



lab3 [~/Desktop/lab3/lab3] - .../lib/FoodPage.dart [lab3]

lab3 > lib > FoodPage.dart

iPhone SE (2nd generation) (mobile) | main.dart | No Devices

Project | Resource Manager | 1: Project | Build Variants

lib3 ~/Desktop/lab3/lab3

- .dart_tool
- .idea
- android [lab3_android]
- assets
 - food1.jpeg
 - food2.jpeg
 - food3.jpeg
 - food4.jpeg
 - food5.jpeg
- build
- ios
- lib
 - FoodPage.dart
 - HomePage.dart
 - main.dart
- .gitignore
- .metadata
- .packages
- lab3.iml

```
1 import 'package:flutter/material.dart';
2
3 class FoodPage extends StatelessWidget {
4   //define the list of products
5   List<Food> list1 = [
6     Food(id:1,name:'food1',price:10.0,pic:'assets/food1.jpeg'),
7     Food(id:2,name:'food2',price:20.0,pic:'assets/food2.jpeg'),
8     Food(id:3,name:'food3',price:30.0,pic:'assets/food3.jpeg'),
9     Food(id:4,name:'food4',price:40.0,pic:'assets/food4.jpeg'),
10    Food(id:5,name:'food5',price:50.0,pic:'assets/food5.jpeg'),
11  ];
12  @override
13  Widget build(BuildContext context) {
14    return Scaffold(
15      appBar: AppBar(title: Text("Foods")),
16      body: ListView.builder(
17        itemCount: list1.length,
18        itemBuilder: (BuildContext context,int index){
19          return Row(
20            children: <Widget>[
21              Image.asset(list1[index].pic),
22              Padding(
```