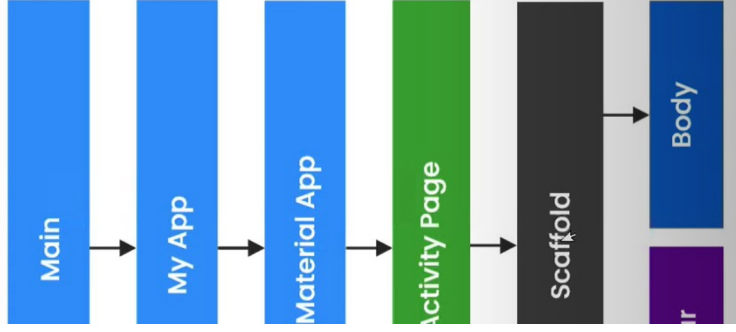
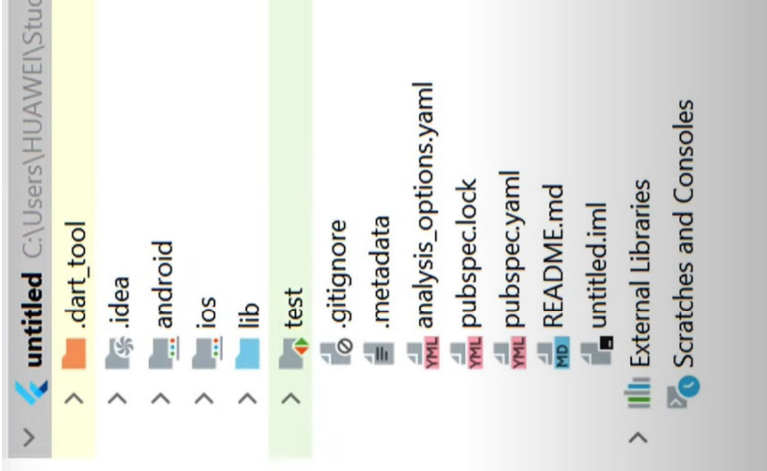


-generated file based on the .yaml file.
we detail setup about all dependencies.



```
void main() {  
  runApp(const MyApp());  
}  
  
class MyApp extends StatelessWidget {  
  const MyApp({super.key});  
  @override  
  Widget build(BuildContext context) {  
    return const MaterialApp(home: HomeA  
  ) }  
}  
  
class HomeActivity extends StatelessWidget  
  const HomeActivity({super.key});  
  @override  
  Widget build(BuildContext context) {  
    return Scaffold(  
      appBar: AppBar(title: const Text('H  
      body: const Text('Hello World') ,  
    ); // Scaffold  
  }  
}
```

is a predefined class in a flutter. Main or core component of flutter.

controls the primary color used in the application.

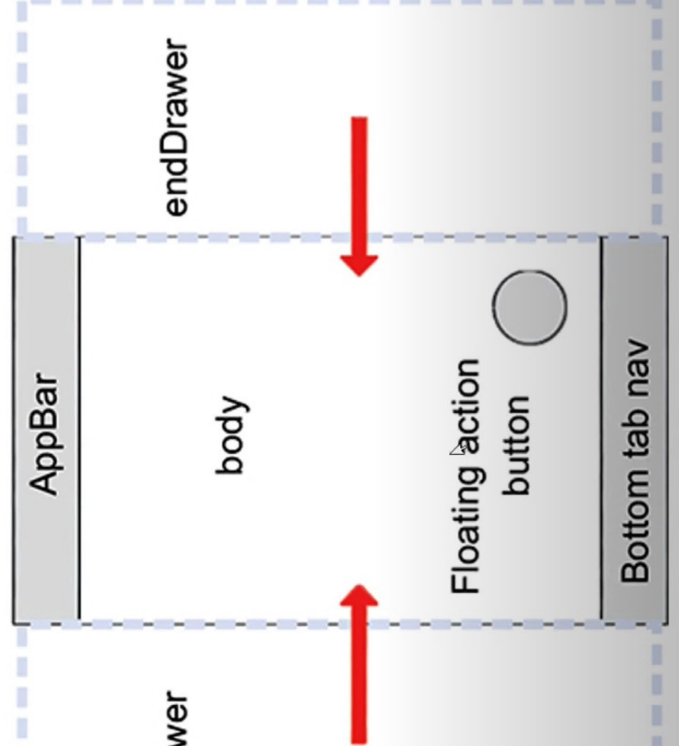
It provided theme data for the dark theme for the application.

CheckedModeBanner: This property takes in a boolean as the side whether to show the debug banner or not.

property takes in widget as the object to show on the default app.

property takes in a string as the object to decide the one-line of the app for the device.

will expand or occupy the whole device screen.



the topmost component of the app . it contains the toolbar and some widgets.

AppBar takes in a list of widgets as a parameter to be displayed after the title . it usually takes in the main widget as a parameter to be displayed in the **AppBar**.

• This property is used to add colors to the background of the **AppBar**.

• This property is used to set the z-coordinate at which to place this app bar relative to the parent. This property is used to give shape to the **AppBar** and manage its shadow.



AppBar is at the very top of the project structure.

Here is the configuration for Android Studio.

It doesn't matter because we are not going to work with it.

The content of this folder can be ignored.

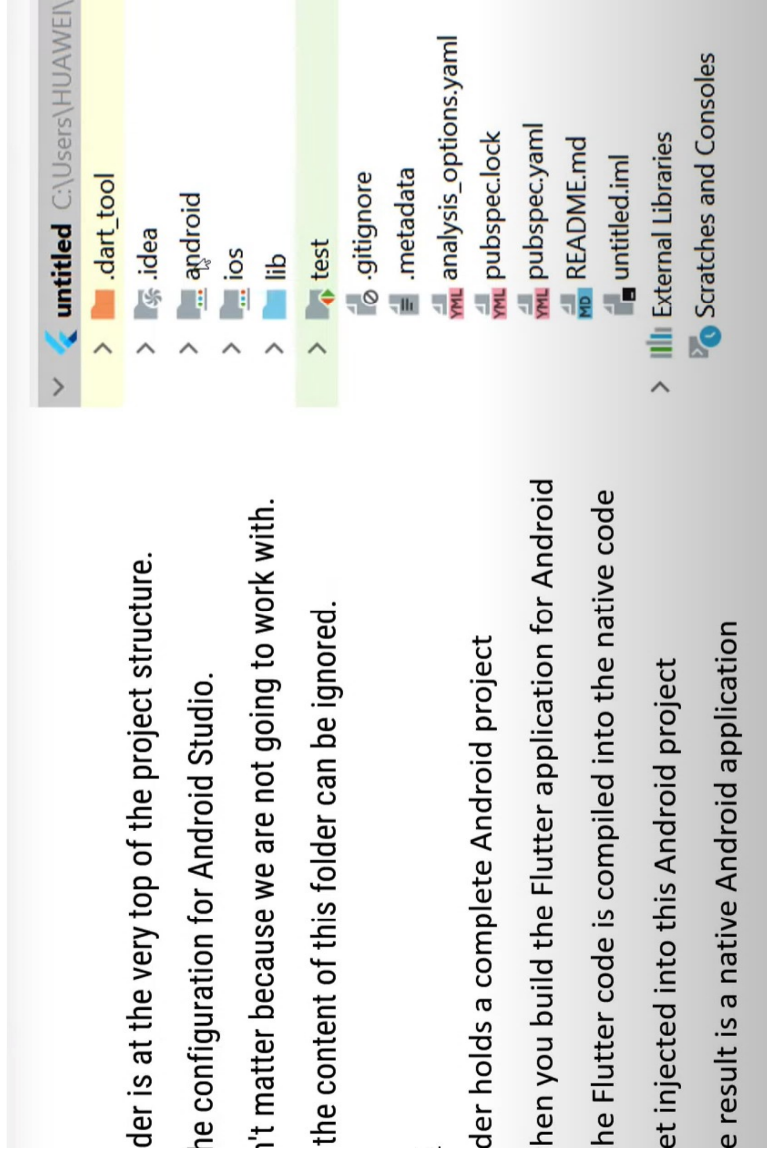
Flutter holds a complete Android project.

When you build the Flutter application for Android.

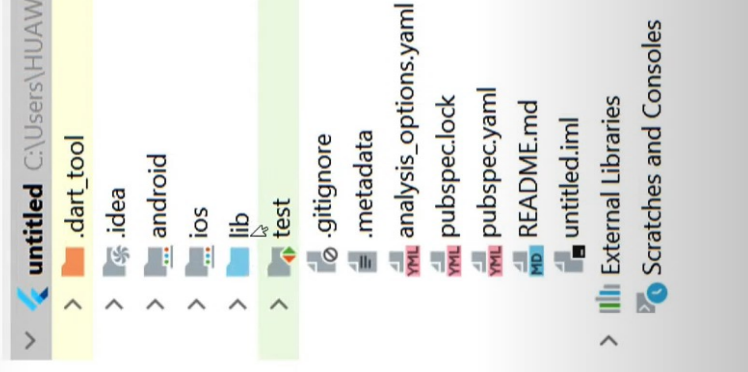
The Flutter code is compiled into the native code.

It is injected into this Android project.

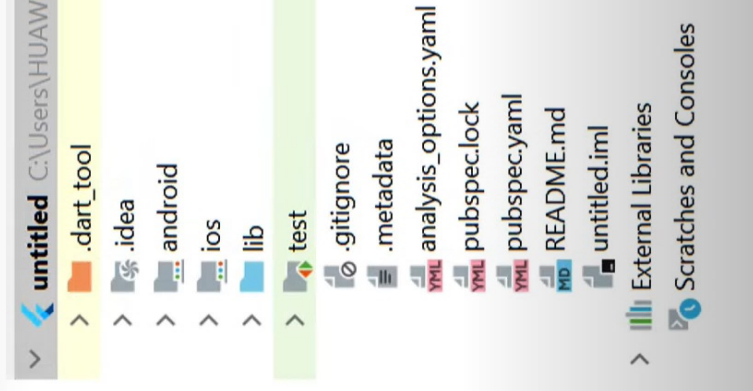
The result is a native Android application.



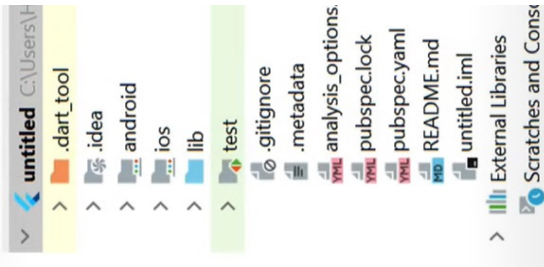
ial folder, which stands for the library
/here we will do our 99 percent of project work
folder, we will find the Dart files which contain
ur Flutter application
is folder contains the file main.dart, which is the
ne Flutter application.



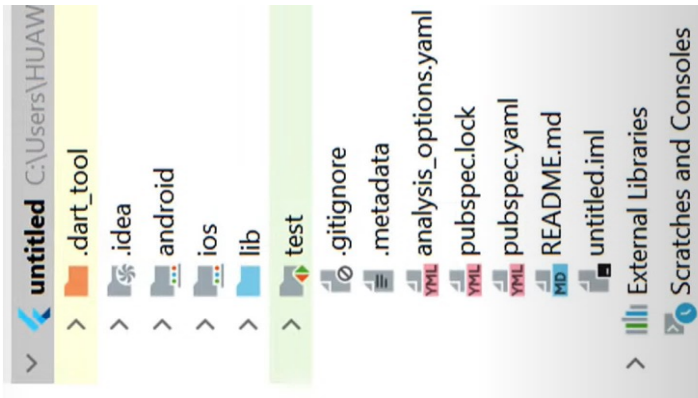
ontains a Dart code,
:ten for the Flutter application.
automated test when building the app.
important for us here.



e containing a list of files, file extensions, and folders
which files should be ignored in a project.
on-control file for tracking changes in source



enerated file by the flutter tools.
the properties of the Flutter project.
rms the internal tasks.
need to edit the content manually at any time.



configuration file that will use a lot during working with it. It allows you how your application works. This file

al settings such as name and version of the project. dependencies. s (e.g., images).

