Project name should in small letters.

Organization: It should be unique for all apps.

1. Flutter application starts with a run method whose declaration is void main(){ }; , form inside the run method we call the run app function and provide an object of type stateless widget.

2. Stateless Widget is widget which does not provide any option for changing/ updating its view. For changes to be made visible the entire widget must be destroyed and then recreated (re run the app). The stateless widget contain a method called build whose output is displayed on screen.

3.Widget Tree: It always be contained inside of **material app widget.** Inside the material app there is **a home widget** which contains the all the widgets of the app. Inside the home things will begin with a (before scaffold we use **safeArea**) **scaffold,** inside the scaffold there is app bar (or titlebar),

Below it, is its body.

4.The stateful widget can maintain state. It contains a subclass which manages state for the stateful widget. Stateful widget will contain create state which will create the state widget. The state widget will contain build method which will return the widget tree of stateful widget.

Note: Variable x is in stateful, not in state, can be accessed in state as widget.x .

5.setState: stateful widget will not be updated on screen automatically this is done only after setState is called.

Eleveted button (text)