

Learning Outcomes / Goals

- How to create a new Flutter app
- Basic structure of a Flutter app
- Using hot reload for a quicker development cycle

Exercise 1

In this exercise, you will create your first Flutter app

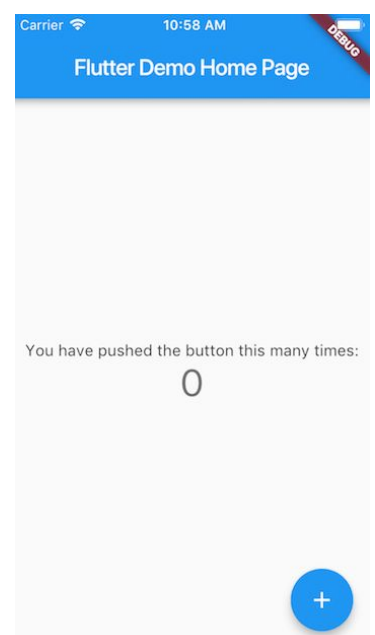
Steps for Creating and Running Flutter Application

1. Invoke **View > Command Palette**.
2. Type “flutter”, and select the **Flutter: New Application Project**.
3. Enter a project name, such as **myapp**, and press Enter.
4. Create or select the parent directory for the new project folder.
5. Wait for project creation to complete and the **main.dart** file to appear.
6. Locate the VS Code status bar (the blue bar at the bottom of the window):



7. Select a device from the Device Selector area
8. Invoke **Run > Start Debugging** or press **F5**.

After the app build completes, you'll see the starter app on your device.



Try hot reload

Flutter offers a fast development cycle with **Stateful Hot Reload**, the ability to reload the code of a live running app without restarting or losing app state.

1. Open `lib/main.dart`.
2. Change the string

```
'You have pushed the button this many times'
```

to

```
'You have clicked the button this many times'
```

3. Save your changes: invoke Save All, or click Hot Reload



.You'll see the updated string in the running app almost immediately.

Exercise 2

In this exercise, you will create a simple “Hello World” Flutter app

1. Delete all of the code from `lib/main.dart`
2. Replace it with the following code, which displays "Hello World" in the center of the screen

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

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Welcome to Flutter',
      home: Scaffold(
        appBar: AppBar(
          title: const Text('Welcome to Flutter'),
```

```
    ),  
    body: const Center(  
      child: const Text('Hello World'),  
    ),  
  ),  
);  
}
```

[Run the app](#). You should see the following on your device

