

## Starting with flutter:-

1. you need to create flutter app using flutter create my\_app(app name).
2. using ide like vs code, android studio and open flutter project.
3. then go to lib folder in my\_app and open main.dart file.  
(erase all code in main.dart file)
4. first we create simple basic app
  - we need to import material package.

```
import 'package:flutter/material.dart';
```

- create main method.
- inside main method call runApp() method which is part of material.
- inside runApp we call MaterialApp() method.

### **For example:**

```
void main() {  
  runApp(  
    const MaterialApp(  
      home: Text("hello bhavik"),  
    ),  
  );  
}
```

**Output:**

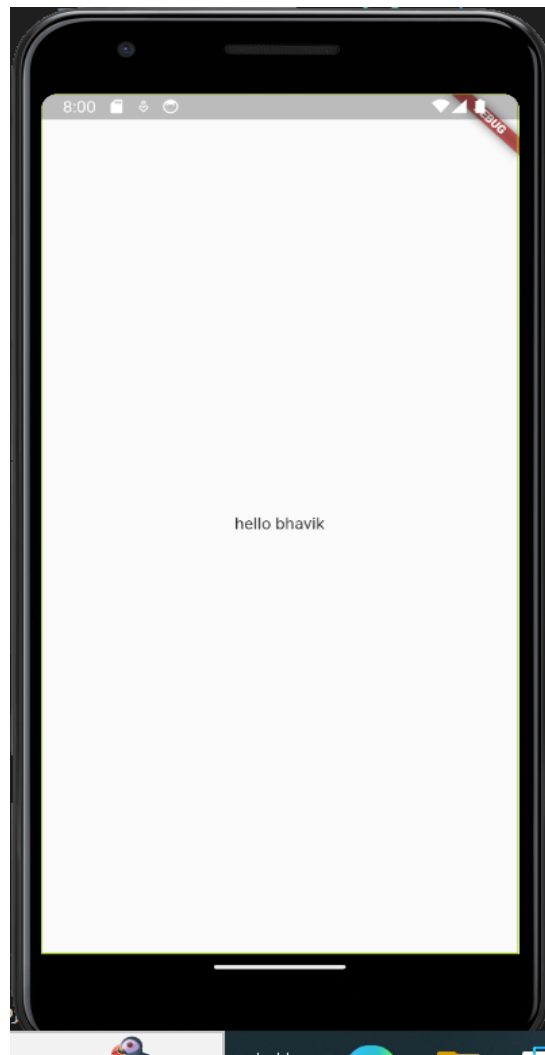


- in above screen the output was displayed in unstructured manner. so, We use Scaffold() widget to get Customize and effective output.

For Example:-

```
void main() {  
  runApp(  
    const MaterialApp(  
      home: Scaffold(  
        body: Center(  
          child: Text("hello bhavik"),  
        ),  
      ),  
    ),  
  );  
}
```

Output:-



- To Simplify the Code we use Class and extend this class with StatelessWidget and inside this class we create a build method(widget) with parameter BuildContext.
- Return the widget like center,container and call the class constructor to body.

For Example:

```
void main() {
  runApp(
    MaterialApp(
      home: Scaffold(
        body: gc1(),
      ),
    ),
  );
}

class gc1 extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    // TODO: implement build
    return const Center(
      child: Text("hello bhavik"),
    );
  }
}
```

To Separate code is easy to use widgets in different files and flutter and provide reusability.

For example:

Main.dart

```
import 'package:flutter/material.dart';
import 'package:first_app/gc.dart';

void main() {
  runApp(
    MaterialApp(
      home: Scaffold(
        body: gc1(),
      ),
    ),
  );
}
```

```
),  
);  
}
```

gc.dart

```
import 'package:flutter/material.dart';  
import 'package:first_app/style_text.dart';  
  
class gc1 extends StatelessWidget {  
  const gc1({super.key});  
  @override  
  Widget build(BuildContext context) {  
    // TODO: implement build  
    return Center(  
      child: st(),  
    );  
  }  
}
```

Style\_text.dart

```
import 'package:flutter/material.dart';  
import 'package:flutter/widgets.dart';  
  
class st extends StatelessWidget {  
  st({super.key});  
  @override  
  Widget build(BuildContext context) {  
    // TODO: implement build  
    return const Text(  
      "hello bhavik",  
      style: TextStyle(color: Colors.blue, fontSize: 30),  
    );  
  }  
}
```

**Note:- all files must be create in lib folder.**

**Output:**

