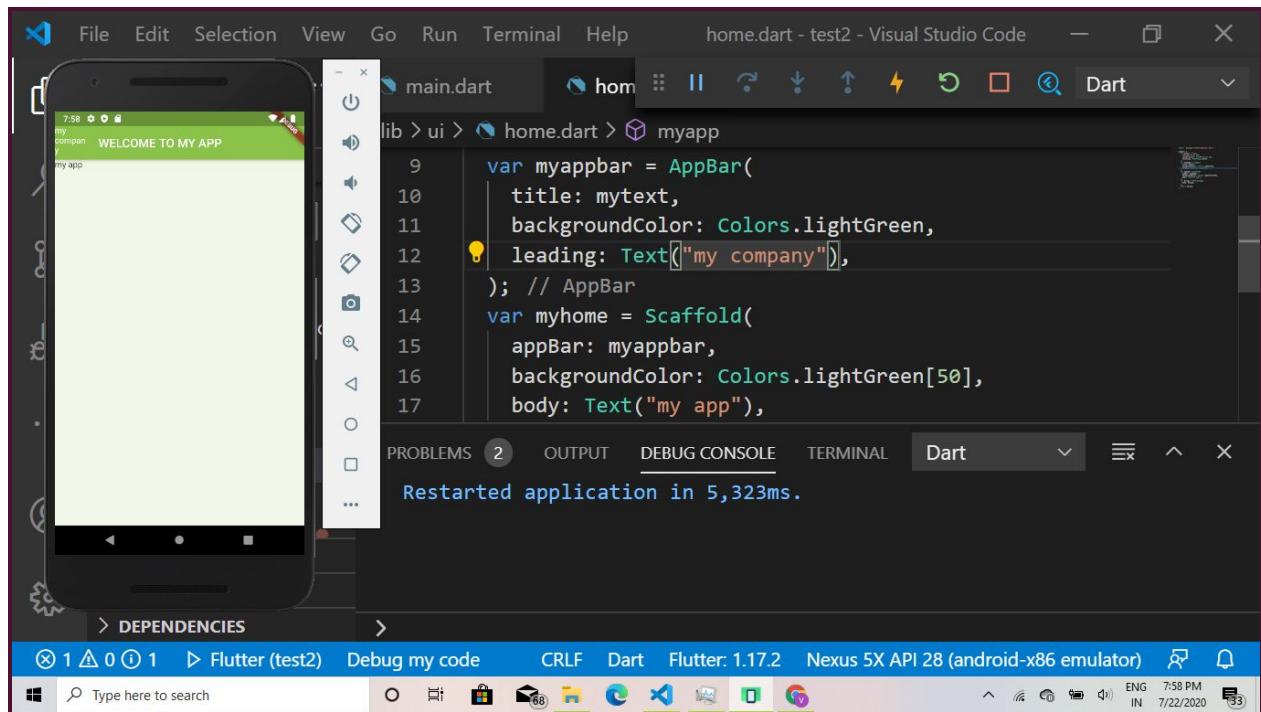
var myappbar = AppBar(
    title: mytext,
);

var myhome = Scaffold(
    appBar: myappbar,
);

var design = MaterialApp(
    home: myhome,
);

return design;
}

```



```

import 'package:flutter/material.dart';

myapp() {
    var mytext = Text(
        "WELCOME TO MY APP",
        textDirection: TextDirection.ltr,
        textAlign: TextAlign.center,
    );
}

```

```

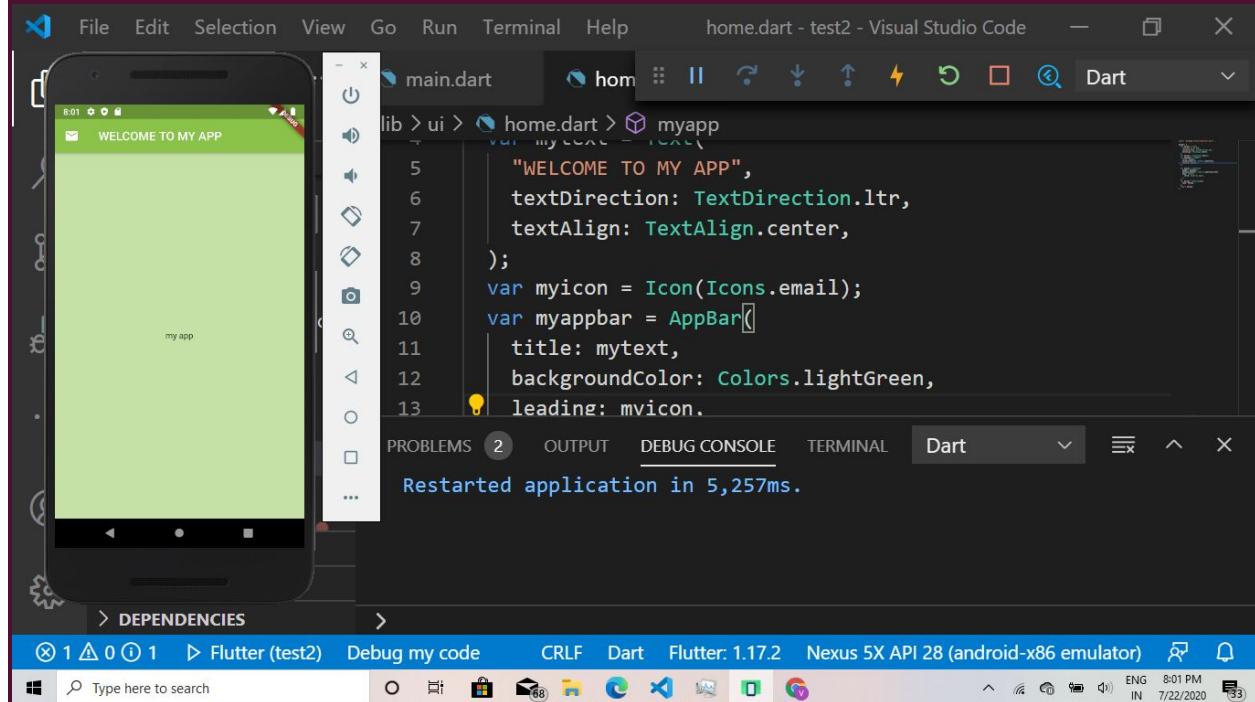
var myappbar = AppBar(
  title: mytext,
  backgroundColor: Colors.lightGreen,
  leading: Text("my company"),
);

var myhome = Scaffold(
  appBar: myappbar,
  backgroundColor: Colors.lightGreen[50],
  body: Text("my app"),
);

var design = MaterialApp(
  home: myhome,
);

return design;
}

```



```

import 'package:flutter/material.dart';

myapp() {
  var mytext = Text(
    "WELCOME TO MY APP",
    textDirection: TextDirection.ltr,
    textAlign: TextAlign.center,
  );
  var myicon = Icon(Icons.email);
  var myappbar = AppBar(
    title: mytext,
    backgroundColor: Colors.lightGreen,
    leading: myicon,
  );
  var myhome = Scaffold(
    appBar: myappbar,
    backgroundColor: Colors.lightGreen[50],
    body: Text("my app"),
  );
  var design = MaterialApp(
    home: myhome,
  );
  return design;
}

```

```

) ;

var myicon = Icon(Icons.email);

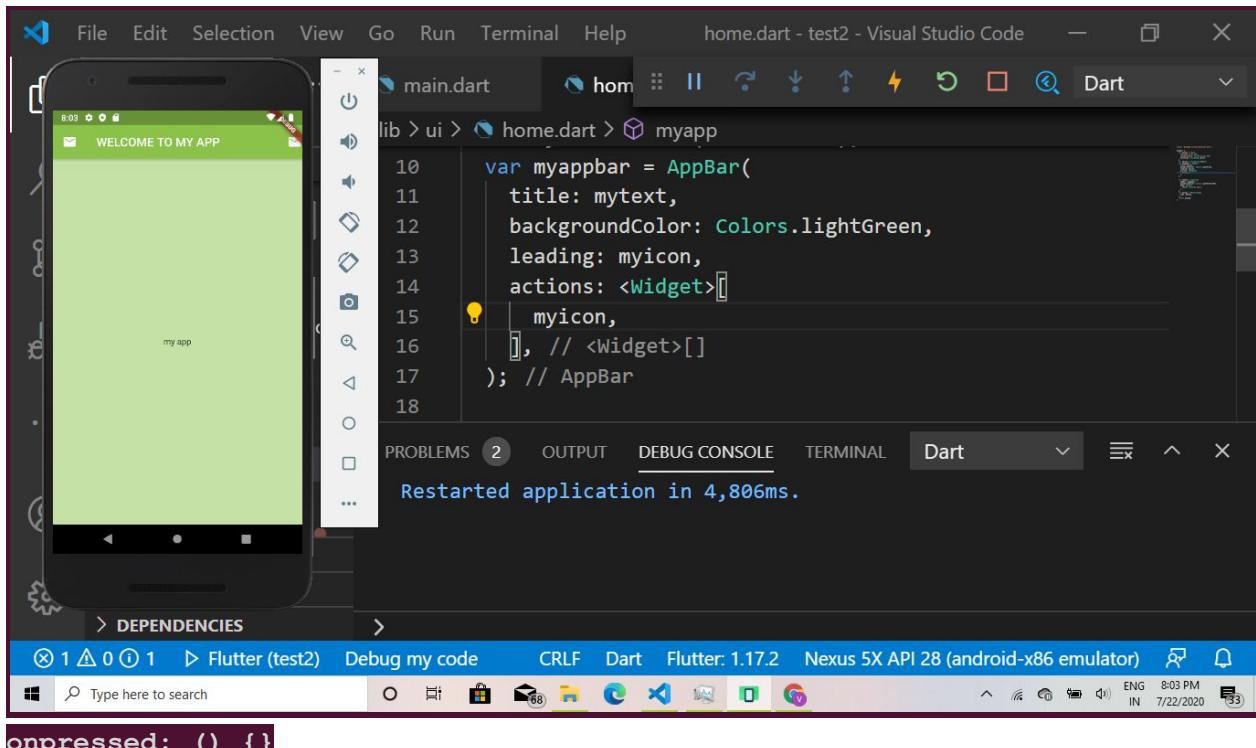
var myappbar = AppBar(
  title: mytext,
  backgroundColor: Colors.lightGreen,
  leading: myicon,
);

var myhome = Scaffold(
  appBar: myappbar,
  backgroundColor: Colors.lightGreen[200],
  body: Center(
    child: Text("my app"),
  ),
);

var design = MaterialApp(
  home: myhome,
);

return design;
}

```



It is an event

The screenshot shows a web browser window with multiple tabs open. The active tab is 'api.flutter.dev/flutter/material/iconButton-class.html'. The page content is about the 'IconButton' class, which is described as a material design icon button. It has a sidebar on the left listing various classes like AboutDialog, AboutListTile, AbsorbPointer, etc., and a sidebar on the right listing constructors, properties, and methods. The main content area contains the class definition and its usage examples.

CLASSES

- AboutDialog
- AboutListTile
- AbsorbPointer
- Accumulator
- Action
- ActionChip
- ActionDispatcher
- Actions
- ActivateAction
- AlertDialog
- Align
- Alignment

ICONBUTTON CLASS

CONSTRUCTORS

- IconButton

PROPERTIES

- alignment
- autofocus
- color
- constraints
- disabledColor
- enableFeedback
- focusColor
- focusNode
- highlightColor

A material design icon button.

An icon button is a picture printed on a Material widget that reacts to touches by filling with color (ink).

Icon buttons are commonly used in the AppBar.actions field, but they can be used in many other places as well.

If the onPressed callback is null, then the button will be disabled and will not react to touch.

Requires one of its ancestors to be a Material widget.

The hit region of an icon button will, if possible, be at least kMinInteractiveDimension.

The screenshot shows the Visual Studio Code interface. On the left is a preview of an Android application showing a green AppBar with the title 'WELCOME TO MY APP'. The main editor area shows the Dart code for the 'main.dart' file:

```
lib > ui > lib > home.dart > myapp
14
15     var myappbar = AppBar(
16         title: mytext,
17         backgroundColor: Colors.lightGreen,
18         // leading: myicon,
19         actions: <Widget>[
20             myicon,
21         ], // <Widget>[]
22     ); // AppBar
```

The status bar at the bottom indicates the application was restarted in 4,602ms. The code editor also shows imports at the top and a scrollable code area below.

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

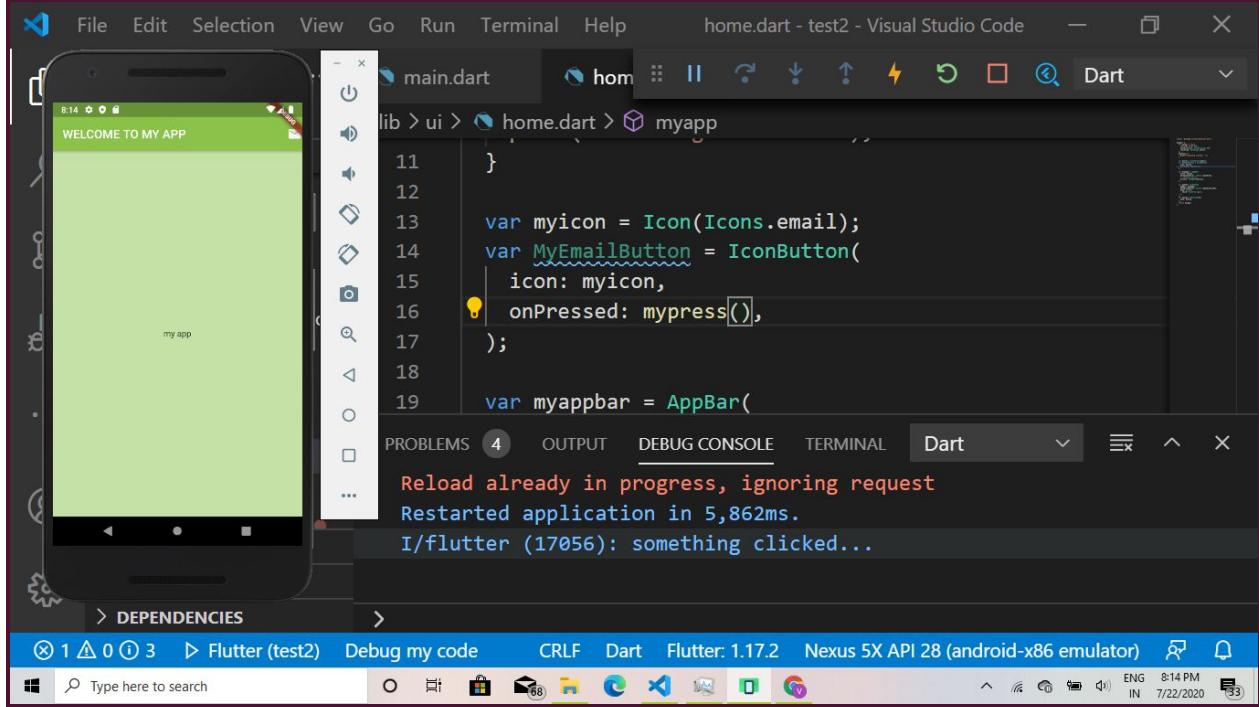
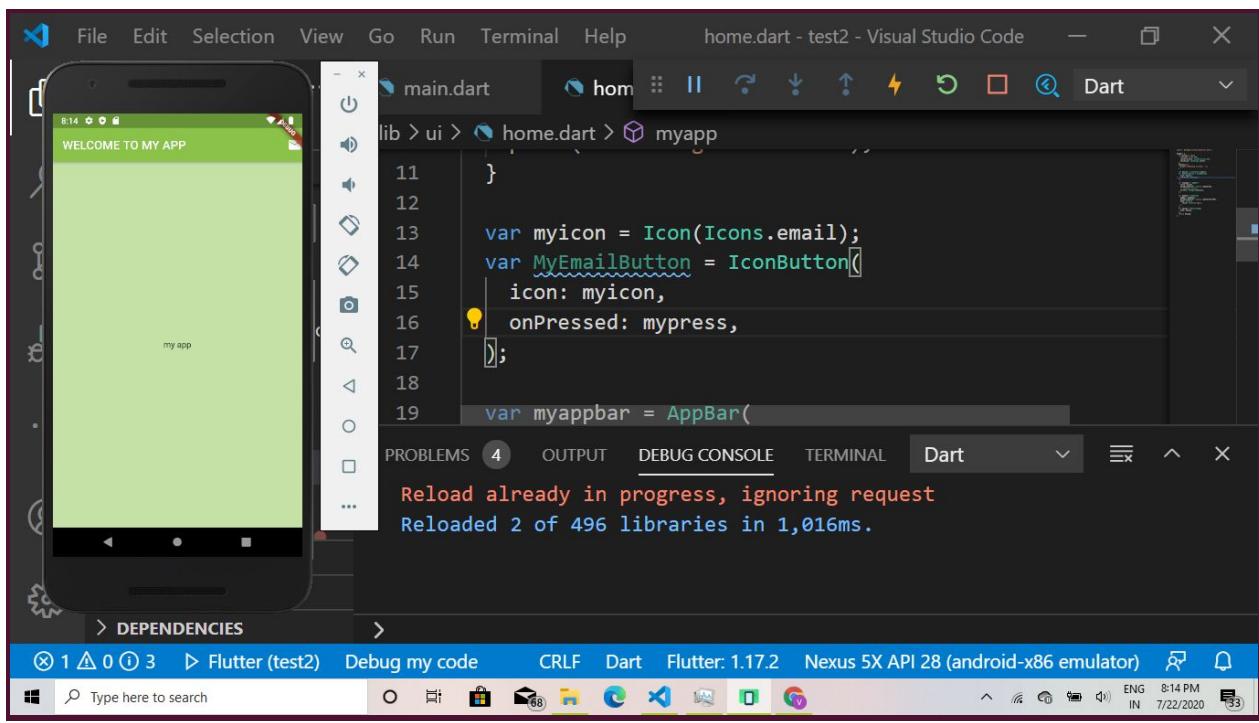
myapp() {
    var mytext = Text(
        "WELCOME TO MY APP",

```

```
        textDirection: TextDirection.ltr,
        textAlign: TextAlign.center,
    ) ;
var myicon = Icon(Icons.email);
var MyEmailButton = IconButton(
    icon: myicon,
    onPressed: () {},
) ;

var myappbar = AppBar(
    title: mytext,
    backgroundColor: Colors.lightGreen,
    // leading: myicon,
    actions: <Widget>[
        myicon,
    ],
) ;

var myhome = Scaffold(
    appBar: myappbar,
    backgroundColor: Colors.lightGreen[200],
    body: Center(
        child: Text("my app"),
    ),
) ;
var design = MaterialApp(
    home: myhome,
) ;
return design;
}
```



The screenshot shows a Visual Studio Code interface with a Flutter project open. The top bar includes File, Edit, Selection, View, Go, Run, Terminal, Help, and a tab for 'home.dart - test2 - Visual Studio Code'. The main area has a sidebar with icons for file operations like Open, Save, Find, and Replace. A preview window on the left shows a smartphone screen with a green background and the text 'WELCOME TO MY APP'.

The code editor displays the file 'main.dart' with the following content:

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

myapp() {
  var mytext = Text(
    "WELCOME TO MY APP",
    textDirection: TextDirection.ltr,
    textAlign: TextAlign.center,
  );
  mypress() {
    print("something clicked...");
  }

  mypress2() {
    print("something clicked cal...");
  }

  var myicon = Icon(Icons.email);
  var MyEmailButton = IconButton(icon: myicon, onPressed: mypress);
  var MyCalIcon = Icon(Icons.access_alarm);
  var MyCalButton = IconButton(icon: MyCalIcon, onPressed: mypress2);

  var myappbar = AppBar(
    actions: <Widget>[
      MyEmailButton,
      MyCalButton,
    ],
  );
  var myhome = Scaffold(
    appBar: myappbar,
    backgroundColor: Colors.lightGreen[200],
  );
}

void main() {
  runApp(myhome);
}
```

The bottom status bar shows the following information: PROBLEMS 5, OUTPUT, DEBUG CONSOLE, TERMINAL, Dart, 8:21 PM, ENG IN, 7/22/2020, and a battery icon.

```

        title: mytext,
        backgroundColor: Colors.lightGreen,
        // leading: myicon,
        actions: <Widget>[
            MyEmailButton,
            MyCalButton,
        ],
    );
}

var myhome = Scaffold(
    appBar: myappbar,
    backgroundColor: Colors.lightGreen[200],
    body: Center(
        child: Text("my app"),
    ),
);

```

```

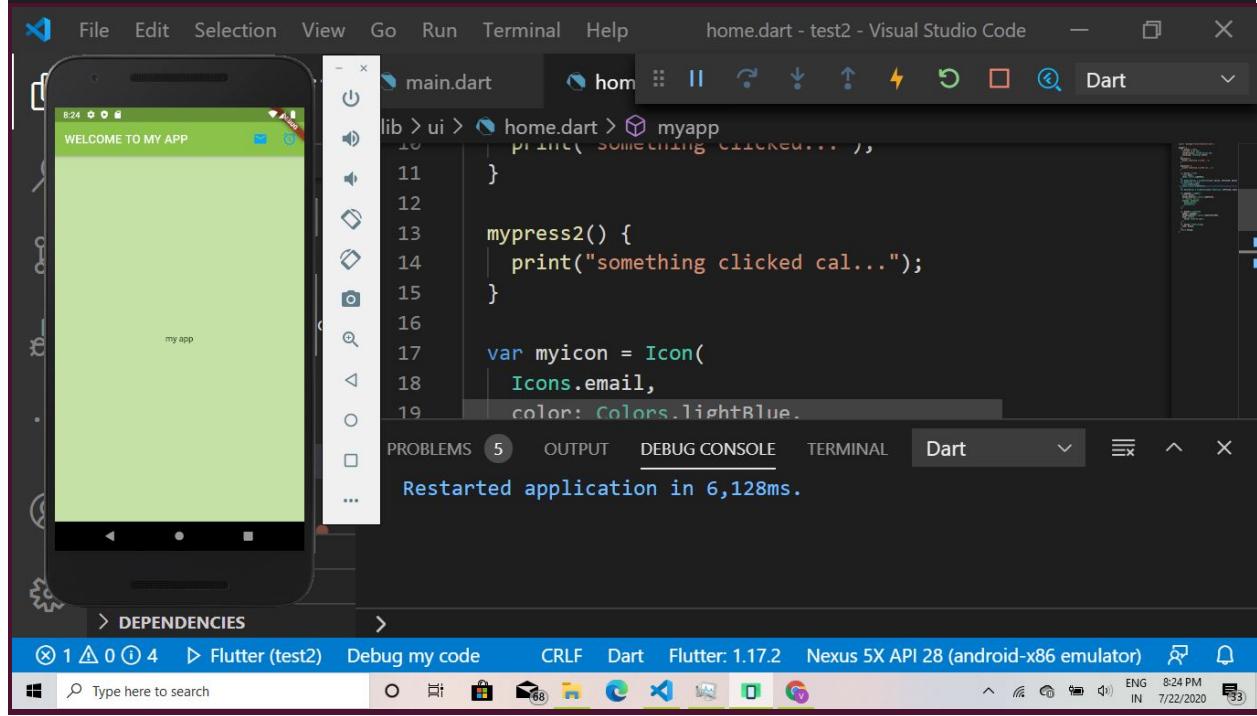
var design = MaterialApp(
    home: myhome,
);

```

```

return design;
}

```



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

```
myapp() {
    var mytext = Text(
        "WELCOME TO MY APP",
        textDirection: TextDirection.ltr,
        textAlign: TextAlign.center,
    );
    mypress() {
        print("something clicked...");
    }

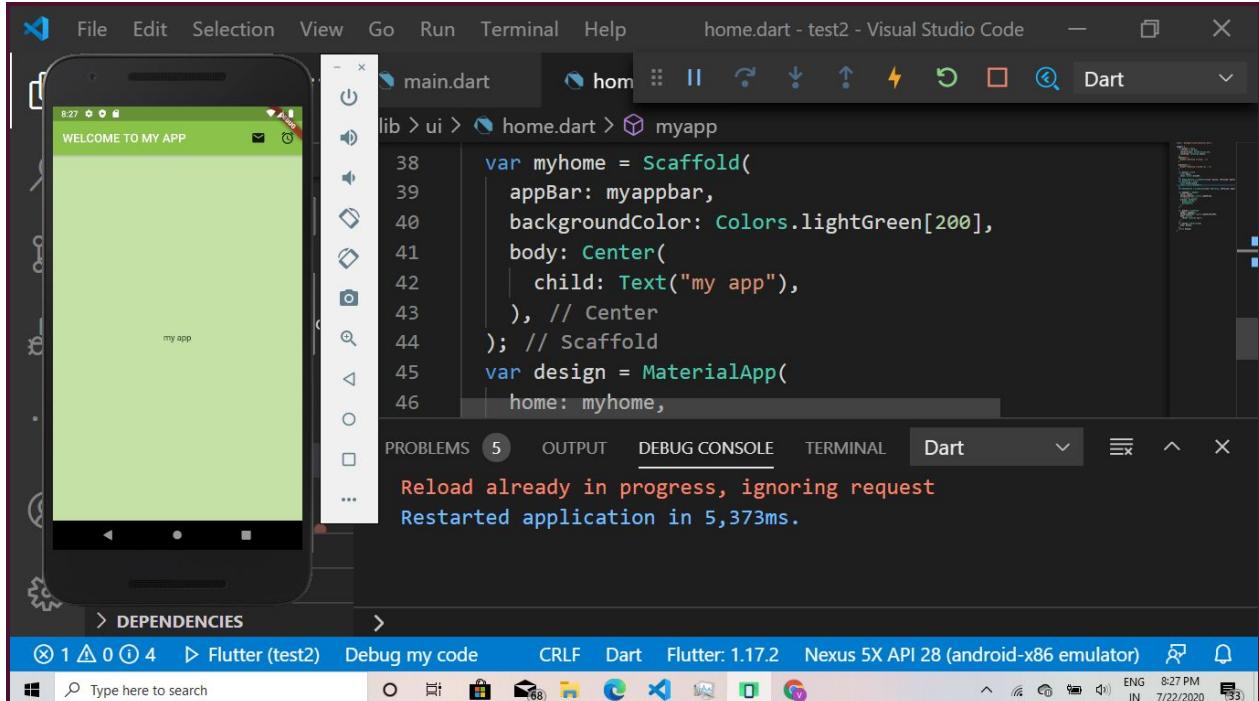
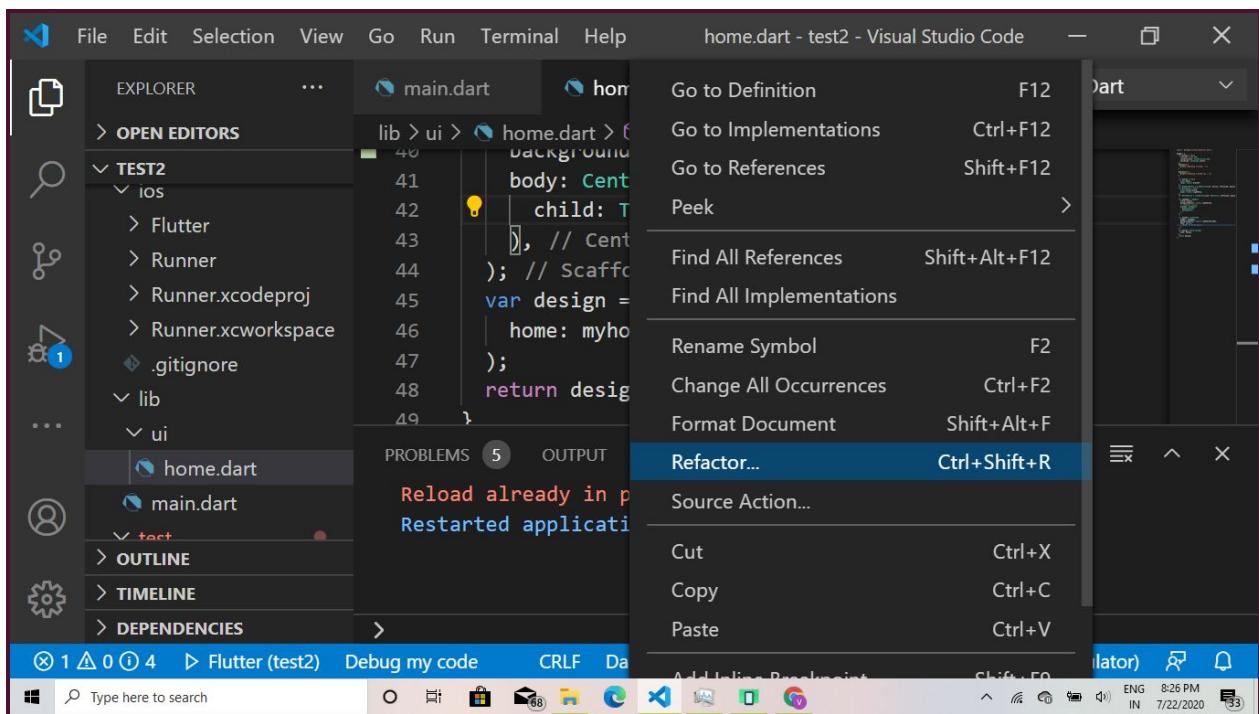
    mypress2() {
        print("something clicked cal...");
    }

    var myicon = Icon(
        Icons.email,
        color: Colors.lightBlue,
    );
    var MyEmailButton = IconButton(icon: myicon, onPressed: mypress);
    var MyCalIcon = Icon(
        Icons.access_alarm,
        color: Colors.lightBlue,
    );
    var MyCalButton = IconButton(icon: MyCalIcon, onPressed: mypress2);

    var myappbar = AppBar(
        title: mytext,
        backgroundColor: Colors.lightGreen,
        // leading: myicon,
        actions: <Widget>[
            MyEmailButton,
            MyCalButton,
        ],
    );
}

var myhome = Scaffold(
```

```
appBar: myappbar,
backgroundColor: Colors.lightGreen[200],
body: Center(
    child: Text("my app"),
),
);
var design = MaterialApp(
    home: myhome,
);
return design;
}
```



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

myapp() {
  var mytext = Text(
    "WELCOME TO MY APP",
    textDirection: TextDirection.ltr,
```

```
        textAlign: TextAlign.center,
    );
}

mypress() {
    print("something clicked...") ;
}

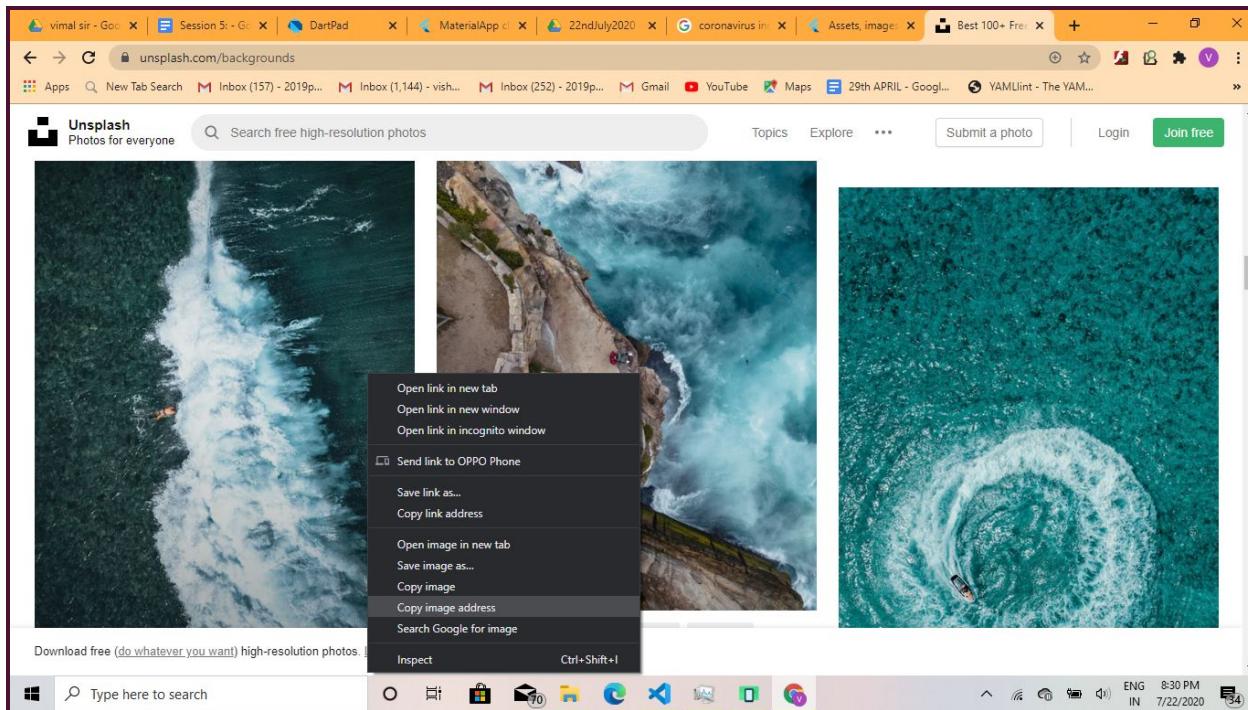
mypress2() {
    print("something clicked cal...") ;
}

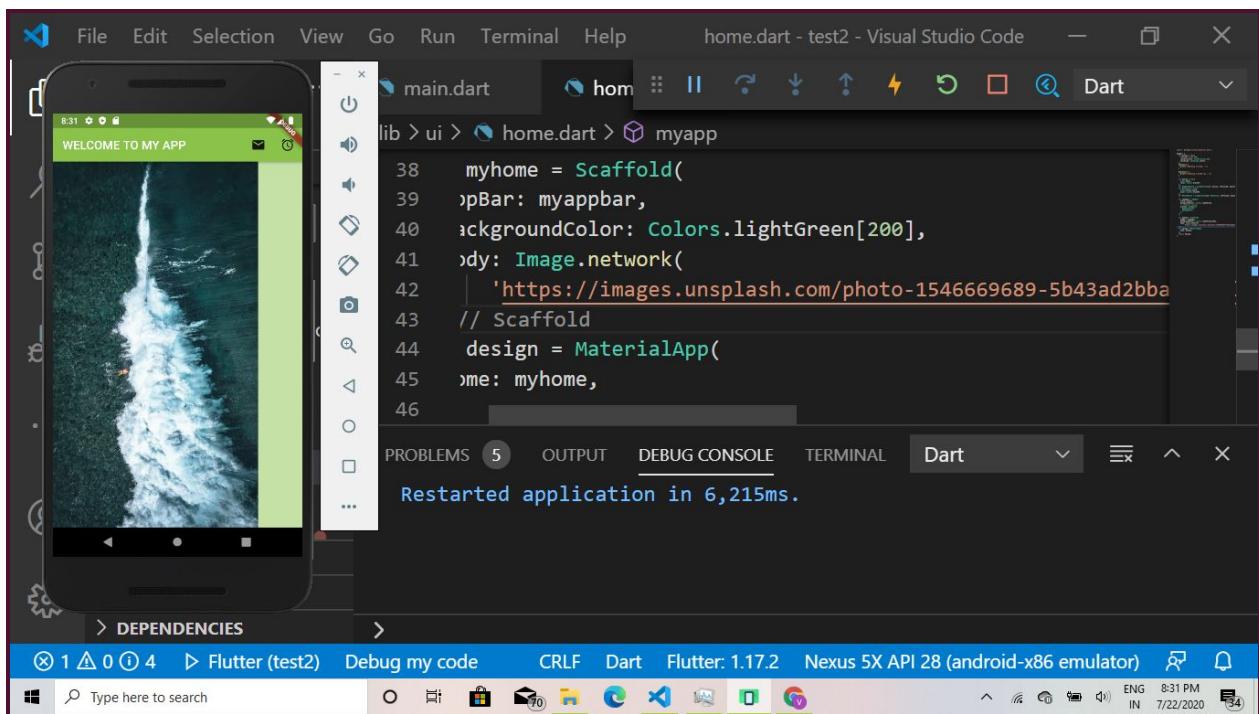
var myicon = Icon(
    Icons.email,
    color: Colors.black87,
);
var MyEmailButton = IconButton(icon: myicon, onPressed: mypress);
var MyCalIcon = Icon(
    Icons.access_alarm,
    color: Colors.black87,
);
var MyCalButton = IconButton(icon: MyCalIcon, onPressed: mypress2);

var myappbar = AppBar(
    title: mytext,
    backgroundColor: Colors.lightGreen,
    // leading: myicon,
    actions: <Widget>[
        MyEmailButton,
        MyCalButton,
    ],
);

var myhome = Scaffold(
    appBar: myappbar,
    backgroundColor: Colors.lightGreen[200],
    body: Center(
        child: Text("my app"),
    ),
)
```

```
);  
  
var design = MaterialApp(  
    home: myhome,  
);  
  
return design;  
}  
  
vimal sir - Google Session 5 - Google DartPad MaterialApp class 22ndJuly2020 - Google coronavirus india Assets, images, an...  
flutter.dev/docs/development/ui/widgets/assets Docs Showcase Community Get started  
Flutter Google is committed to advancing racial equity for Black communities. See how.  
Get started Samples & tutorials Development User interface Introduction to widgets Building layouts Adding interactivity Assets and images Navigation & routing Animations Assets, images, and icon widgets Docs > Development > UI > Widgets > Assets Manage assets, display images, and show icons. See more widgets in the widget catalog.  
Type here to search ENG 8:28 PM IN 7/22/2020
```





The screenshot shows a Visual Studio Code interface with a Flutter project open. The top bar includes File, Edit, Selection, View, Go, Run, Terminal, Help, and a tab for 'home.dart - test2 - Visual Studio Code'. The main area has tabs for 'main.dart' and 'hom'. The code editor shows Dart code for a scaffold with a network image and a MaterialApp. The bottom status bar shows 'PROBLEMS 5', 'OUTPUT', 'DEBUG CONSOLE', 'TERMINAL', 'Dart', and a message 'Restarted application in 6,215ms.' Below the editor is a toolbar with icons for file operations, search, and other tools. The bottom right corner shows system status like 'ENG IN 8:31 PM 7/22/2020'.

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

myapp() {
    var mytext = Text(
        "WELCOME TO MY APP",
        textDirection: TextDirection.ltr,
        textAlign: TextAlign.center,
    );
    mypress() {
        print("something clicked...");
    }

    mypress2() {
        print("something clicked cal...");
    }

    var myicon = Icon(
        Icons.email,
        color: Colors.black87,
    );
    var MyEmailButton = IconButton(icon: myicon, onPressed: mypress);
    var MyCalIcon = Icon(
```

```
Icons.access_alarm,
color: Colors.black87,
) ;
var MyCalButton = IconButton(icon: MyCalIcon, onPressed: mypress2);

var myappbar = AppBar(
title: mytext,
backgroundColor: Colors.lightGreen,
// leading: myicon,
actions: <Widget>[
MyEmailButton,
MyCalButton,
],
) ;

var myhome = Scaffold(
appBar: myappbar,
backgroundColor: Colors.lightGreen[200],
body: Image.network(
'https://images.unsplash.com/photo-1546669689-5b43ad2bba60?ixlib=rb-1.2.1&auto=format&fit=crop&w=500&q=60') ,
) ;
var design = MaterialApp(
home: myhome,
) ;
return design;
}
```

This screenshot shows the GitHub homepage. At the top, there are several notifications: "vimal sir - Google", "Session 5: - Google", "DartPad", "MaterialApp class", "22ndJuly2020 - Go", "Coronavirus Outb...", "GitHub", and a new tab. Below the header, the search bar contains "github.com". The main navigation menu includes "Pull requests", "Issues", "Marketplace", and "Explore". On the left, the "Repositories" sidebar lists repositories such as "visheshgargavi/hybrid-clas...", "visheshgargavi/akshu", "visheshgargavi/MLOP", "visheshgargavi/hybrid-task1", "visheshgargavi/proj1", "visheshgargavi/eks", and "visheshgargavi/devops1". A "Follow" button is present for a user named "Shyam Sulbhewar". The central feed shows activity like "shyamwin started following you 2 days ago" and "ashutosh5786 forked ashutosh5786/flutter_class from visheshgargavi/flutter_class 6 days ago". On the right, there's an "Explore repositories" section with links to "hellofresh/ansible-consul", "scholzj/terraform-aws-kubernetes", and "aws-quickstart/quickstart-cloudbees-ci".

This screenshot shows the "Create a New Repository" form on GitHub. The URL in the address bar is "https://github.com/new". The form has a search bar with "visheshgargavi" and "flutter" entered. Below the search bar, it says "Great repository names are short and memorable. Need inspiration? How about [redesigned-carnival](#)?" There is an optional "Description" field with a placeholder "A short description of your repository". Under "Visibility", the "Public" option is selected, with the note "Anyone on the internet can see this repository. You choose who can commit.". The "Private" option is also available. A "Skip this step if you're importing an existing repository." link is present. A checked checkbox "Initialize this repository with a README" has the note "This will let you immediately clone the repository to your computer.". At the bottom, there are buttons for "Add .gitignore: None" and "Add a license: None", followed by a "Create repository" button.

visheshgargavi / flutter_class

Code Issues Pull requests Actions Projects Wiki Security Insights Settings

master 1 branch 0 tags

Go to file Add file Code

visheshgargavi Add files via upload Create new file Upload files 3 commits

README.md Initial commit 6 days ago

Session 2_.pdf Add files via upload 6 days ago

Session 3_.pdf Add files via upload 2 days ago

About No description, website, or topics provided.

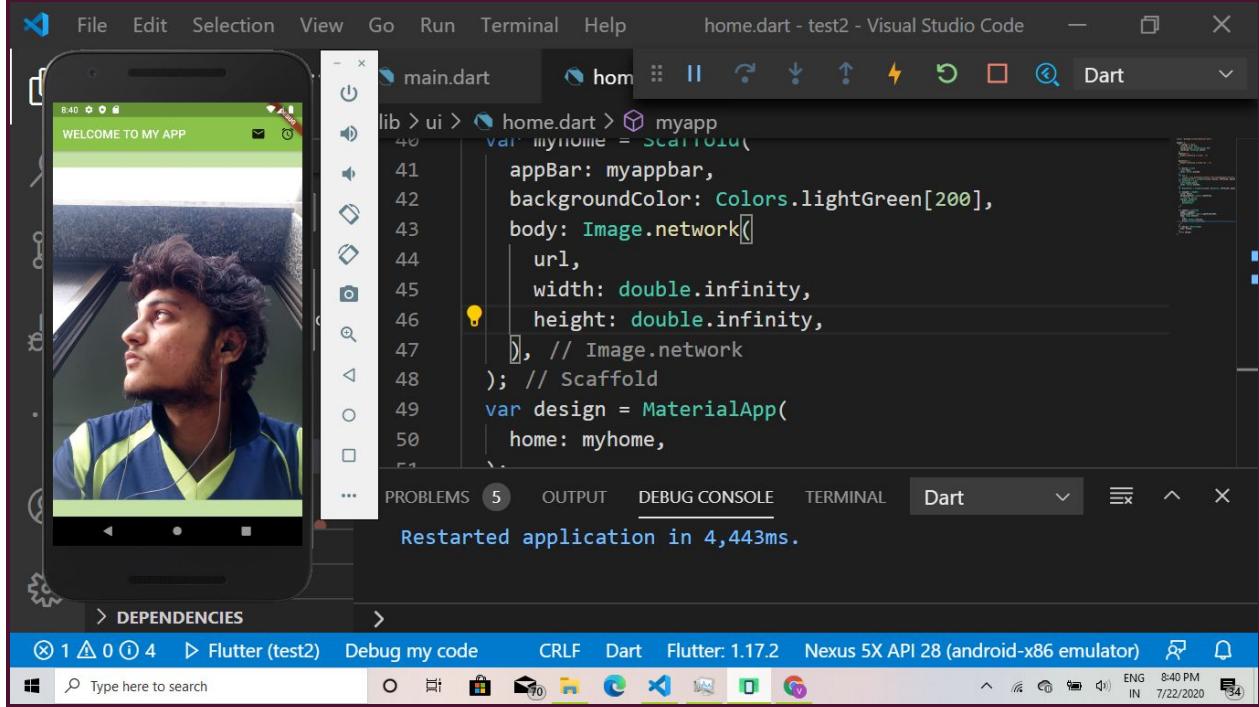
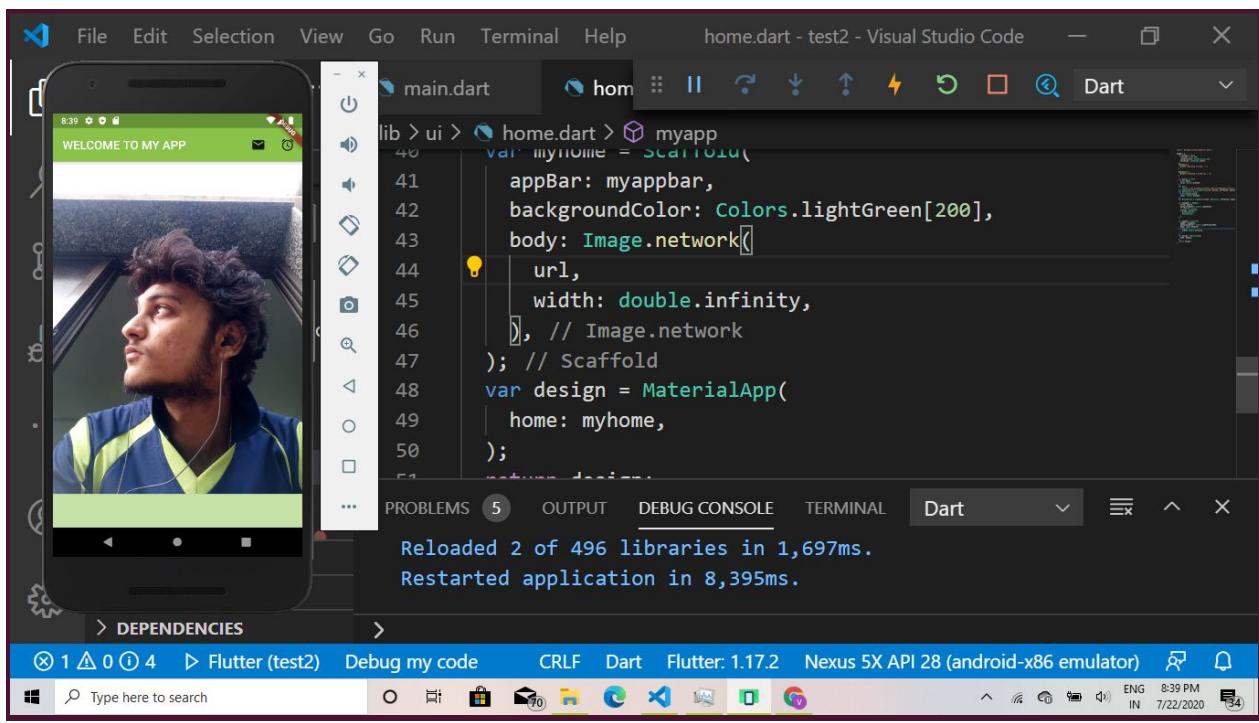
Readme

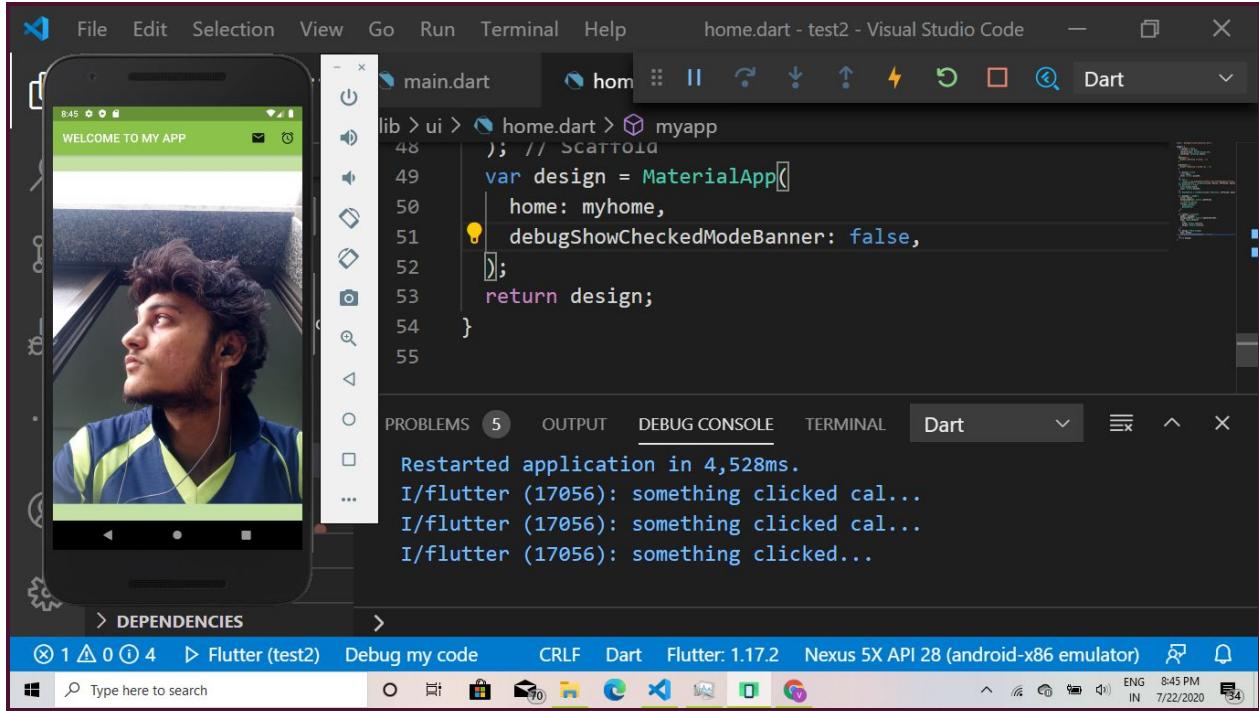
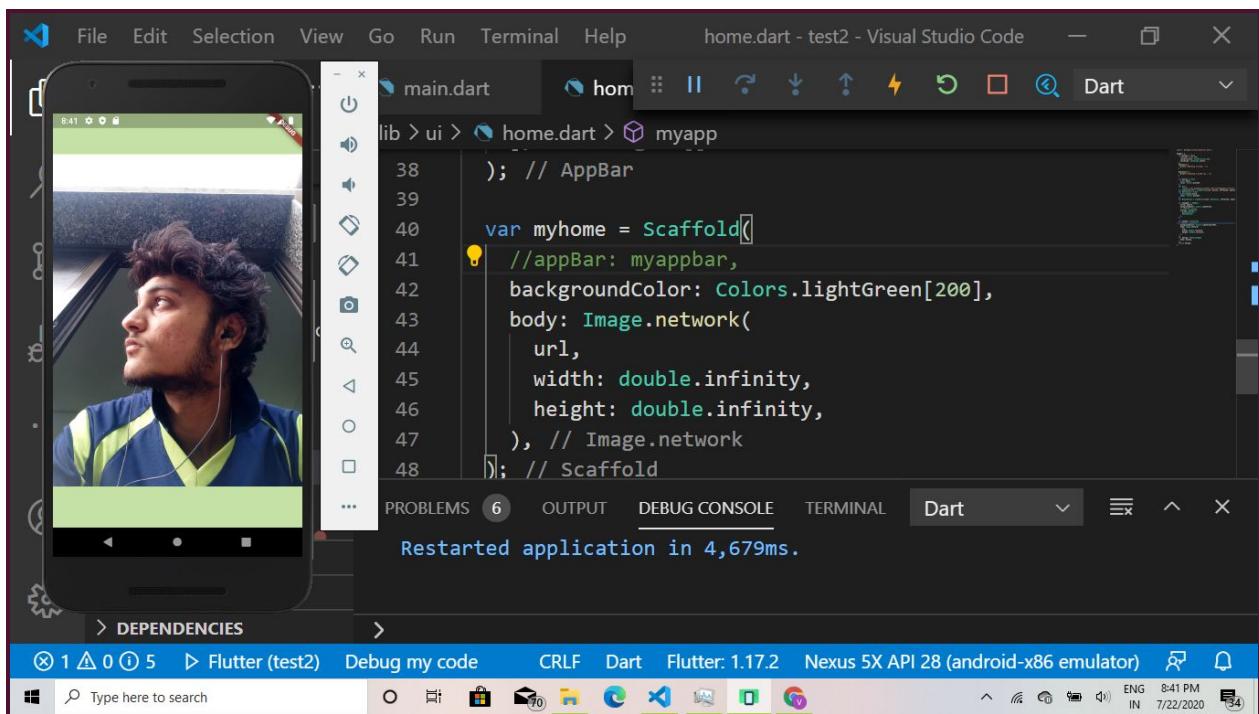
Releases No releases published Create a new release

flutter_class /

Drag additional files here to add them to your repository
Or choose your files

pic1.jpeg
Uploading 1 of 1 files





```
File Edit Selection View Go Run Terminal Help home.dart - test2 - Visual Studio Code
main.dart hom
lib > ui > home.dart > myapp
31   |   color: Colors.black87,
32   | );
33   | var MyCalButton = IconButton(icon: MyCalIcon, onPressed:
34
35   | var myappbar = AppBar(
36   |   title: mytext,
37   |   backgroundColor: Colors.lightGreen,
38   |   leading: MyImage,
39   |   actions: widgetst
PROBLEMS 6 OUTPUT DEBUG CONSOLE TERMINAL Dart
Restarted application in 4,812ms.

DEPENDENCIES
Flutter (test2) Debug my code CRLF Dart Flutter: 1.17.2 Nexus 5X API 28 (android-x86 emulator)
Type here to search ENG 8:47 PM IN 7/22/2020 34

import 'package:flutter/material.dart';

myapp() {
  var mytext = Text(
    "WELCOME TO MY APP",
    textDirection: TextDirection.ltr,
    textAlign: TextAlign.center,
  );
  mypress() {
    print("something clicked...");
  }

  mypress2() {
    print("something clicked cal...");
  }

  var myicon = Icon(
    Icons.email,
    color: Colors.black87,
  );
  var url =

```

```
'https://raw.githubusercontent.com/visheshgargavi/flutter_class/master/pic  
1.jpeg';  
  
var MyImage = Image.network(  
    url,  
    width: double.infinity,  
    height: double.infinity,  
);  
  
var MyEmailButton = IconButton(icon: myicon, onPressed: mypress);  
var MyCalIcon = Icon(  
    Icons.access_alarm,  
    color: Colors.black87,  
);  
  
var MyCalButton = IconButton(icon: MyCalIcon, onPressed: mypress2);  
  
var myappbar = AppBar(  
    title: mytext,  
    backgroundColor: Colors.lightGreen,  
    leading: MyImage,  
    actions: <Widget>[  
        MyEmailButton,  
        MyCalButton,  
    ],  
);  
  
var myhome = Scaffold(  
    appBar: myappbar,  
    backgroundColor: Colors.lightGreen[200],  
    body: MyImage,  
);  
  
var design = MaterialApp(  
    home: myhome,  
    debugShowCheckedModeBanner: false,  
);  
  
return design;  
}
```

