Widgets

Each and every element present in an UI is called a widget. It can be a column, row, text box etc.

```
  key: _formKey,
child: Padding(
    padding: EdgeInsets.all(_minPad * 2),
    child: ListView(
      children: <Widget>[
      getImageAsset(),
      Padding(
          padding: EdgeInsets.only(top: _minPad, bottom: _minPad),
          child: TextFormField(
            keyboardType: TextInputType.number,
            controller: prinCon,
            decoration: InputDecoration(
              labelText: 'Principle',
              border: OutlineInputBorder(
                borderRadius: BorderRadius.circular(_minPad),
              )))),  // OutlineInputBorder, InputDecoration, TextFormField, Padding
      Padding(
          padding: EdgeInsets.only(top: _minPad, bottom: _minPad),
          child: TextField(
            keyboardType: TextInputType.number,
            controller: rateCon,
            decoration: InputDecoration(
              labelText: 'Rate Of Interest',
              border: OutlineInputBorder(
                borderRadius: BorderRadius.circular(_minPad),
              )))),  // OutlineInputBorder, InputDecoration, TextField, Padding
      Padding(
          padding: EdgeInsets.only(top: _minPad, bottom: _minPad),
          child: TextField(
            keyboardType: TextInputType.number,
            controller: timeCon,
```

Here, TextField is a widget that lets the user type where the input type is set to number.

Padding helps in maintaining space between widgets to make it more organized.

```
border: OutlineInputBorder(
  borderRadius: BorderRadius.circular(_minPad),
```

This help in rounding out the corner of the input boxes.

ListView

```
child: ListView
```

This helps the user to scroll through the app and removes the excess pixels problem.

Images

Images are widgets that can be added after altering the pubspec.yaml file by uncommenting the assets line and adding the path to the image in the root folder.

Stateful and Stateless Widget

Widgets that change when the user interacts with them are stateful widgets.

Example is a form. Any interaction from the user will the change the state of the form

Stateless widgets are widgets which do not change when the user interacts with them. Example: images remain the same, i.e. their state doesn't change.

setState()

Notifies the framework that the internal state of an object has changed.