**Chapter 4**

In this chapter, I’ve learned how to create a new Flutter project that will serve as the foundation for all the exercises in the book. This chapter covers the best practices for organizing my project’s files and folders, ensuring a clean and manageable structure. I’ve learned also how to name and group widgets, classes, and files according to their purpose, based on the actions they perform. Additionally, I’ve also discovered how to structure your widgets and efficiently import external packages and libraries, setting up a well-organized template that you can reuse throughout your development journey.

