

Flutter Udemmy Notes

Section 6

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

void main() {
  runApp(
    MyApp()
  );
}

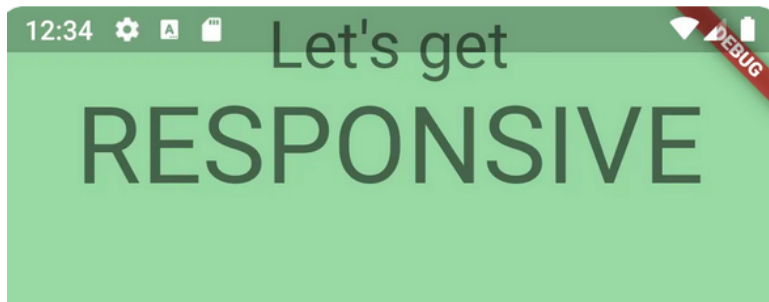
class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: Scaffold(
        backgroundColor: Colors.teal,
        body: Container(),
      ), // Scaffold
    ); // MaterialApp
  }
}
```

Why Stateless?

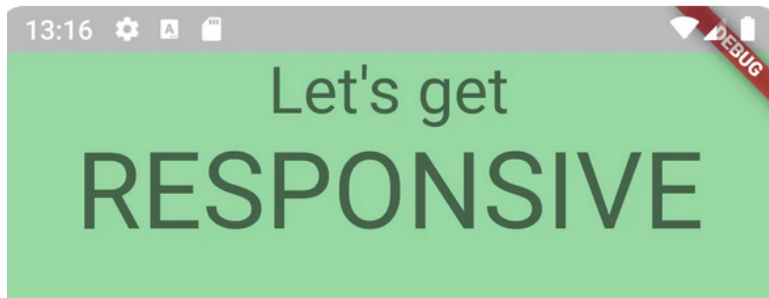
- So we can utilise hot reload
- Stateless widget's build method gets called whenever we create a new version of this widget (MyApp)

1. Layouts (<https://flutter.dev/docs/development/ui/widgets/layout>)

Use SafeArea if we need the widgets to not to use areas which are covered by notch, punch hole camera etc.



W/O SafeArea



With Safe Area

(Src: <https://resocoder.com/2019/11/22/make-safearea-responsive-in-flutter-responsive-widget-tutorial/>)

Margin (for outside)/ Padding (for inside)

-EdgesInsets gives

- all : all four sides

- symmetric: vertical and horizontal (top (and bottom) and left (and right))

- fromLTRB : Left Top Right Bottom

Padding

-Child of the container to be a little more offset from the edge of the container

Ref: <https://medium.com/flutter-community/flutter-layout-cheat-sheet-5363348d037e>

Flutter Layout Cheat Sheet.html

HTML text

1.9 MB

