

GUIA FLUTTER #3

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Aplicaciones Móviles II

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1. StatelessWidget

The screenshot shows the Android Studio interface. On the left is the 'EXPLORADOR' (File Explorer) pane, which lists files like main.dart, flutter_application_3.iml, and README.md. The central area shows the code for `main.dart`:

```
lib/main.dart
1 import 'package:flutter/material.dart';
2
3 class _MyWidgetStateless extends StatelessWidget{
4   @override
5   Widget build(BuildContext context){
6     return Scaffold(
7       appBar: AppBar(title: Text(' StatelessWidget')),
8       body: Center(child: Text('Este es un StatelessWidget')));
9   } // Scaffold
10 }
11 }
12
13 Run | Debug | Profile
14 void main(){
15   runApp(MaterialApp(home: _MyWidgetStateless()));
16 }
```

To the right is a browser window titled 'localhost:55495' showing the output: "Este es un StatelessWidget".

2. StatefulWidget

The screenshot shows the Android Studio interface. The 'EXPLORADOR' pane is visible on the left. The central area shows the code for `main.dart`:

```
lib/main.dart
1 import 'package:flutter/material.dart';
2
3 class _MyWidgetStateful extends StatefulWidget{
4   @override
5   _MyWidgetStatefulState createState() => _MyWidgetStatefulState();
6 }
7
8 class _MyWidgetStatefulState extends State<_MyWidgetStateful> {
9   int contador = 0;
10
11   void incrementar(){
12     setState((){
13       contador++;
14     });
15   }
16
17   @override
18   Widget build(BuildContext context){
19     return Scaffold(
20       appBar: AppBar(title: Text(' StatefulWidget ')),
21       body: Center(
22         child: Column(
23           mainAxisAlignment: MainAxisAlignment.center,
24           children: [
25             Text('Contador: '),
26             Text(contador.toString()),
27             ElevatedButton(onPressed: incrementar, child:
28               Text('Incrementar')
29             ), // Text
30             ), // Column
31           ], // center
32         ); // Scaffold
33       }
34     );
35   }
36 }
```

To the right is a browser window titled 'localhost:55495' showing the output: "Contador: 11" with a button labeled "Incrementar".

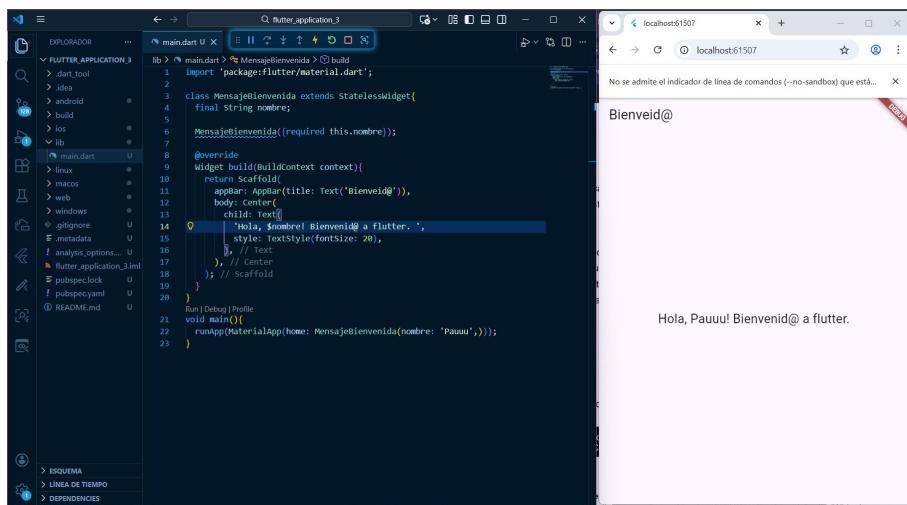
3. Ciclo de vida

The screenshot shows the Android Studio interface. The 'EXPLORADOR' pane is visible on the left. The central area shows the code for `main.dart`:

```
lib/main.dart
1 import 'package:flutter/material.dart';
2
3 class _MyWidget extends StatelessWidget{
4   @override
5   Widget build(BuildContext context){
6     print('Build: Redibujando el widget');
7     return Scaffold(
8       appBar: AppBar(title: Text('Ciclo de Vida de un Widget')),
9       body: Center(
10         child: Text('Estes es un StatelessWidget que solo se dibuja una vez'),
11       ), // center
12     ); // Scaffold
13   }
14 }
15
16 Run | Debug | Profile
17 void main(){
18   runApp(MaterialApp(home: _MyWidget()));
19 }
```

To the right is a browser window titled 'localhost:57293' showing the output: "Estes es un StatelessWidget que solo se dibuja una vez".

4. Mensaje Bienvenida



EJERCICIO PRACTICO

The screenshot displays two browser windows side-by-side, both connected to the same local host port (53346). Each browser shows a list titled 'Aplicación' containing five items: 'Primero', 'Segundo', 'Elemento 3', 'Elemento 4', and 'Elemento 5'. In the bottom browser window, there is an additional message at the bottom stating 'Elemento eliminado'. To the right of the browser windows, the IDE's Explorer and main.dart editor are visible, showing the current state of the application's code and assets.