

Flutter Key Widgets - Exploration Module

Answers

1. Stateless vs Stateful Widgets

- *What is the key difference between these two widgets?* The key difference between the two widgets is the changeable state. The first one is static and would only display text that won't necessarily change or respond to user interaction or system events. On the other hand, the second widget changes the displayed counter once a user presses the Increment button.
- *What triggers a rebuild in a Stateful widget?* User interaction and/or system events can trigger a rebuild in a Stateful widget.

2. Container Widget

- *What does the Container widget do?* A Container widget can hold other widgets
- *What happens when you change the width or color?* Changing the width or color properties of the Container widget also changes the Container's appearance.

3. Scaffold + AppBar + Body + FAB

- *What is the purpose of the Scaffold?* The Scaffold provides the layout of the user interface.
- *What do you observe about the app bar and the floating action button?* Both the app bar and the floating action button have no position properties but the app bar sticks to the top of the UI layout whereas the floating action button always goes to the lower right corner.

4. Drawer Widget

- *How does the Drawer behave?* The Drawer slides out once the drawer button is pressed and slides out of the screen when the UI is touched outside the Drawer.
- *What widgets are used inside the Drawer?* The widgets inside the Drawer include a ListView, a DrawerHeader, ListTile, Text, a TextStyle, and a BoxDecoration.

5. Bottom Navigation Bar

- *What happens when you tap on the navigation items?* Tapping on the navigation items changes the page displayed.
- *How could you show different content per tab?* You add Center widgets to the pages list to show different content per tab.

6. MaterialApp Class

- *What does MaterialApp provide to the app?* MaterialApp provides the app's theme and structure.
- *What happens if you remove the MaterialApp wrapper?* An error message appears, saying that the Scaffold widgets require a Directionality widget ancestor.