

Cubit:-

Cubit is a combination of the bloc and provider packages where you get rid from events and rely on methods while you get ease in managing it as it helps to implement it with ease without any boilerplate code so till now it is one of the best combinations of the two state management techniques.

```
import 'package:flutter_cubit/flutter_cubit.dart';

import 'package:flutter_cubit_demo/cubit/counter_cubit.dart';

class HomePage extends StatefulWidget {

  @override

  _HomePageState createState() => _HomePageState();

}
```



```
        child: Row(

          children: <Widget>[

            Text("List Item Count    ${ (index+1).toString() }"),

          ],

        ),

      ),

    ),

  ),

);

}),

floatingActionButton: Row(

  mainAxisAlignment: MainAxisAlignment.end,

  children: <Widget>[

    FloatingActionButton(

      child: Icon(Icons.add),

      onPressed: () {

        context.cubit<CounterCubit>()..increment();

      },

    ),

    FloatingActionButton(

      child: Icon(Icons.remove),

      onPressed: () {

        context.cubit<CounterCubit>()..decrement();

      },

    ),
```

```
        1,  
        ),  
    );  
    },  
    );  
}  
}
```

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