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1 import 'package:flutter/material.dart';
2 void main() => runApp(MaterialApp(
3   home: Home(),));
4 class Home extends StatelessWidget { @override
5   Widget build(BuildContext context) {
6     return Scaffold(
7       appBar: AppBar(
8         title: Text('ColumnRowImage'),
9         centerTitle: true,           backgroundColor:
10        Colors.red[600]           ),
11       body: Container(
12         color: Colors.grey[300],
13         width: double.infinity,
14         // width: 300,
15         height: double.infinity,
16         child: Column(
17           mainAxisAlignment: MainAxisAlignment.start,
18           crossAxisAlignment: CrossAxisAlignment.center,
19           children: [
20             Image.asset('assets/m1.jpg',
21               height: 100,),
22             Text("dddd"),
23             Container(
24               height: 50,
25               width: 50,
26               color: Colors.red,
27             ),
28             Container(
29               height: 150,
30               width: 150,
31               color: Colors.green,
32               child: Text("dddd"),
33             ),
34             Container(
35               height: 50,
36               width: 50,
37               color: Colors.blue,
38             ),
39           ],
40         ),
41       ),
42       floatingActionButton: FloatingActionButton(
43         backgroundColor: Colors.red[600],
```

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44     onPressed: () { },  
45     child: Text('click'), ), ); }
```