

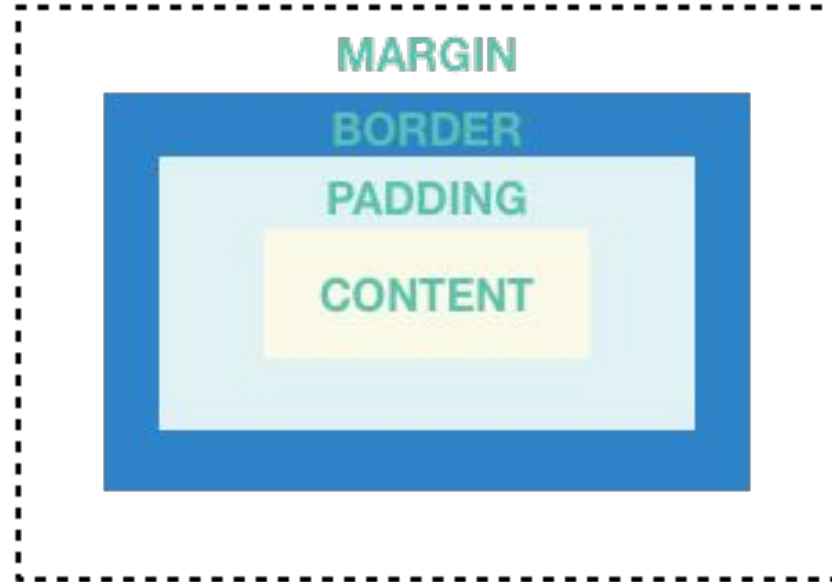
Day 3

1. Creating Stateless widgets
2. Building Layouts using Standard widgets

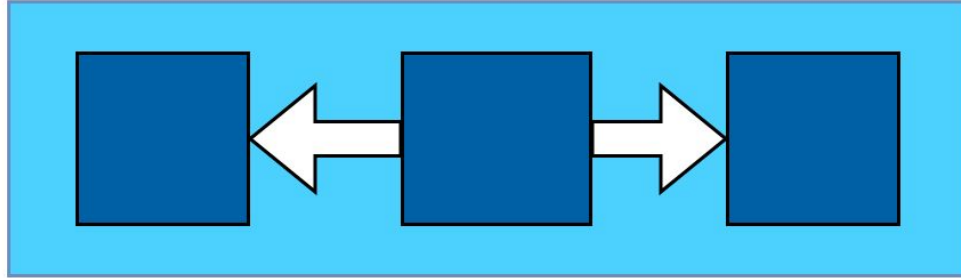
Stateless Widgets

the state of the widget **cannot** change over time

Container widget



Expanded widget



Expanded

Icon widget



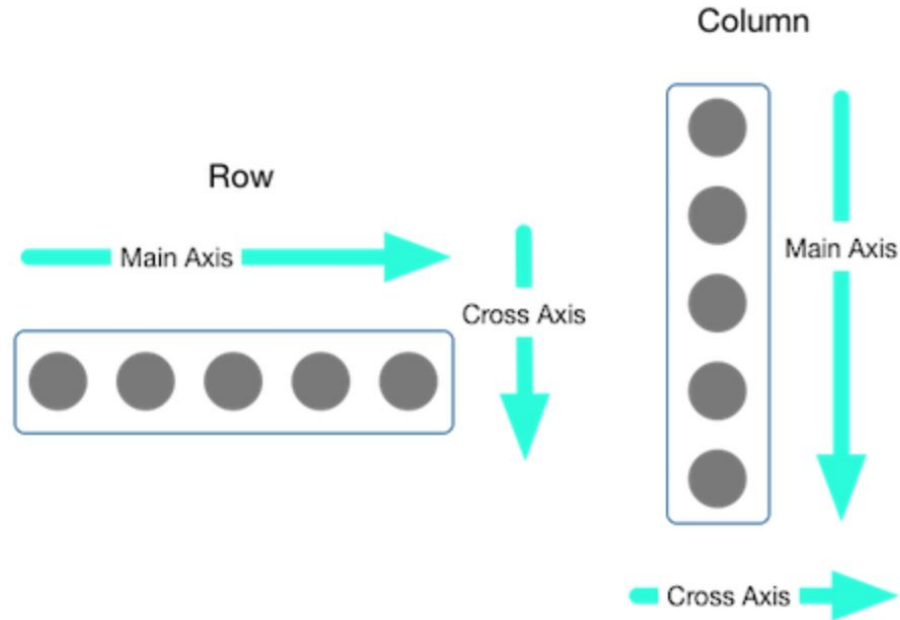
Button widget

An image of an "Outline Button" widget. It is a rounded rectangular button with a purple outline and the text "Outline Button" in black, centered on a light gray background.

Outline Button

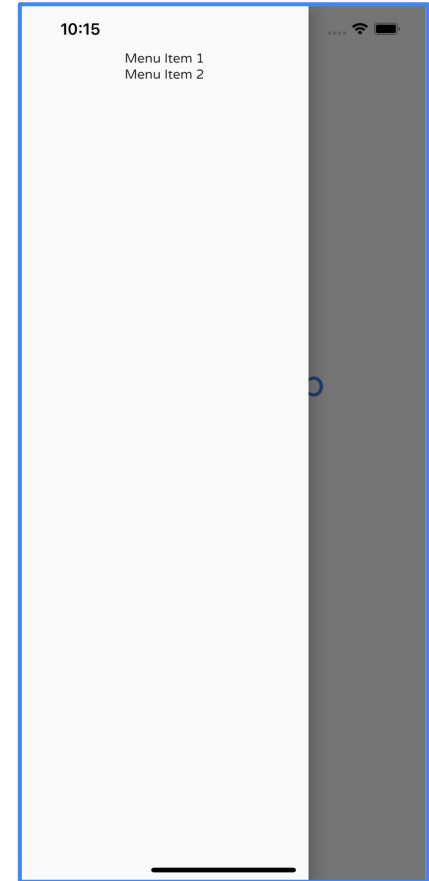
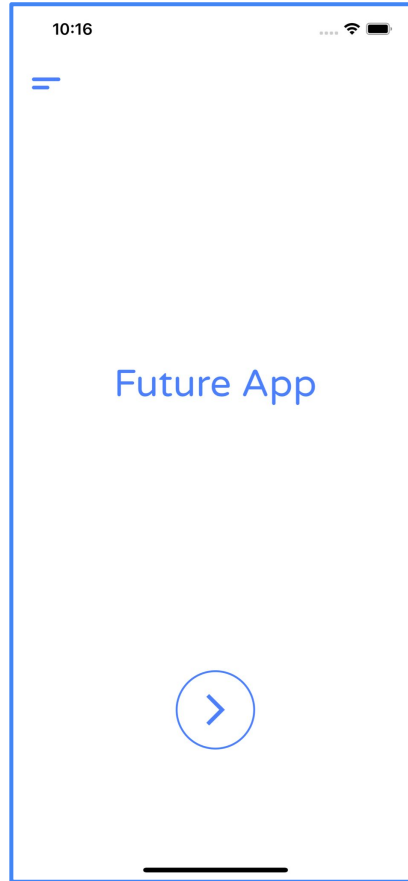
Old Widget	Old Theme	New Widget	New Theme
<code>FlatButton</code>	<code>ButtonTheme</code>	<code>TextButton</code>	<code>TextButtonTheme</code>
<code>RaisedButton</code>	<code>ButtonTheme</code>	<code>ElevatedButton</code>	<code>ElevatedButtonTheme</code>
<code>OutlineButton</code>	<code>ButtonTheme</code>	<code>OutlinedButton</code>	<code>OutlinedButtonTheme</code>

Row & Column widgets



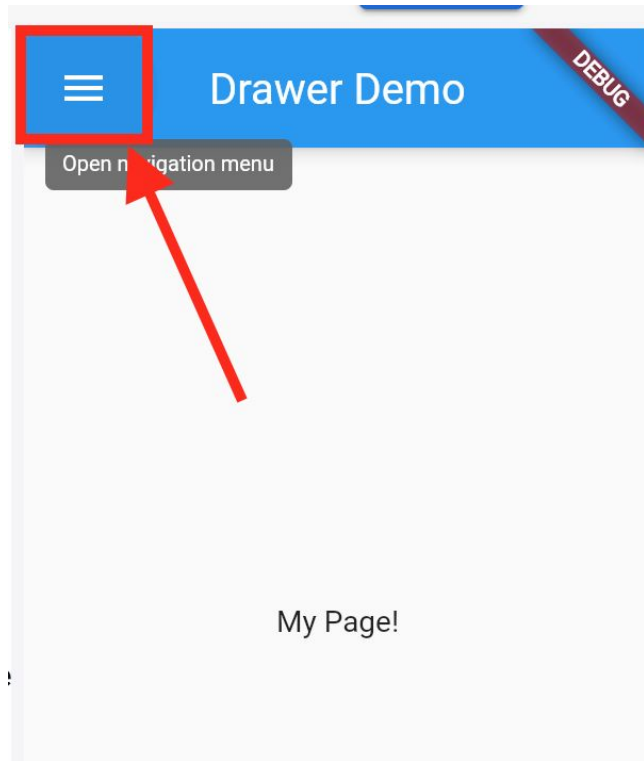
Exploring 'Future Face' App Layout

Splash Screen



App Drawer

```
Scaffold(  
  drawer: Drawer(  
    child: // Populate the Drawer in the next step.  
  ),  
);
```



Weekend Assignment

Create **Splash Screen** and **Import Image
Screen** similar to Future Face App

