

import:'package:flutter/material.dart'

void main()

runApp()

MaterialApp()

home:

Scaffold()

body:

Center()

child:

RaisedButton()

child:

Text()

"Press Me"

onPressed(){}
Scaffold.of(context).
showSnackBar(snackBar)

final snackbar=SnackBar()

content:

Text()

action:

SnackBarAction()

label:'Undo'

onPressed:(){}
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