

# Your First Dart Application

In this lesson, we will write a program for our first Dart application.

## We'll cover the following ^

- The Main Entry Point
- Hello World

## The Main Entry Point #

Every application has some point in its program that serves as the entry point to the application. When an application runs, it starts from that specified entry point. In Dart, the entry point is the `main()` function. You might be unfamiliar with what a function is at this point; that's okay. For now, just remember that when you run a Dart program, the compiler looks for the `main()` function and executes the code written in that function. If `main()` is not found, you will get an error and your application won't run. The code you write in `main()` is encapsulated in curly brackets (`{ }`). Let's look at the general syntax below.

```
main() {  
    Insert Code Here  
}
```

The keyword `main` is followed by a set of parentheses (`()`) which is followed by an opening curly bracket (`{`). Start writing your code from the next line and when you're done, insert a closing curly bracket (`}`) in the line after the last line of your code.

*Insert Code Here* is where you write the code for the functionality you want your application to perform.

## Hello World #

Let's look at the famous **Hello World** program which is usually the first

application you learn to code when learning a new programming language. The purpose of the application is to simply print *Hello World*.

```
main() {  
  // Printing the text 'Hello World'  
  print("Hello World");  
}
```



Let's look at exactly what's happening in the code in the next lesson.