

Visual Studio Code interface showing a Flutter application being developed and run on an emulator.

EXPLORER

- main.dart lib
- test.dart lib
- import 'package:flutter/...

FLUTTER_APPLICATION_1

- OUTLINE
- TIMELINE
- DEPENDENCIES

test.dart

```
lib > test.dart > main
4
5 void main() {
6   runApp(
7     MaterialApp(
8       home: Scaffold(
9         appBar: AppBar(
10          title: const Text("flutter app"),
11        ), // AppBar
12        body: SafeArea(
13          child: Center(
14            child: Container(
15              color: Colors.green,
16              height: 350,
17              width: 350,
18              child: const Align(
19                alignment: Alignment.center,
20                child: Text("Flutter",
21                  style: TextStyle(fontSize: 50, fontWeight: FontWeight.bold),
22                ) // Text
23              ) // Align
24            ), // Container
25          ), // Center
26        ) // SafeArea
27      ) // Scaffold
28    ) // MaterialApp
29  );
30
31
32 }
```

Emulator View:

flutter app

Flutter

Taskbar:

- 0 0 0 4
- CMake: [Debug]: Ready
- No Kit Selected
- Build [all]
- Run CTest
- Debug my code
- Go Live
- Flutter: 3.0.2
- Pixel 4 API 30 (android-x86 emulator)
- Prettier
- 33°C Haze
- 03:26 AM
- 15-06-2022