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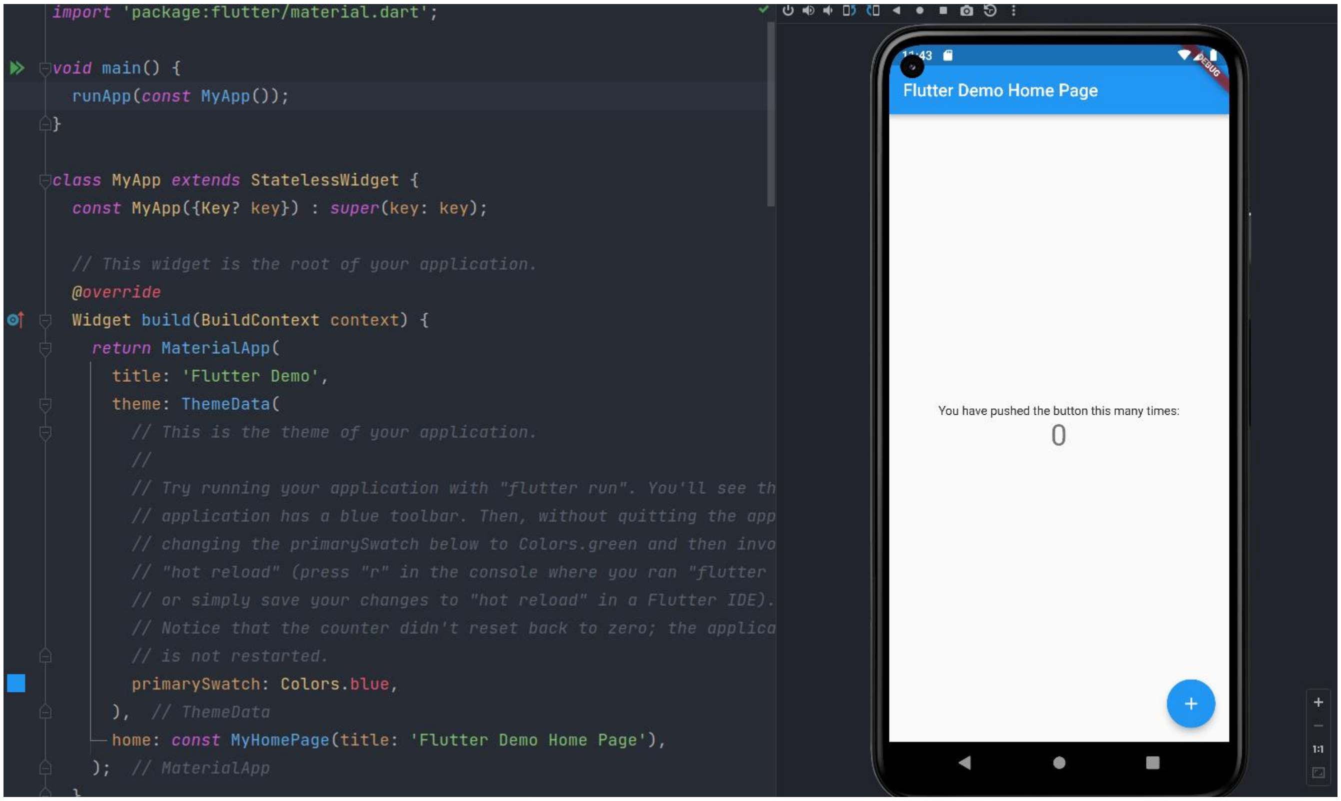
Subject: SDP

Batch: A3

Roll No: CE053

ID No: 20CEUBG084

Lab06 Tutorial-2



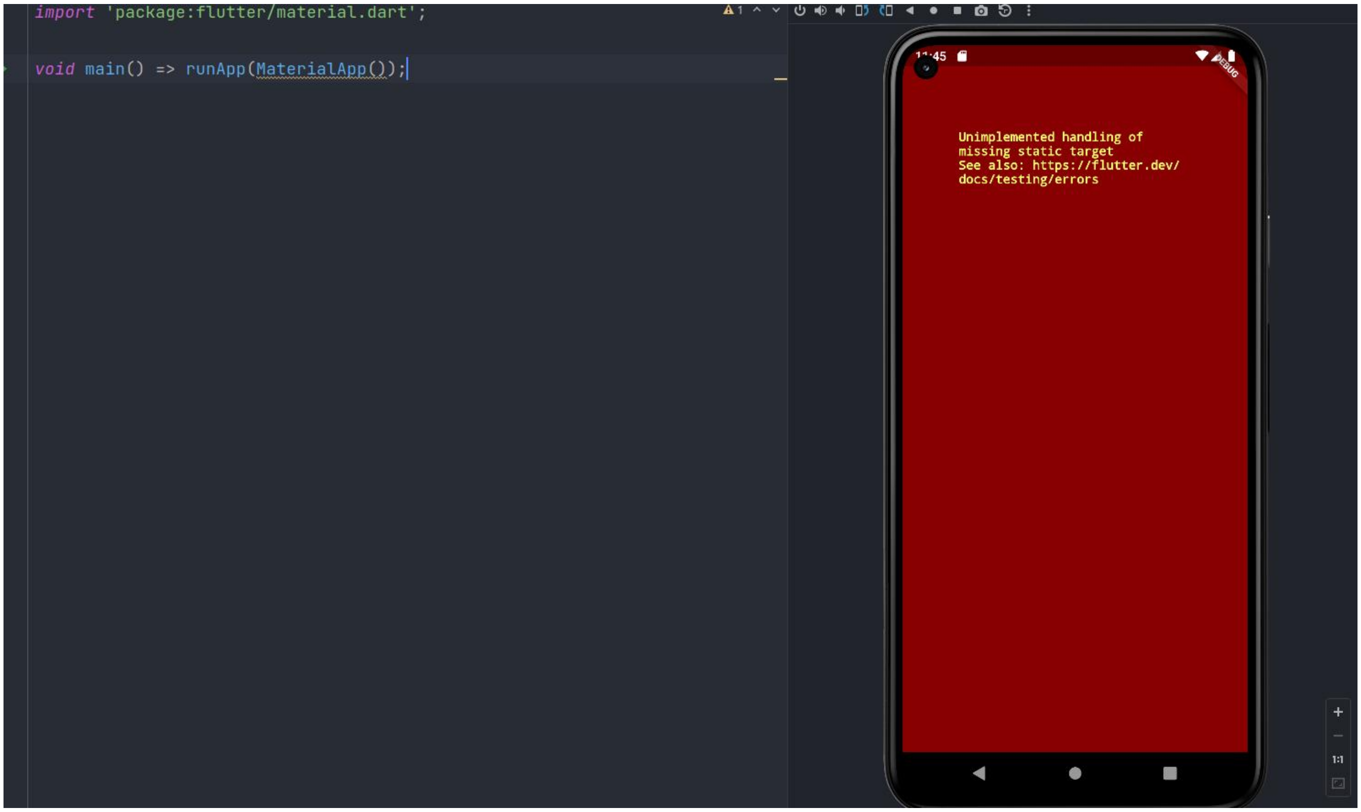
```
import 'package:flutter/material.dart';

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(
      title: 'Flutter Demo',
      theme: ThemeData(
        // This is the theme of your application.
        //
        // Try running your application with "flutter run". You'll see th
        // application has a blue toolbar. Then, without quitting the app
        // changing the primarySwatch below to Colors.green and then invo
        // "hot reload" (press "r" in the console where you ran "flutter
        // or simply save your changes to "hot reload" in a Flutter IDE).
        // Notice that the counter didn't reset back to zero; the applica
        // is not restarted.
        primarySwatch: Colors.blue,
      ), // ThemeData
      home: const MyHomePage(title: 'Flutter Demo Home Page'),
    ); // MaterialApp
  }
```

Flutter Demo Home Page

You have pushed the button this many times:

0

Code of newly created flutter project.



```
import 'package:flutter/material.dart';

void main() => runApp(MaterialApp());
```

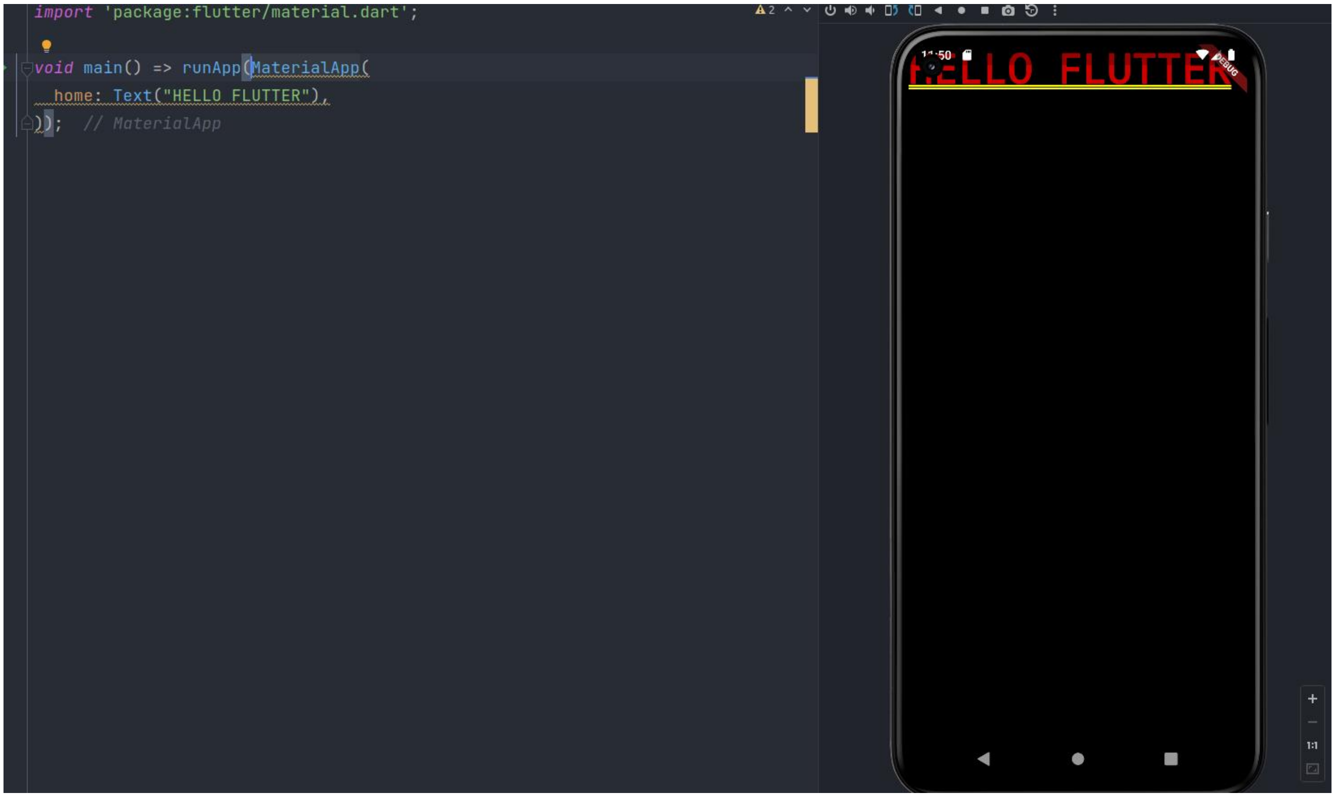
```
Unimplemented handling of
missing static target
See also: https://flutter.dev/
docs/testing/errors
```

Containing class: MaterialApp

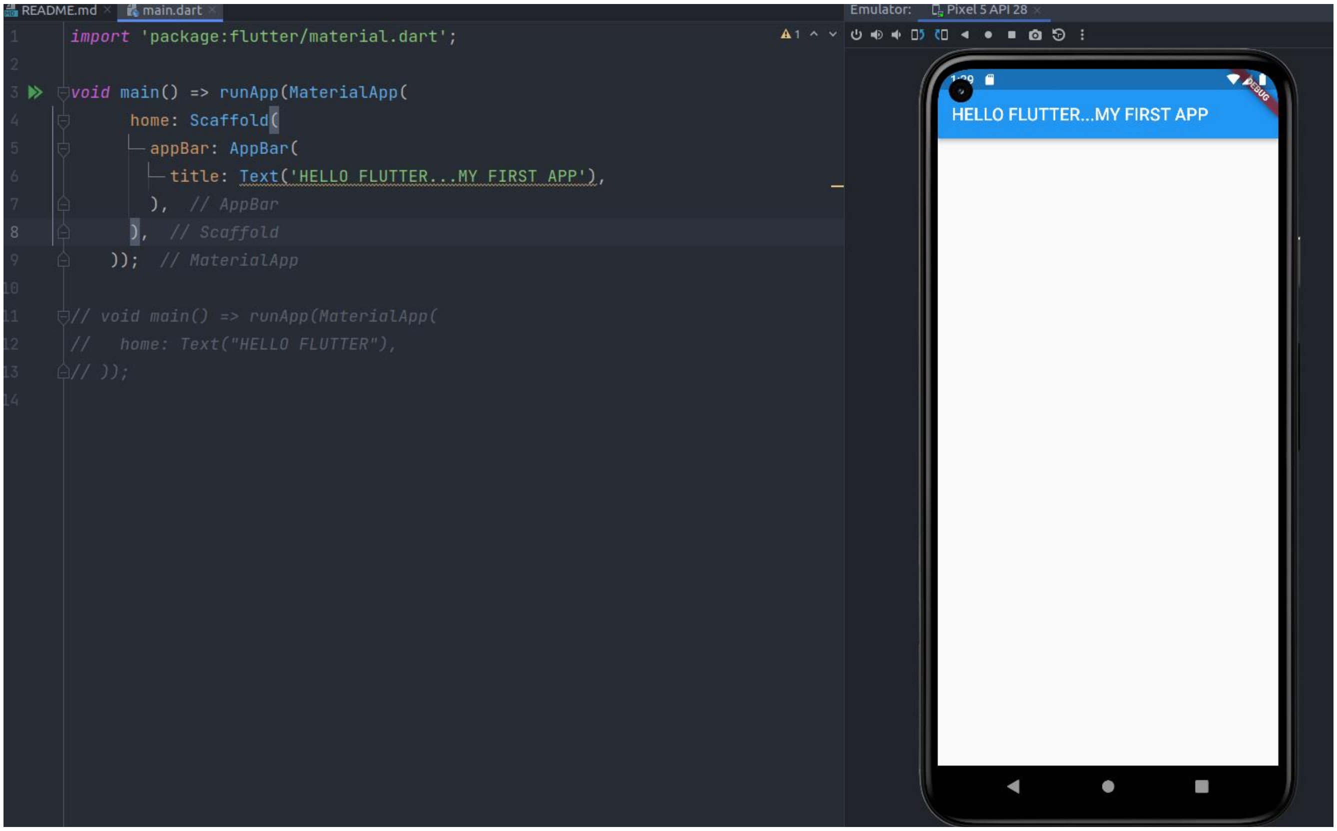
Creates a MaterialApp.

At least one of home, routes, onGenerateRoute, or builder must be non-null. If only routes is given, it must include an entry for the Navigator.defaultRouteName (/), since that is the route used when the application is launched with an intent that specifies an otherwise unsupported route.

This class creates an instance of WidgetsApp.



```dart
import 'package:flutter/material.dart';

void main() => runApp(MaterialApp(
  home: Text("HELLO FLUTTER"),
)); // MaterialApp
```



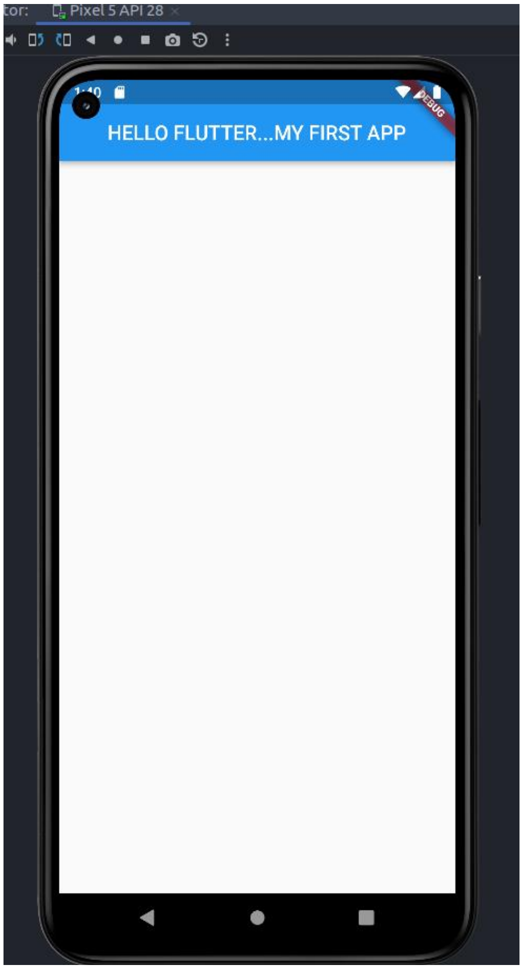
```dart
import 'package:flutter/material.dart';

void main() => runApp(MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: Text('HELLO FLUTTER...MY FIRST APP'),
        ), // AppBar
      ), // Scaffold
    )); // MaterialApp

// void main() => runApp(MaterialApp(
//   home: Text("HELLO FLUTTER"),
// ));
```

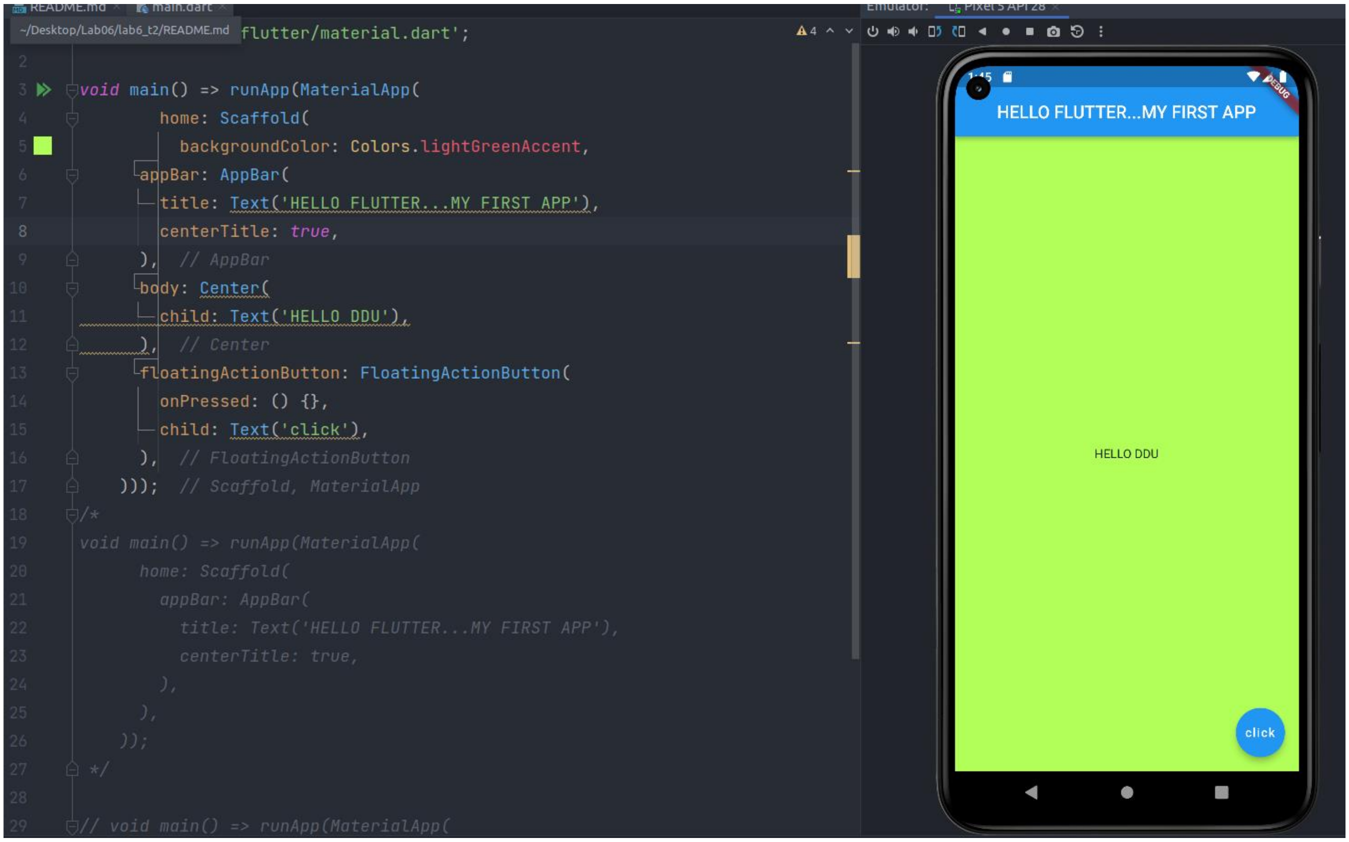
Containing class: Scaffold

Creates a visual scaffold for material design widgets.

Scaffold is widgets built in flutter sdk..Scaffold is one type of layout manager.

CenterTitle: true,





README.md
main.dart
~/Desktop/Lab06/lab6_t2/README.md
Emulator:
Pixel 5 API 28
HELLO FLUTTER...MY FIRST APP
HELLO DDU
click

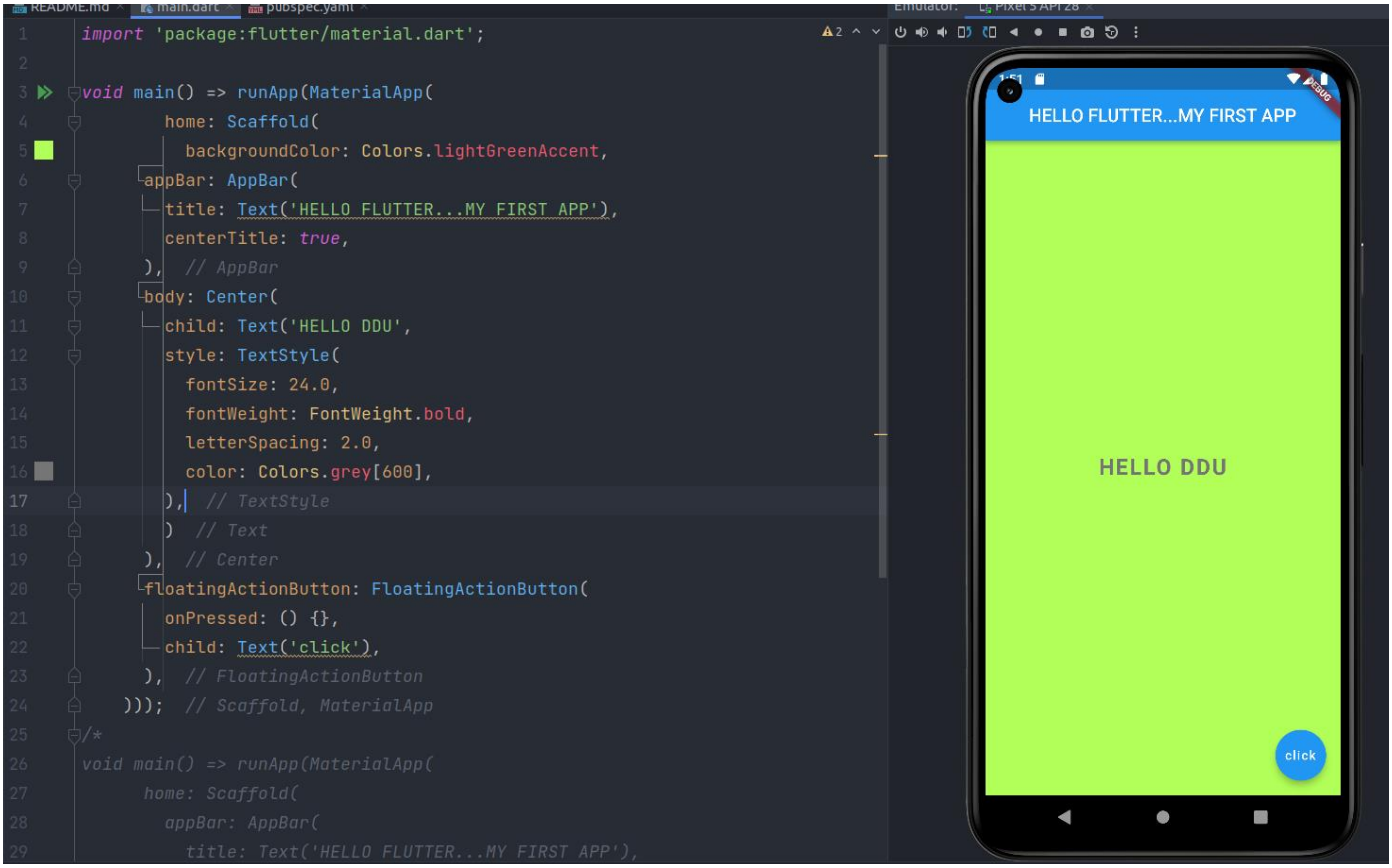
```
flutter/material.dart';

void main() => runApp(MaterialApp(
        home: Scaffold(
          backgroundColor: Colors.lightGreenAccent,
      appBar: AppBar(
        title: Text('HELLO FLUTTER...MY FIRST APP'),
        centerTitle: true,
      ), // AppBar
      body: Center(
        child: Text('HELLO DDU'),
      ), // Center
      floatingActionButton: FloatingActionButton(
        onPressed: () {},
        child: Text('click'),
      ), // FloatingActionButton
    ))); // Scaffold, MaterialApp
/*
void main() => runApp(MaterialApp(
      home: Scaffold(
        appBar: AppBar(
          title: Text('HELLO FLUTTER...MY FIRST APP'),
          centerTitle: true,
        ),
      ),
    ));
 */

// void main() => runApp(MaterialApp(
```

Description:

Containing class: FloatingActionButton

Creates a circular floating action button.

The mini and clipBehavior arguments must not be null. Additionally, elevation, highlightElevation, and disabledElevation (if specified) must be non-negative.



```dart
import 'package:flutter/material.dart';

void main() => runApp(MaterialApp(
    home: Scaffold(
     backgroundColor: Colors.lightGreenAccent,
   appBar: AppBar(
    title: Text('HELLO FLUTTER...MY FIRST APP'),
    centerTitle: true,
   ),  // AppBar
   body: Center(
    child: Text('HELLO DDU',
    style: TextStyle(
     fontSize: 24.0,
     fontWeight: FontWeight.bold,
     letterSpacing: 2.0,
     color: Colors.grey[600],
    ), // TextStyle
    )  // Text
   ),  // Center
   floatingActionButton: FloatingActionButton(
    onPressed: () {},
    child: Text('click'),
   ),  // FloatingActionButton
  )));  // Scaffold, MaterialApp
/*
void main() => runApp(MaterialApp(
   home: Scaffold(
    appBar: AppBar(
     title: Text('HELLO FLUTTER...MY FIRST APP'),
```

Type: TextStyle?

If non-null, the style to use for this text.

If the style's "inherit" property is true, the style will be merged with the closest enclosing DefaultTextStyle. Otherwise, the style will replace the closest enclosing DefaultTextStyle.

We Can add font style in pubspec.yaml file and get those dependency.

Hot reloading through stateless widget

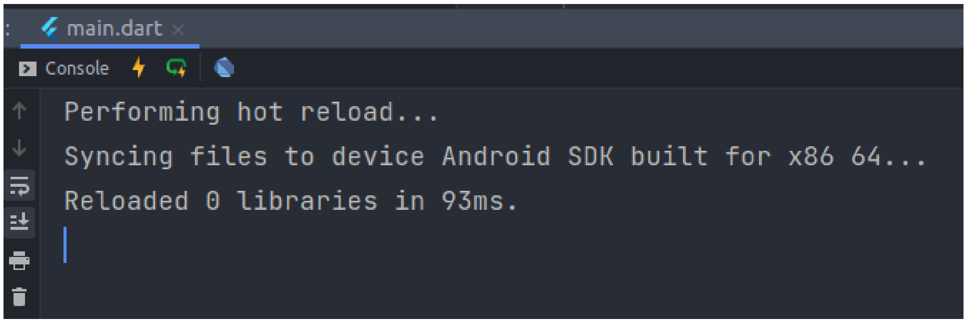
Instead of hot restart your code every time after saving work, you need to use Hot reload functionality to auto reload your work on vm.

Stateless widgets are immutable, meaning that their properties can't change—all values are final.

Stateful widgets maintain state that might change during the lifetime of the widget.

Implementing a stateful widget requires at least two classes, a StatefulWidget that creates an instance of a State class.

The StatefulWidget object is, itself, immutable and can be thrown away and regenerated, but the State object persists over the lifetime of the widget.



```
Performing hot reload...
Syncing files to device Android SDK built for x86 64...
Reloaded 0 libraries in 93ms.
```

Key Differences

Hot Reload

It performs very as compared to hot restart or default restart of flutter.

If we are using the state in our app then hot reload will not change the state of the app.

Hot Restart

It is slower than hot reload but faster than the default restart.

It doesn’t preserve the state of our it starts from the initial state of our app.

Final Code:

Main.dart

```
import 'package:flutter/material.dart';

void main() => runApp(MaterialApp(
    home: Scaffold(
     backgroundColor: Colors.lightGreenAccent,
   appBar: AppBar(
    title: Text('HELLO FLUTTER...MY FIRST APP'),
    centerTitle: true,
   ),
   body: Center(
    child: Text('HELLO DDU',
    style: TextStyle(
     fontSize: 24.0,
     fontWeight: FontWeight.bold,
     letterSpacing: 2.0,
     color: Colors.redAccent,
    ),
    )
   ),
   floatingActionButton: FloatingActionButton(
    onPressed: () {},
    child: Text('click'),
   ),
  )));
/*
void main() => runApp(MaterialApp(
   home: Scaffold(
    appBar: AppBar(
     title: Text('HELLO FLUTTER...MY FIRST APP'),
     centerTitle: true,
    ),
    ),
  ));
 */

// void main() => runApp(MaterialApp(
//   home: Text("HELLO FLUTTER"),
// ));
```

Github Link:

https://github.com/GauravKaklotar/SDP/tree/master/Lab06