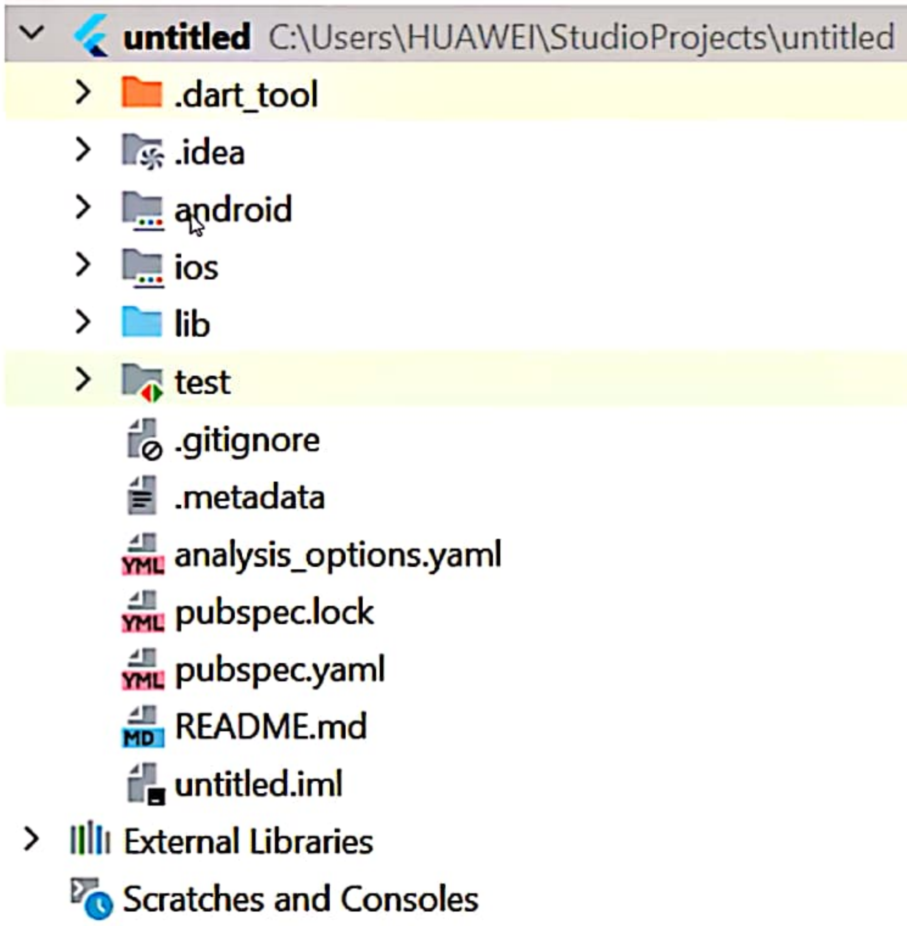
.idea:

- This folder is at the very top of the project structure.
- Holds the configuration for Android Studio.
- It doesn't matter because we are not going to work with.
- So that the content of this folder can be ignored.

.android:

- This folder holds a complete Android project
- Used when you build the Flutter application for Android
- When the Flutter code is compiled into the native code
- It will get injected into this Android project
- That the result is a native Android application



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.dart_tool

.idea

android

ios

lib

test

.gitignore

.metadata

analysis_options.yaml

pubspec.lock

pubspec.yaml

README.md

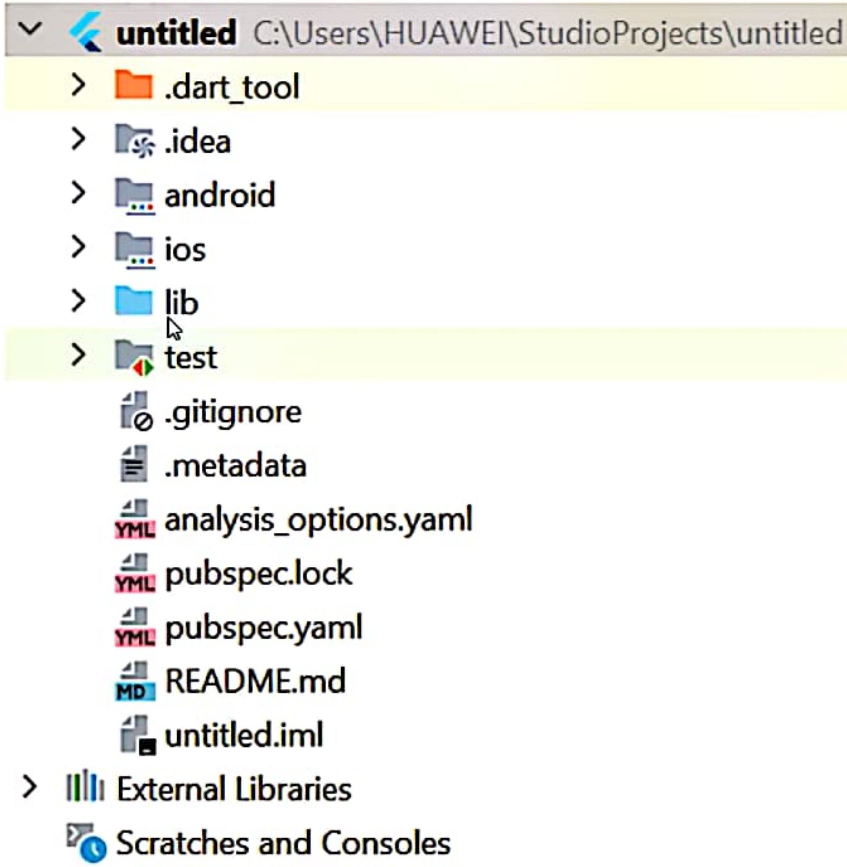
untitled.iml

External Libraries

Scratches and Consoles

lib:

- It is an essential folder, which stands for the library
- It is a folder where we will do our 99 percent of project work
- Inside the lib folder, we will find the Dart files which contain the code of our Flutter application
- By default, this folder contains the file main.dart, which is the entry file of the Flutter application.



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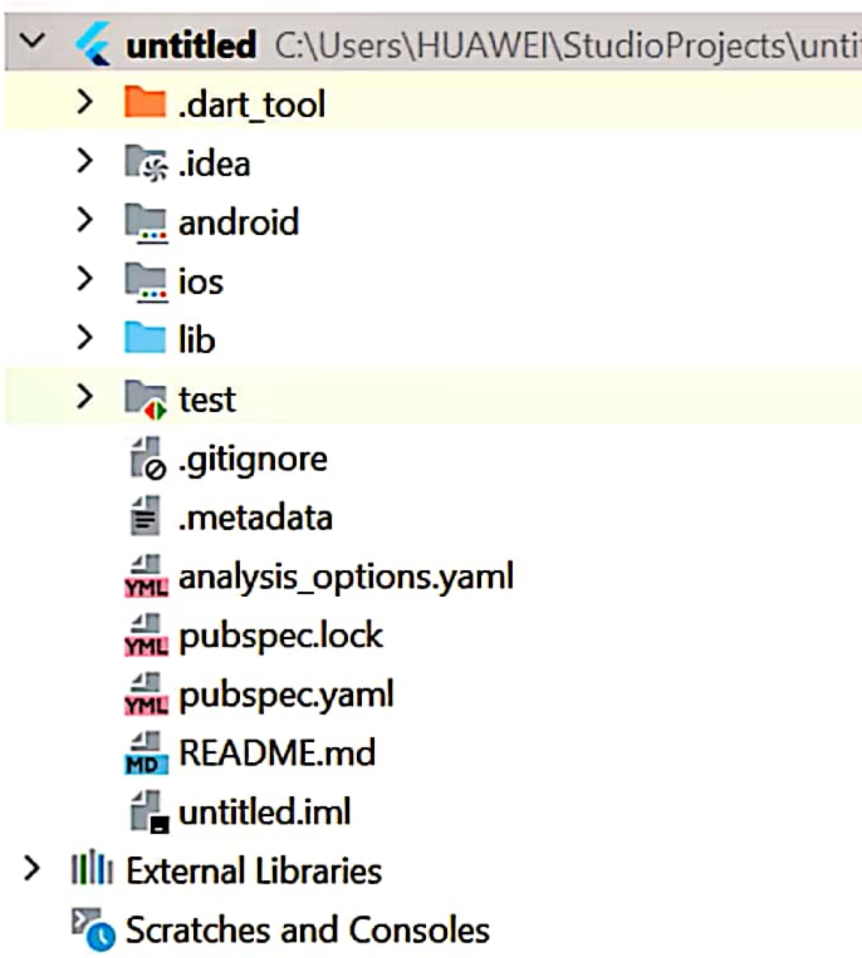
    > .idea
    > android
    > ios
    > lib
    > test
      .gitignore
      .metadata
      analysis_options.yaml
      pubspec.lock
      pubspec.yaml
      README.md
      untitled.iml
> External Libraries
  Scratches and Consoles
```

test:

- This folder contains a Dart code,
- Which is written for the Flutter application.
- Perform the automated test when building the app.
- It won't be too important for us here.



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- ios
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- .gitignore
- .metadata
- analysis_options.yaml
- pubspec.lock
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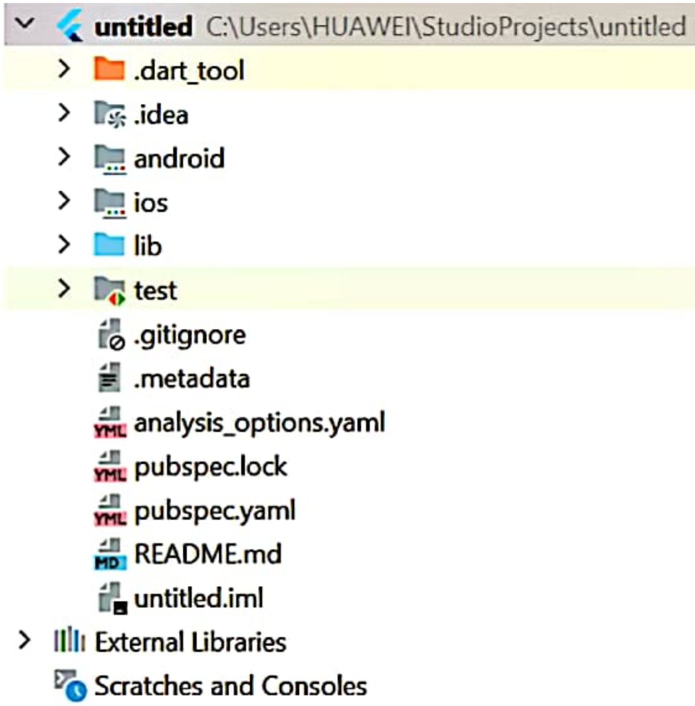
External Libraries

Scratches and Consoles

.gitignore:

- It is a text file containing a list of files, file extensions, and folders
- that tells Git which files should be ignored in a project.
- Git is a version-control file for tracking changes in source



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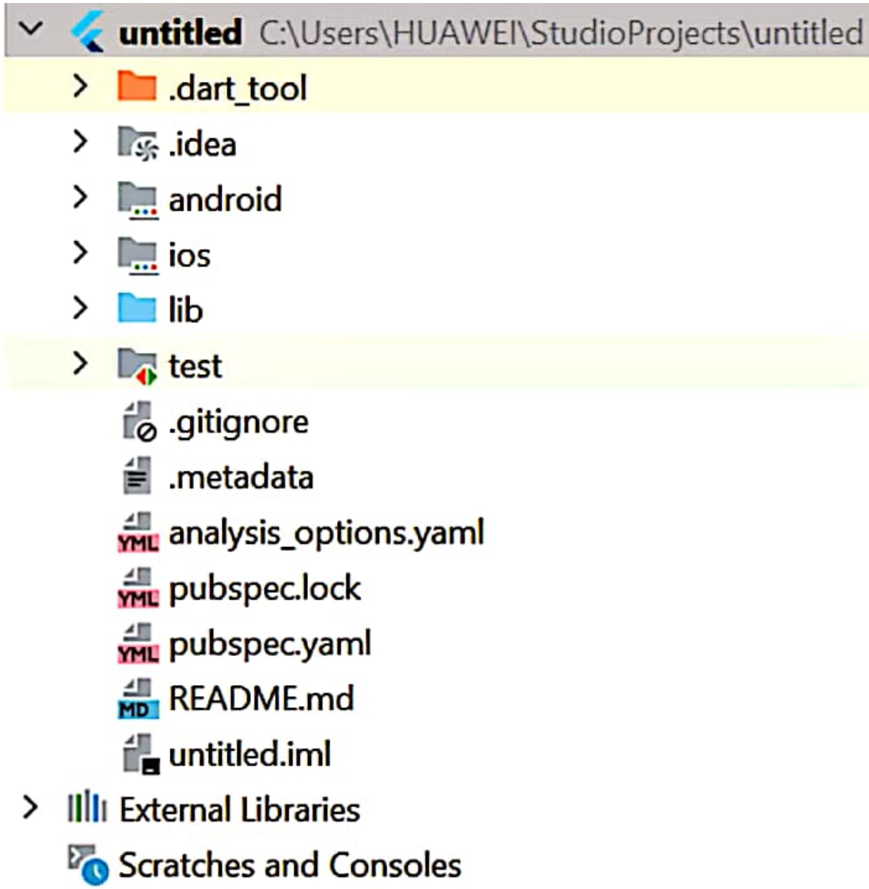
.metadata:

- It is an auto-generated file by the flutter tools.
- Used to track the properties of the Flutter project.
- This file performs the internal tasks.
- So you do not need to edit the content manually at any time.



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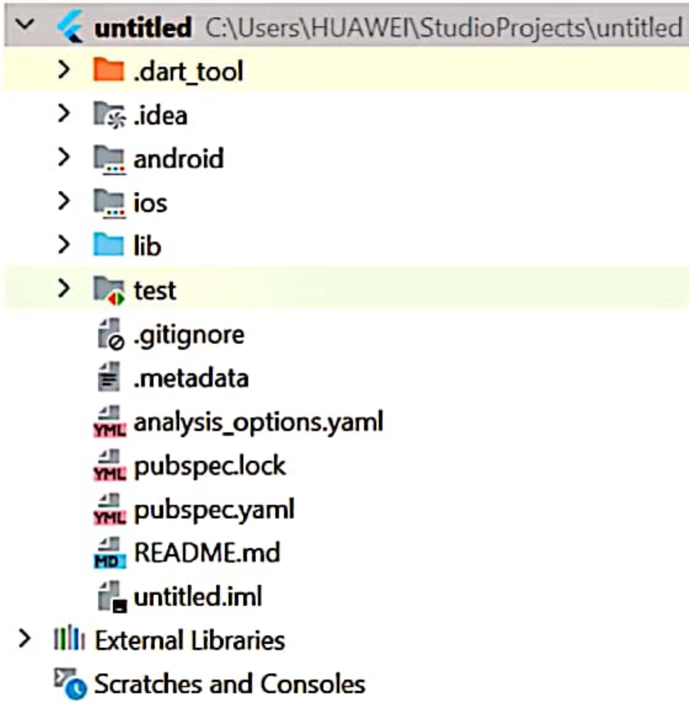
Scratches and Consoles

pubspec.yaml:

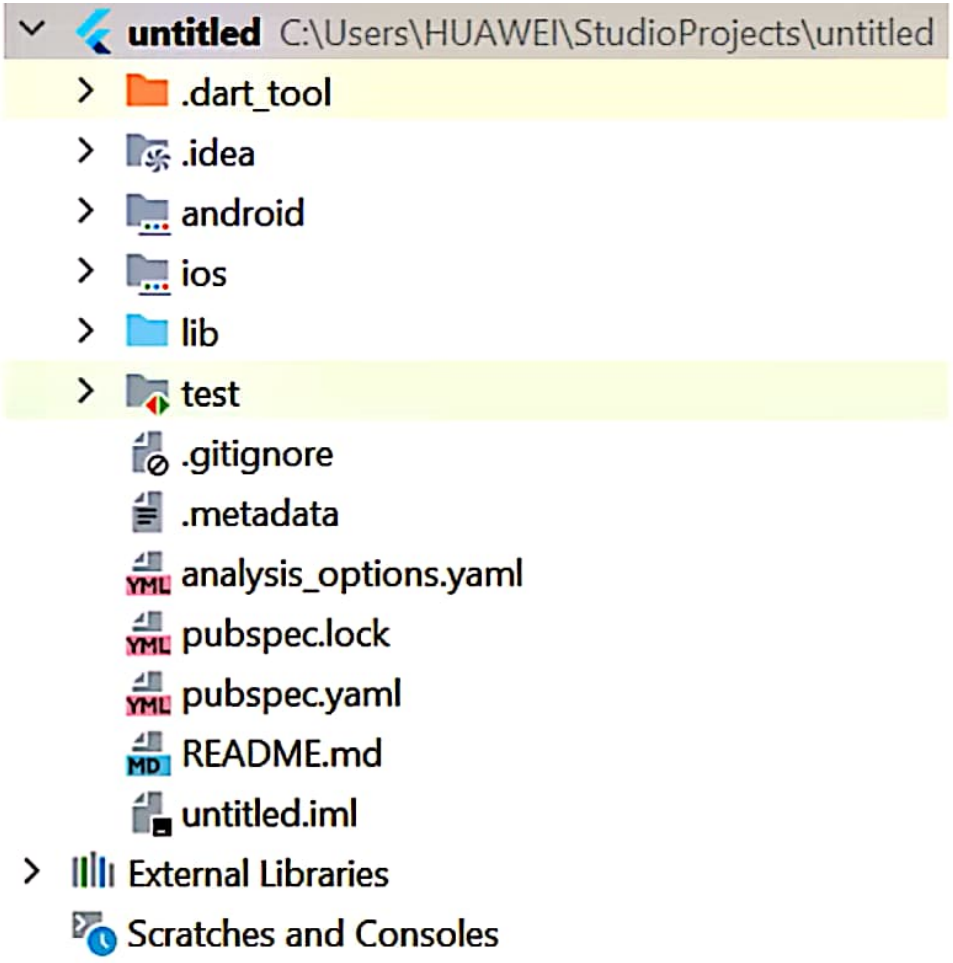
It is the project's configuration file that will use a lot during working with the Flutter project. It allows you how your application works. This file contains-

- Project general settings such as name
- Description, and version of the project.
- Project dependencies.
- Project assets (e.g., images).



pubspec.lock:

- It is an auto-generated file based on the .yaml file.
- It holds more detail setup about all dependencies.



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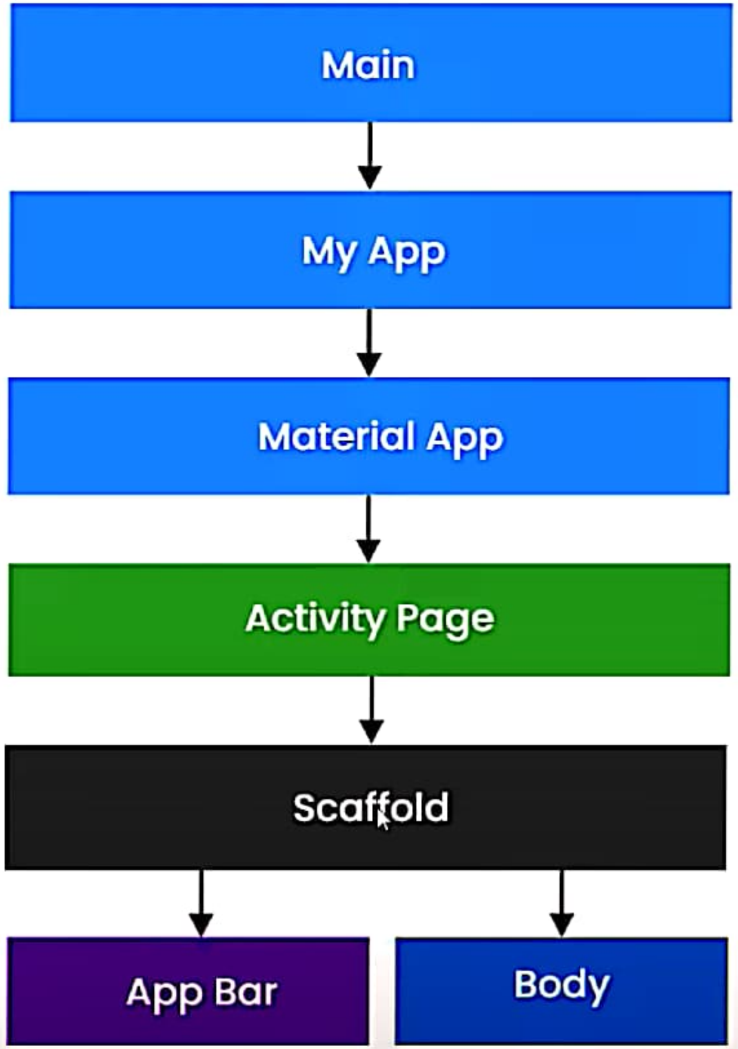
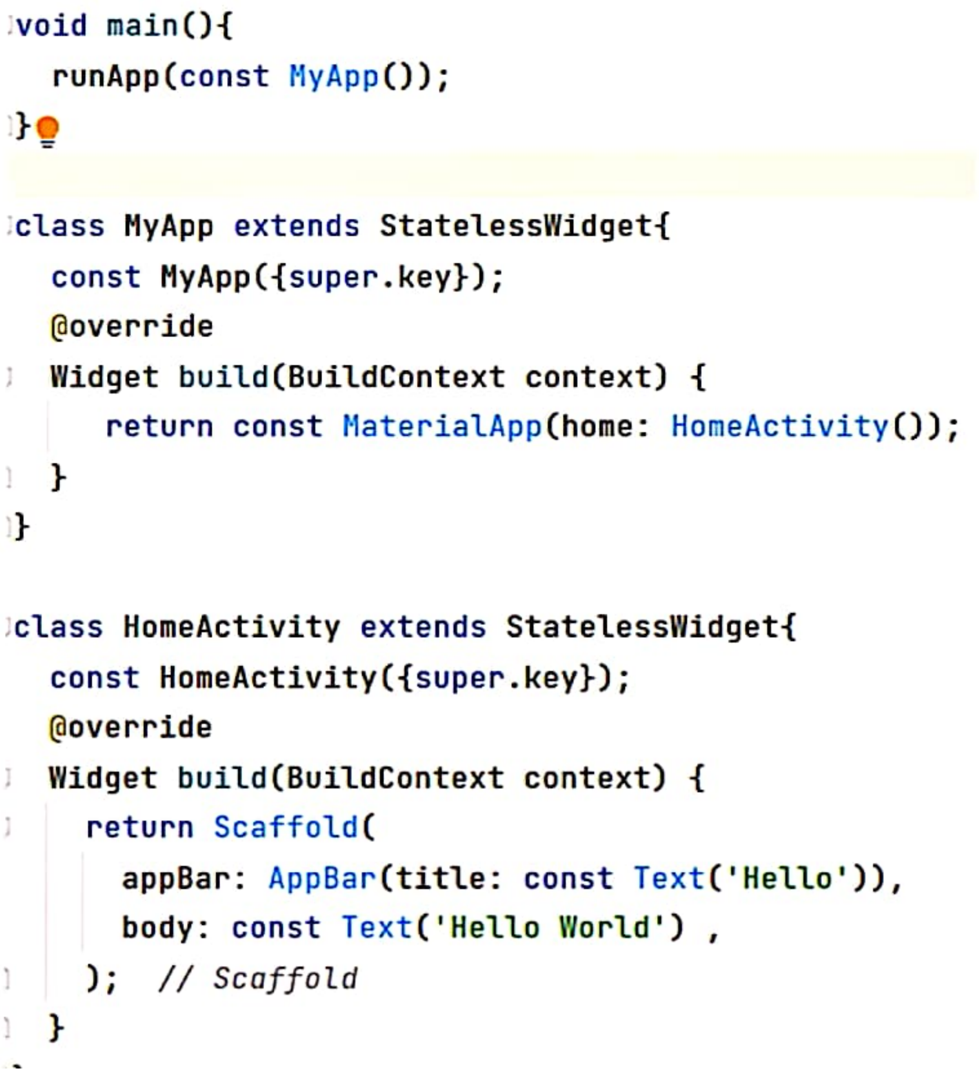




```
void main(){
  runApp(const MyApp());
}

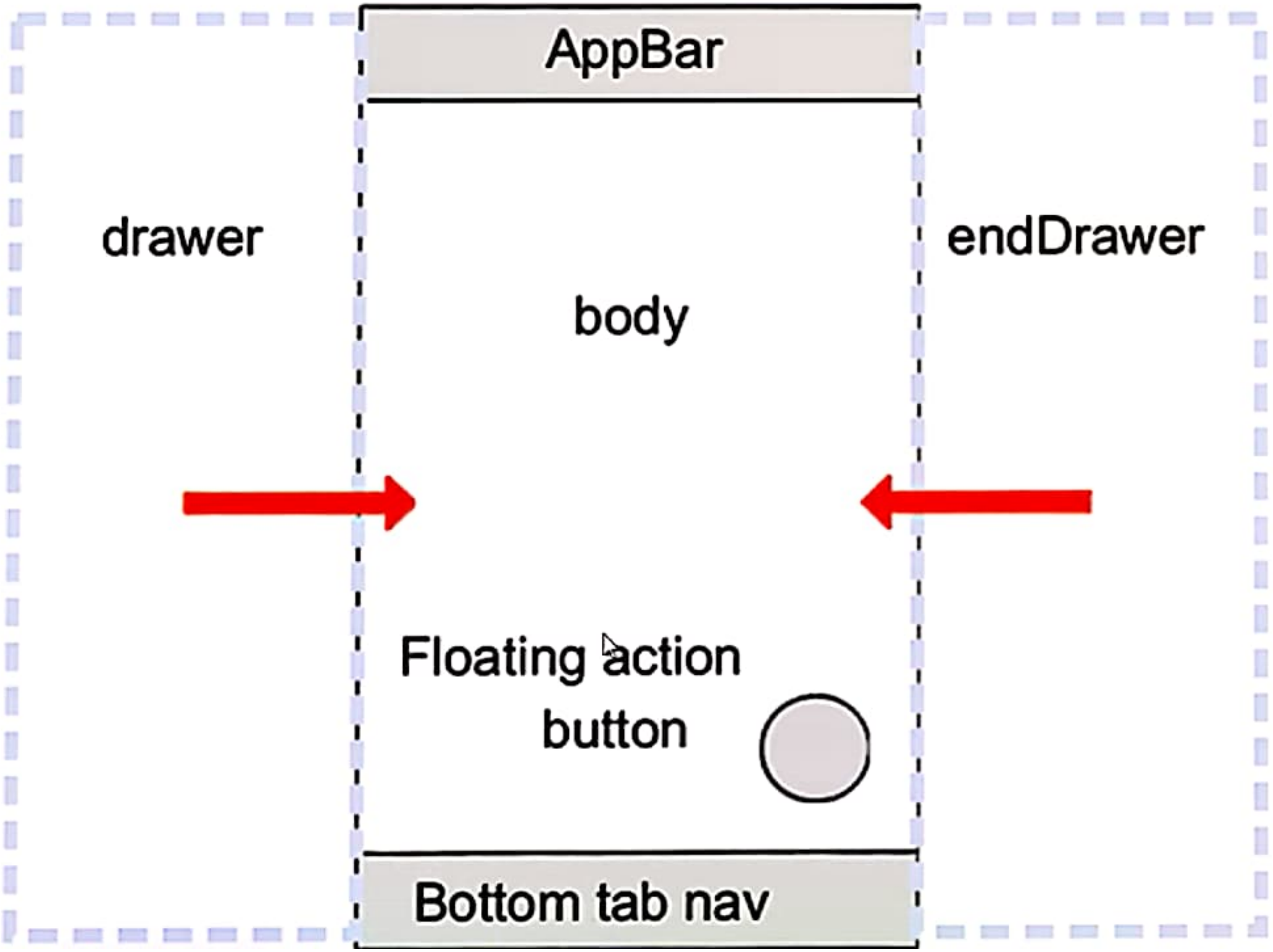
class MyApp extends StatelessWidget{
  const MyApp({super.key});
  @override
  Widget build(BuildContext context) {
    return const MaterialApp(home: HomeActivity());
  }
}

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

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

- **color:** It controls the primary color used in the application.
- **darkTheme:** It provided theme data for the dark theme for the application.
- **debugShowCheckedModeBanner:** This property takes in a boolean as the object to decide whether to show the debug banner or not.
- **home:** This property takes in widget as the object to show on the default route of the app.
- **title:** The title property takes in a string as the object to decide the one-line description of the app for the device.

Scaffold will expand or occupy the whole device screen.



AppBar is usually the topmost component of the app . it contains the toolbar and some other common action buttons.

- **actions:** This property takes in a list of widgets as a parameter to be displayed after the title if the **AppBar** is a row.
- **title:** This property usually takes in the main widget as a parameter to be displayed in the **AppBar**.
- **backgroundColor:** This property is used to add colors to the background of the **Appbar**.
- **elevation:** This property is used to set the z-coordinate at which to place this app bar relative to its parent.
- **shape:** This property is used to give shape to the **Appbar** and manage its shadow.