import 'package:flutter/material.dart';

import 'package:video\_player/video\_player.dart';

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: VideoPlayerScreen(),

);

}

}

class VideoPlayerScreen extends StatefulWidget {

@override

\_VideoPlayerScreenState createState() => \_VideoPlayerScreenState();

}

class \_VideoPlayerScreenState extends State<VideoPlayerScreen> {

late VideoPlayerController \_controller;

@override

void initState() {

super.initState();

\_controller = VideoPlayerController.asset('assets/my\_video.mp4')

..initialize().then((\_) {

setState(

() {}); // Ensure the first frame is shown after the video is initialized, even before the play button has been pressed.

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: Text('Video Demo'),

),

body: Center(

child: \_controller.value.isInitialized

? AspectRatio(

aspectRatio: \_controller.value.aspectRatio,

child: VideoPlayer(\_controller),

)

: Container(

child: Center(

child: CircularProgressIndicator(),

),

),

),

floatingActionButton: FloatingActionButton(

onPressed: () {

setState(() {

if (\_controller.value.isPlaying) {

\_controller.pause();

} else {

\_controller.play();

}

});

},

child: Icon(

\_controller.value.isPlaying ? Icons.pause : Icons.play\_arrow,

),

),

);

}

@override

void dispose() {

super.dispose();

\_controller.dispose();

}

}