

State Talks: provider

...and the path to it

StatefulWidget

- most basic state management in Flutter
- state variables are located inside **State** class
- Widget is rebuilt when **setState** function is called

Problems:

- what if we need to pass the state variables down the Widget tree?
- how to change the state from down the tree if state is somewhere up?

Let's code

InheritedWidget

- solves the previous problems of StatefulWidget

Problems:

- we cannot directly update InheritedWidget as it's immutable
- too much boilerplate code
 - we need to implement *of*, *updateShouldNotify*, wrap everything in *Stateful*, ...
 - if we need another *InheritedWidget* for some other unrelated business logic, we must do all of these implementations again

Let's code

Provider

- InheritedWidget, but easier to use

Fun facts:

- Google's Flutter team tried to implement their own provider, but then realized the provider already exists.
 - <https://pub.dev/packages/provider>
 - "is this a duplicate of provider?" issue: <https://github.com/google/flutter-provider/issues/3>

Let's code