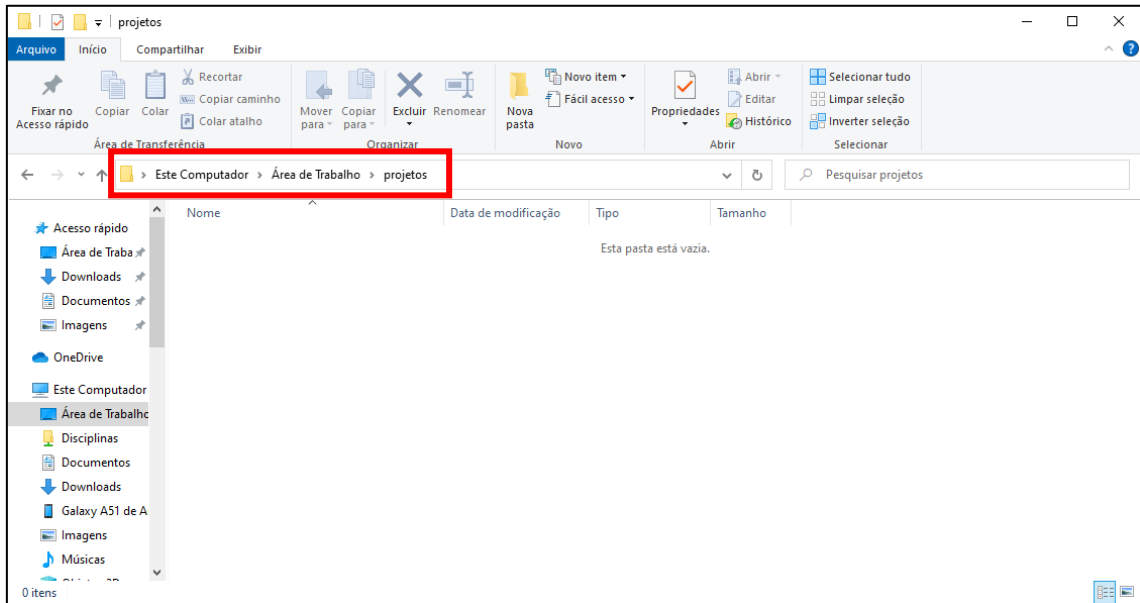


# Mini Aplicação Flutter

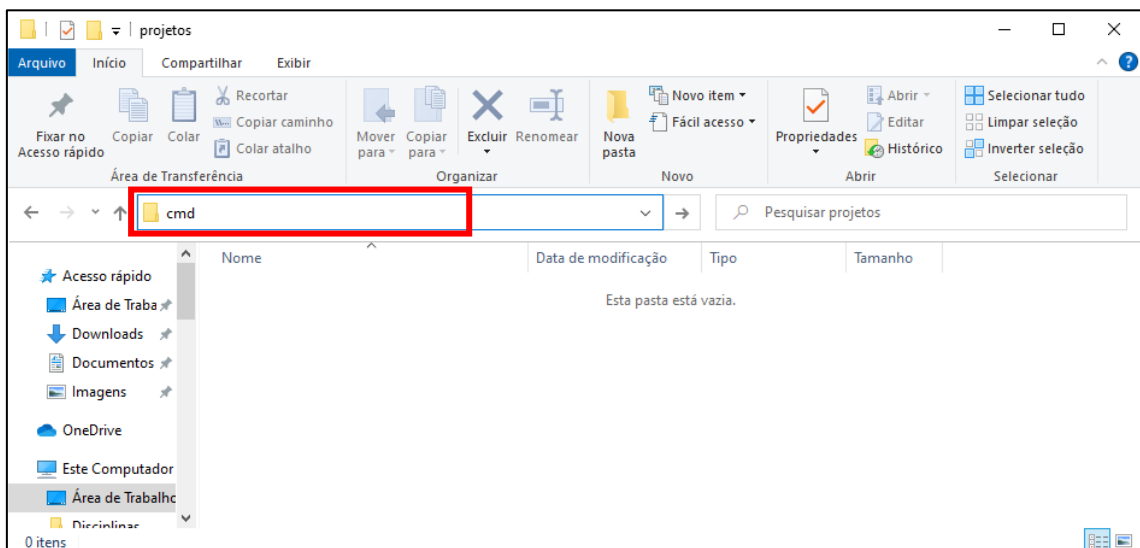
Flutter - Pulse Button – Vídeo do Youtube

<https://www.youtube.com/watch?v=5JD1V--UoYo>

1) Criar uma pasta na área de trabalho chamada **projetos** e a abra no gerenciador de arquivos.



2) Clique na pastinha amarela na barra de endereços e digite cmd.



```
C:\Windows\System32\cmd.exe
Microsoft Windows [versão 10.0.19043.1620]
(c) Microsoft Corporation. Todos os direitos reservados.
C:\Users\LAB4\Desktop\projetos>
```

3) Verifique a instalação do Flutter e suas dependências. Digite o comando **flutter doctor**.

```
C:\Windows\System32\cmd.exe
Microsoft Windows [versão 10.0.19043.1620]
(c) Microsoft Corporation. Todos os direitos reservados.
C:\Users\LAB4\Desktop\projetos> flutter doctor
Doctor summary (to see all details, run flutter doctor -v):
[✓] Flutter (Channel stable, 3.3.4, on Microsoft Windows [versão 10.0.19043.1620], locale pt-BR)
[✓] Android toolchain - develop for Android devices (Android SDK version 33.0.0)
[✓] Chrome - develop for the web
[✓] Visual Studio - develop for Windows (Visual Studio Community 2022 17.3.5)
[✓] Android Studio (version 2021.3)
[✓] VS Code (version 1.72.2)
[✓] Connected device (3 available)
[✓] HTTP Host Availability

• No issues found!
C:\Users\LAB4\Desktop\projetos>
```

4) Digite o seguinte comando para criar o projeto:

```
flutter create --project-name pulse_button --org br.com.etecmcm
--platforms android ./pulse_button
```

```
C:\Windows\System32\cmd.exe

C:\Users\LAB4\Desktop\projetos>flutter create --project-name pulse_button --org br.com.etecmcm --platforms android ./pulse_button
Creating project pulse_button...
Running "flutter pub get" in pulse_button... 1.528ms
Wrote 35 files.

All done!
In order to run your application, type:

$ cd pulse_button
$ flutter run

Your application code is in pulse_button\lib\main.dart.

C:\Users\LAB4\Desktop\projetos>
```

5) Vá para a pasta do projeto. Digite:

**cd pulse\_button**

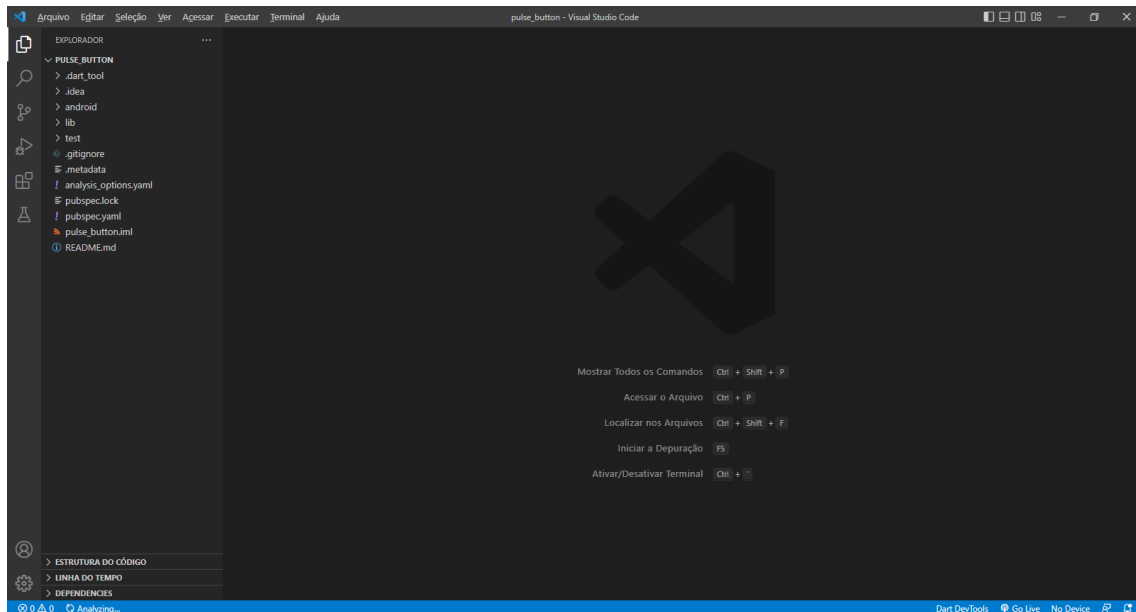
```
C:\Users\LAB4\Desktop\projetos>cd pulse_button
```

6) Abra o VS Code com o comando:

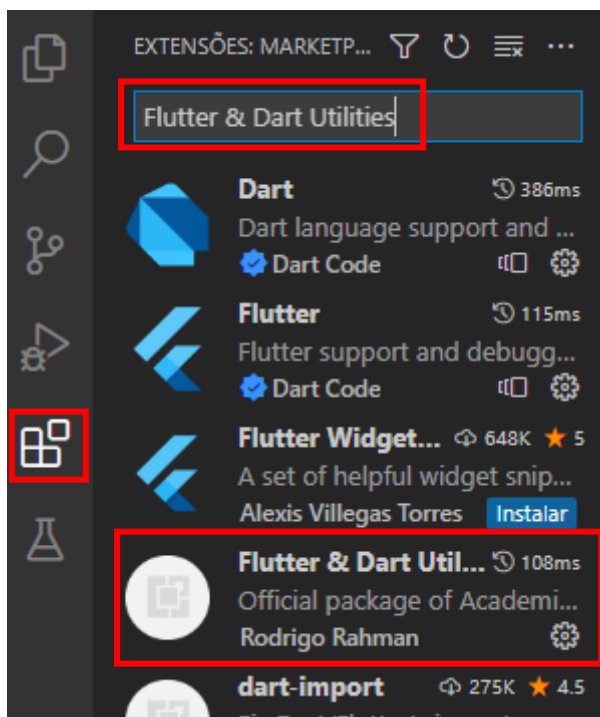
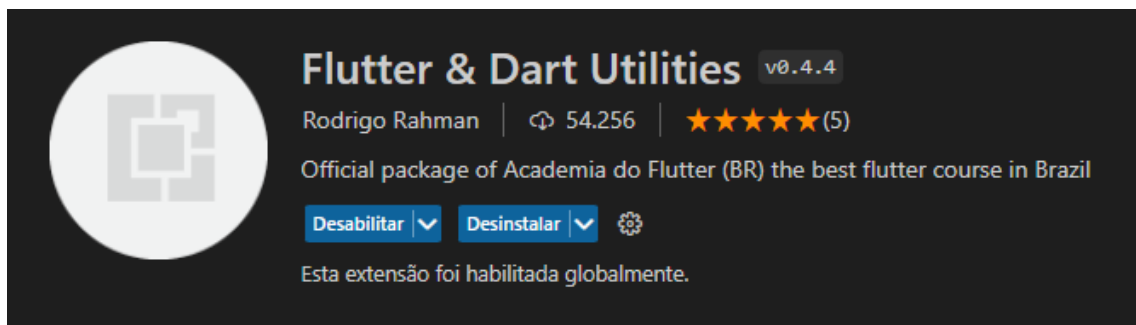
**code .**

```
C:\Windows\System32\cmd.exe

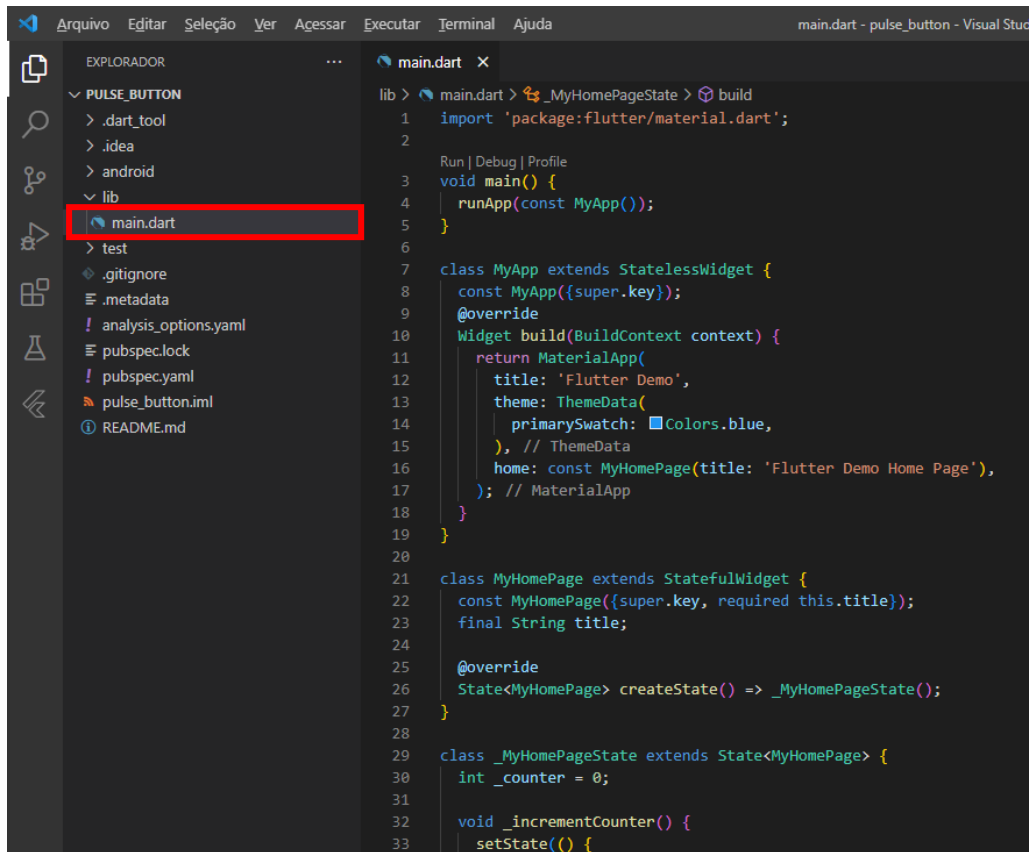
C:\Users\LAB4\Desktop\projetos>code .
```



7) Instale a extensão: **Flutter & Dart Utilities – Rodrigo Rahman**

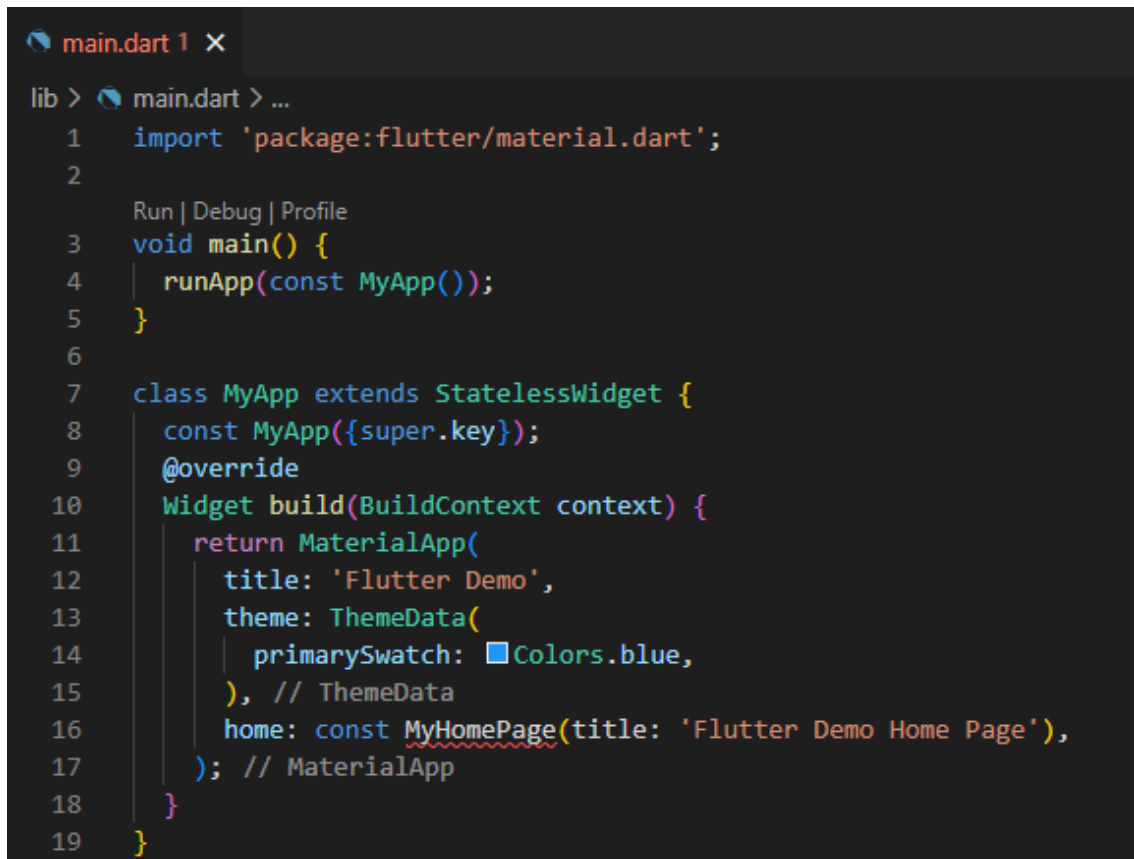


8) Remova os comentários da página **main.dart** dentro da pasta **lib**



```
lib > main.dart > _MyHomePageState > build
1 import 'package:flutter/material.dart';
2
3 Run | Debug | Profile
4 void main() {
5   runApp(const MyApp());
6 }
7
8 class MyApp extends StatelessWidget {
9   const MyApp({super.key});
10  @override
11  Widget build(BuildContext context) {
12    return MaterialApp(
13      title: 'Flutter Demo',
14      theme: ThemeData(
15        primarySwatch: Colors.blue,
16      ), // ThemeData
17      home: const MyHomePage(title: 'Flutter Demo Home Page'),
18    ); // MaterialApp
19  }
20 }
21
22 class MyHomePage extends StatefulWidget {
23   const MyHomePage({super.key, required this.title});
24   final String title;
25
26   @override
27   State<MyHomePage> createState() => _MyHomePageState();
28 }
29
30 class _MyHomePageState extends State<MyHomePage> {
31   int _counter = 0;
32
33   void _incrementCounter() {
34     setState() {
```

9) Deixe somente a classe MyApp em seu código. Remova todas que estão abaixo desta.



```
main.dart 1 X
lib > main.dart > ...
1 import 'package:flutter/material.dart';
2
3 Run | Debug | Profile
4 void main() {
5   runApp(const MyApp());
6 }
7
8 class MyApp extends StatelessWidget {
9   const MyApp({super.key});
10  @override
11  Widget build(BuildContext context) {
12    return MaterialApp(
13      title: 'Flutter Demo',
14      theme: ThemeData(
15        primarySwatch: Colors.blue,
16      ), // ThemeData
17      home: const MyHomePage(title: 'Flutter Demo Home Page'),
18    ); // MaterialApp
19  }
20 }
```