| **Material App :**   * MaterialApp is a predefined class in a flutter. It is likely the main or core component of flutter. * We can access all the other components and widgets provided by Flutter SDK. * Text widget, Dropdownbutton widget, AppBar widget, Scaffold widget, ListView widget, StatelessWidget, StatefulWidget, IconButton widget, TextField widget, Padding widget, ThemeData widget, etc. are the widgets that can be accessed using MaterialApp class.   **Scaffold :**   * Scaffold is a class in flutter which provides many widgets or we can say APIs like Drawer, SnackBar, BottomNavigationBar, FloatingActionButton, AppBar, etc. * Scaffold will expand or occupy the whole device screen. It will occupy the available space. * Scaffold will provide a framework to implement the basic material design layout of the application.   **AppBar :**   * It is usually the topmost component of the app (or sometimes the bottom-most), it contains the toolbar and some other common action buttons. * As all the components in a flutter application are a widget or a combination of widgets. So *AppBar* is also a built-in class or widget in flutter which gives the functionality of the *AppBar* out of the box.   Ex:    **Runapp :**   * Inflate the given widget and attach it to the screen. The widget is given constraints during layout that force it to fill the entire screen. * If you wish to align your widget to one side of the screen (e.g., the top), consider using the Align widget. If you wish to center your widget, you can also use the Center widget. * Calling runApp again will detach the previous root widget from the screen and attach the given widget in its place. * The new widget tree is compared against the previous widget tree and any differences are applied to the underlying render tree, similar to what happens when a StatefulWidget rebuilds after calling State.setState.   **StatelessWidget:**   * The widgets whose state can not be altered once they are built are called stateless widgets. * These widgets are immutable once they are built i.e any amount of change in the variables, icons, buttons, or retrieving data can not change the state of the app.   Ex:    **EdgeInsets :**   * EdgeInsets helps create the outer padding or the inner padding for a Widget based on the visual parameters, left, top, right, and bottom. It does not depend on the text direction. * Typically used for an offset from each of the four sides of a box. For example, the padding inside a box can be represented using this class.   Ex :    **Directionality :**   * A widget that determines the ambient directionality of text and text-direction-sensitive render objects. For example, Padding depends on the Directionality to resolve EdgeInsetsDirectional objects into absolute EdgeInsets objects.     **Icon Class:**   * A graphical icon widget drawn with a glyph from a font described in an IconData such as material's predefined IconDatas in Icons. Icons are not interactive. For an interactive icon, consider material's IconButton. * There must be an ambient Directionality widget when using Icon. Typically this is introduced automatically by the WidgetsApp or MaterialApp.   Ex:      Main.dart :   | import 'package:flutter/material.dart';  void main() {  runApp(const MyApp());  }  class MyApp extends StatelessWidget {  const MyApp({Key? key}) : super(key: key);  // This widget is the root of your application.  @override  Widget build(BuildContext context) {  return MaterialApp(  debugShowCheckedModeBanner: false,  // home:const HomeScreen(),  home: Scaffold(  appBar: AppBar(  title: const Text('Flutter'),  centerTitle: true,  backgroundColor: Colors.deepPurple,  ),  body: const Center(  child: Image(  image: AssetImage("assets/sub\_assets/flutter\_bird.png"),  )),  floatingActionButton: FloatingActionButton(  onPressed: () {},  backgroundColor: Colors.deepPurple,  child: const Text("Click")),  ),  );  }  }  import 'package:flutter/material.dart';  void main() {  runApp(const MyApp());  }  class MyApp extends StatelessWidget {  const MyApp({Key? key}) : super(key: key);  // This widget is the root of your application.  @override  Widget build(BuildContext context) {  return MaterialApp(  debugShowCheckedModeBanner: false,  home: Scaffold(  appBar: AppBar(  title: const Text('Flutter'),  centerTitle: true,  backgroundColor: Colors.deepPurple,  ),  body: const Center(  // child: Image(image:AssetImage("assets/sub\_assets/flutter\_bird.png"),)  child: Icon(  Icons.flutter\_dash,  color: Colors.blue,  size: 100,  ),  ),  floatingActionButton: FloatingActionButton(  onPressed: () {},  backgroundColor: Colors.deepPurple,  child: const Text("Click")),  ),  );  }  }  class HomeScreen extends StatelessWidget {  const HomeScreen({Key? key}) : super(key: key);  @override  Widget build(BuildContext context) {  return Scaffold(  appBar: AppBar(  backgroundColor: Colors.deepPurple,  title: Text("Buttons widget App"),  centerTitle: true,  ),  // body: Center(  // child: IconButton(icon:Icon(Icons.share,size: 50,color: Colors.cyan),  // onPressed: () {  // print("Hello From Console");  // },tooltip: "Share to friend"),  //  // ),  // body: Center(child:ElevatedButton(onPressed: (){  // print("Hello from console");  // },child: Text("Print On console"))),  // body: Center(  // child: ElevatedButton(onPressed: () {  //  // },child: Text("Button"),  // style: ElevatedButton.styleFrom(  // primary: Colors.deepPurple,  // padding: EdgeInsets.symmetric(horizontal: 50,vertical: 20),  // textStyle: TextStyle(  // fontSize: 40,  // fontWeight: FontWeight.bold  // )  // ),),  // ),  body: Center(  child: TextButton.icon(  onPressed: () {},  icon: const Icon(  Icons.camera,  size: 50,  ),  label: const Text(  "Gallery",  style: TextStyle(  color: Colors.black,  fontSize: 40,  letterSpacing: 2,  ),  )),  ),  floatingActionButton: FloatingActionButton(  onPressed: () {},  backgroundColor: Colors.deepPurple,  child:const Text("Click"),  ),  );  }  } | | --- | |
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