

Examples of Flutter's layered architecture

This directory contains several self-contained examples that illustrate Flutter's layered architecture.

- *raw/* These examples show how to program against the lowest layer of the system. They manually receive input packets and construct composited scenes.
- *rendering/* These examples use Flutter's render tree to structure your app using a retained tree of visual objects. These objects coordinate to determine their size and position on screen and to handle events.
- *widgets/* These examples use Flutter's widgets to build more elaborate apps using a reactive framework.
- *services/* These examples use services available in Flutter to interact with the host platform.

To run each example, specify the demo file on the `flutter run` command line, for example:

```
flutter run raw/spinning_square.dart
flutter run rendering/spinning_square.dart
flutter run widgets/spinning_square.dart
```