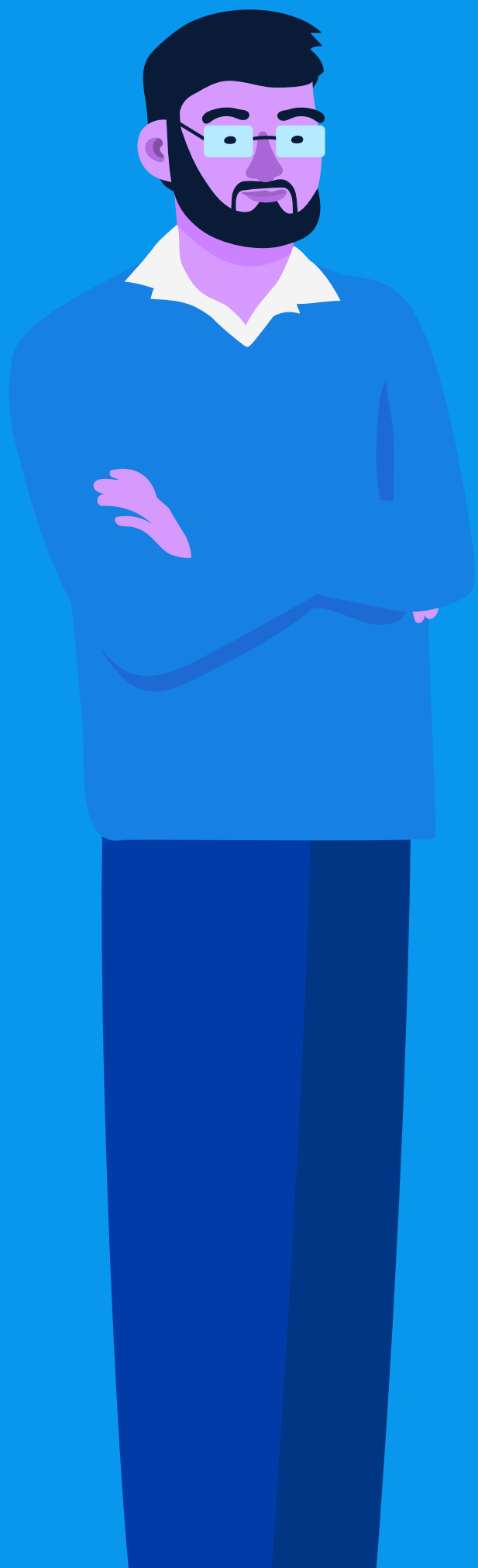


# Widget Lifecycle in Flutter

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A **StatefulWidget** has a complete widget lifecycle and goes through the following stages:



**createState():** In stateful widget, the 1st method that is called is createState(). The createState() method returns the instance of the state of the Stateful widget.

**initState():** This is the first method called after the constructor of the Stateful Widget. It is called whenever the screen or widget is added to the widget tree! Here you can initialize your variables, objects, streams, AnimationController, etc.

**didChangeDependencies():** It is always called for the 1st time after initState(). You can include few functionalities like API calls based on parent data changes, variable re-initializations, etc.

**build():** The build method is the one that shows and renders the UI part to the user. Whenever you want to update your UI or if you click hot-reload, the Flutter framework rebuilds the build() method!

**didUpdateWidget(Widget oldWidget):** If the parent widget changes its properties or configurations, and the parent wants to rebuild the child widget, with the same Runtime Type, then didUpdateWidget is triggered. This unsubscribes to the old widget and subscribes to the configuration changes of the new widget!

**setState():** This method notifies the Flutter framework that the internal state of the widget tree has been modified, and the build method needs to be rendered again.

**deactivate():** This method is called when the widget is no longer attached to the Widget Tree but it might be attached in a later stage.

**dispose():** This is called when the State object or Widget is removed permanently from the Widget Tree. Here you can unsubscribe streams, cancel timers, dispose animation controllers, close files, etc. In other words, you can release all the resources in this method.

**StatefulWidget.createState()**

initState

didChangeDependencies

receives a new  
configuration

didUpdateWidget

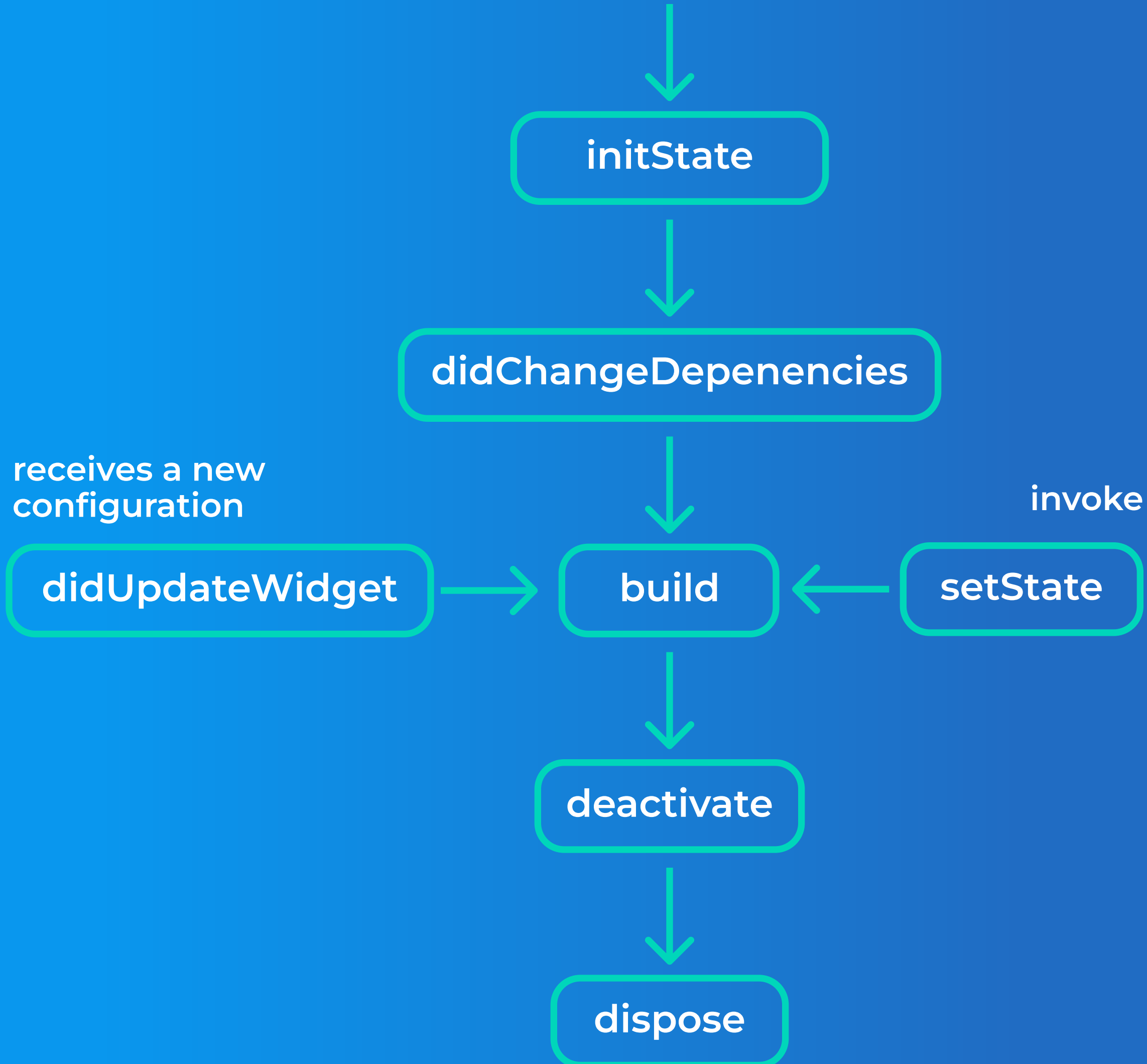
build

invoke

setState

deactivate

dispose



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