import 'package:flutter/material.dart';

void main() {

runApp(MyApp());

}

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Flutter App',

debugShowCheckedModeBanner: false,

theme: ThemeData(

primarySwatch: Colors.blue,

),

home: const HomeScreen(),

);

}

}

class HomeScreen extends StatelessWidget {

const HomeScreen({Key? key}) : super(key: key);

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: const Text('Home Screen'),

centerTitle: true,

),

body: Center(

child: ElevatedButton(

onPressed: () {

Navigator.push(

context,

MaterialPageRoute(builder: (context) => const SecondScreen()),

);

},

child: const Text('Go to Second Screen'),

),

),

);

}

}

class SecondScreen extends StatelessWidget {

const SecondScreen({Key? key}) : super(key: key);

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: const Text('Second Screen'),

),

body: Center(

child: ElevatedButton(

onPressed: () {

Navigator.pop(context);

},

child: const Text('Back to Home Screen'),

),

),

);

}

}

Note:

This is my first construct of the application I’m making, Instead of adding too much I prefer it to be this simple first so that I can easily edit this template with the ideas I’ll have in the future.

Kentryandiaz