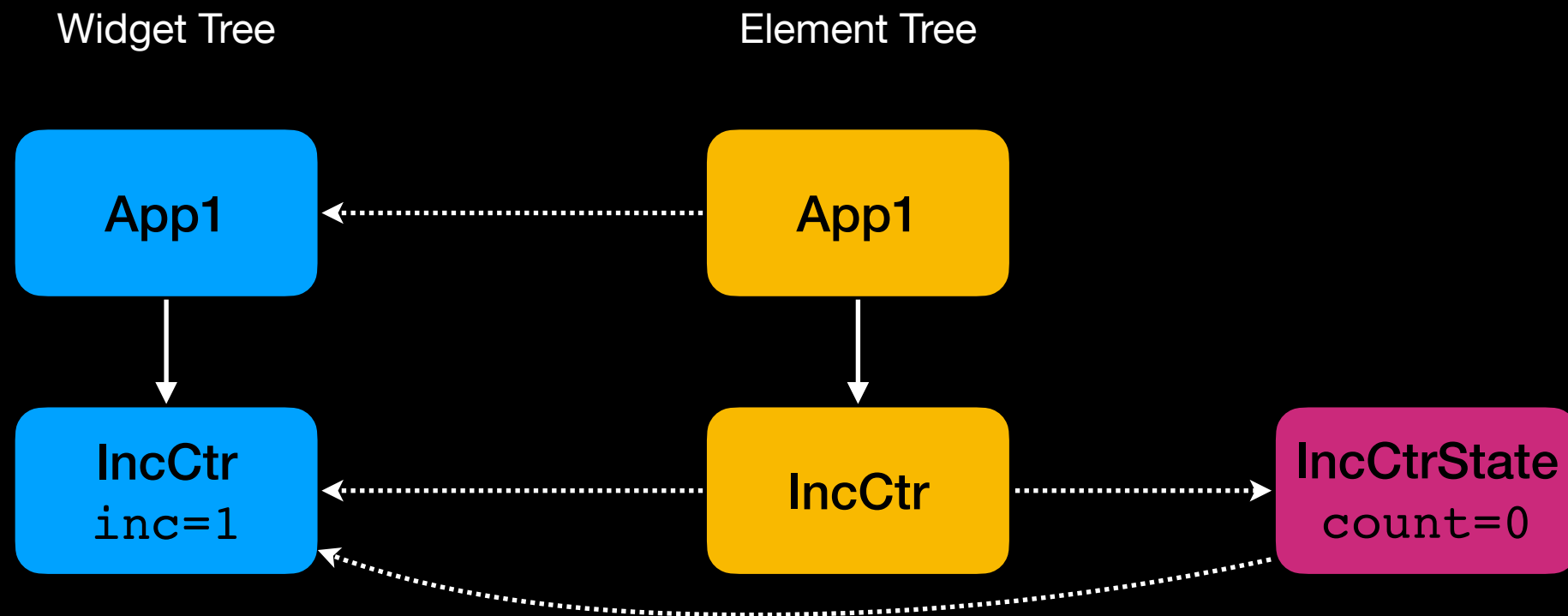
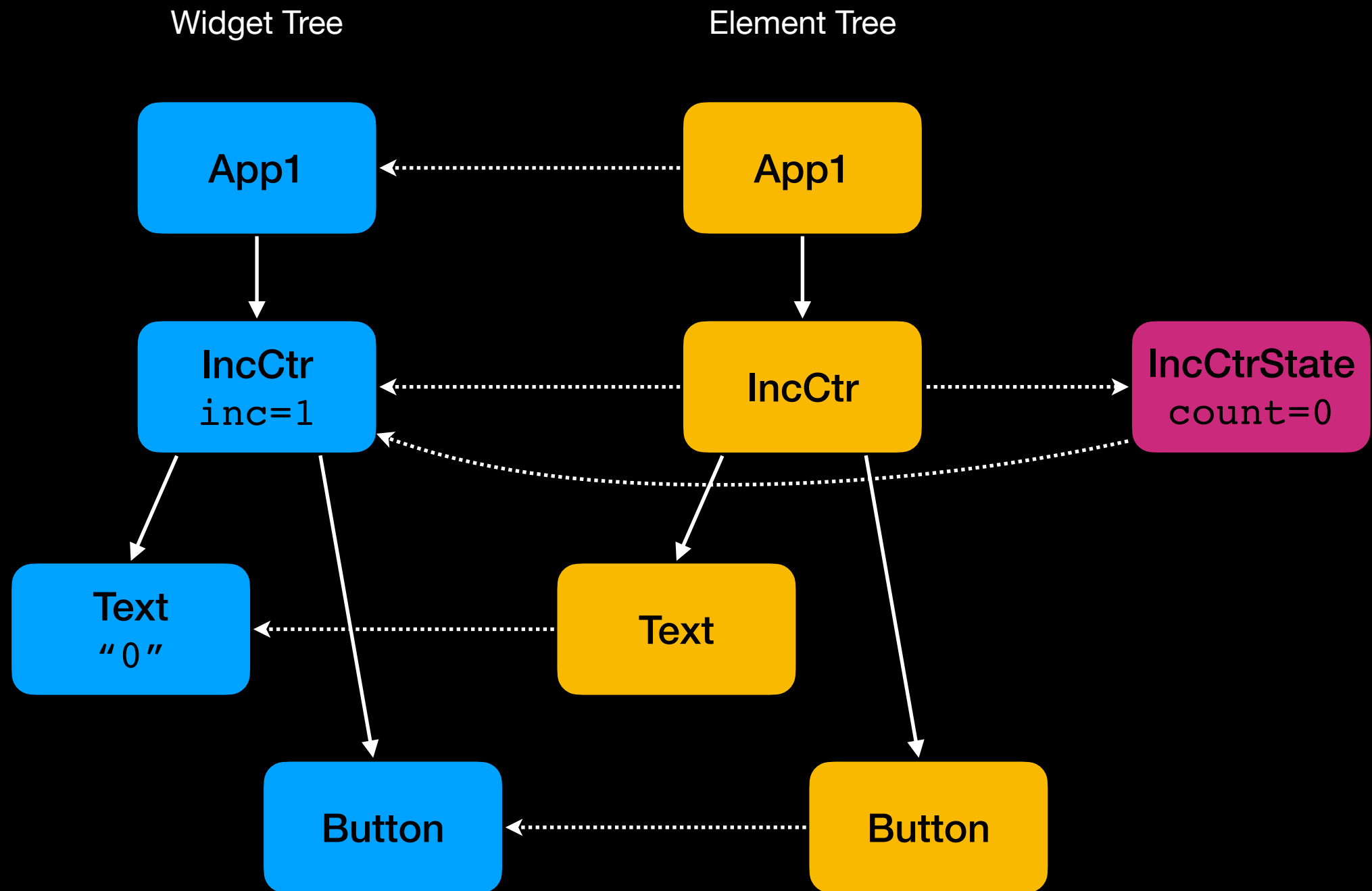


02_flutter_state_eg1

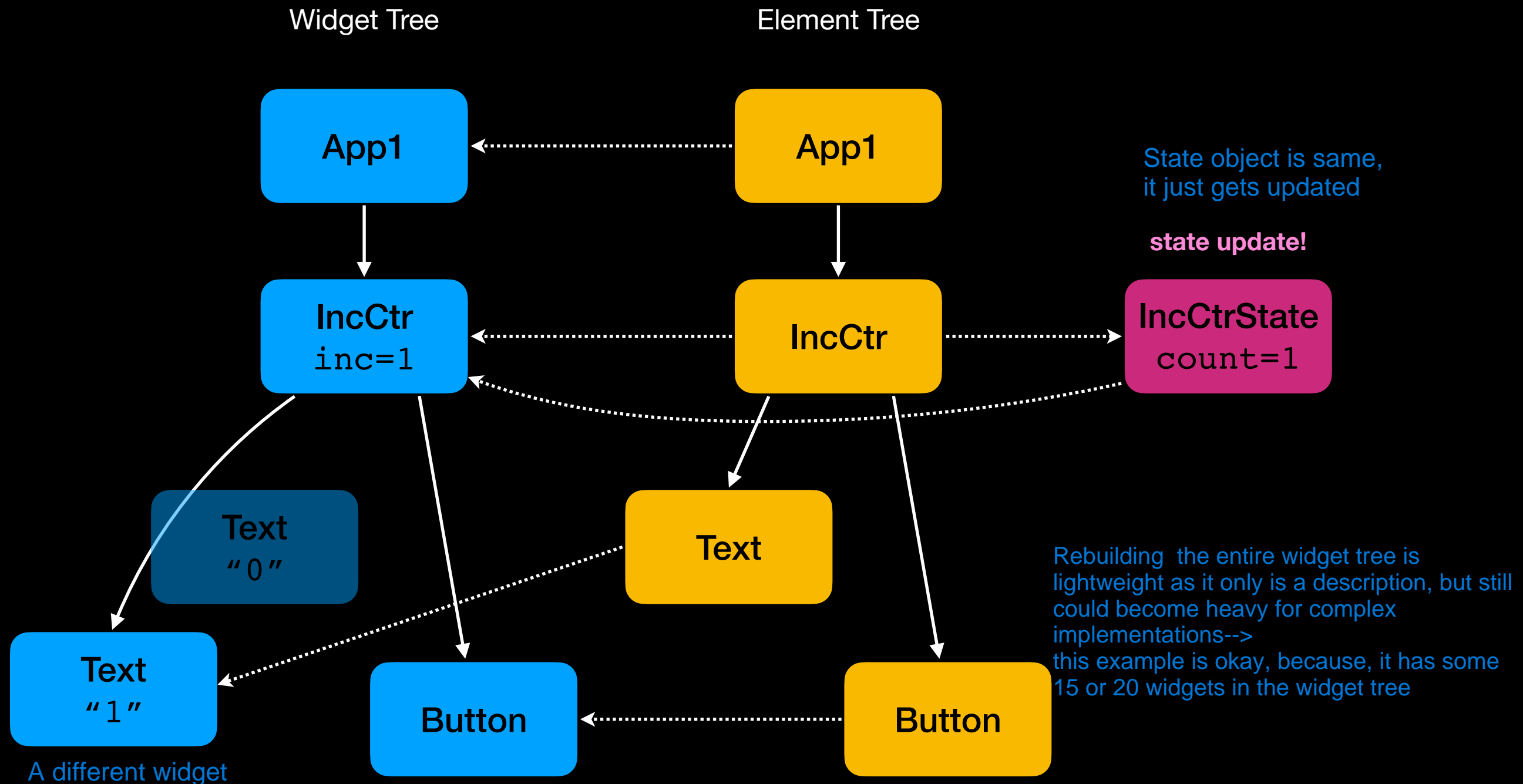


- 1) The App1 widget is created and its corresponding element gets created
- 2) App1 - Build method calls for IncCtr widget, --> IncCtr widget is created
- 3) IncCtr widget creates a State object (IncCtr State) ,, Meanwhile, element is created for the IncCtr widget as well
- 4) This state object has the build method to create the children of the corresponding widget (IncCtr)

When the children widget are created by the State object, its corresponding elements created as well



- 1) When there is a change in the child widget, the state of its parent needs to be changed-->when Text widget is having a updated value, then the state of the parent widget is what really gets changed, therefore, the part of the tree with the children are recreated on the whole in the widget tree vertical.
- 2) Note below, Only Text widget is changed in the widget tree, the button remains same. (Flutter walks through the new and old widget tree and changes element of only what is updated)--->So, the widget tree is fully recreated, but the elements are rebuilt only for changed widgets.
- 3) The corresponding element of the "Text" widget gets recreated as well.



02_flutter_state_eg2

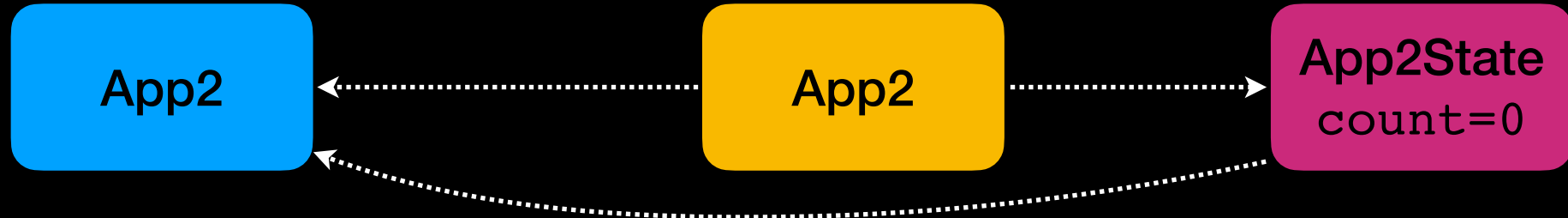
Widget Tree

Element Tree

App2

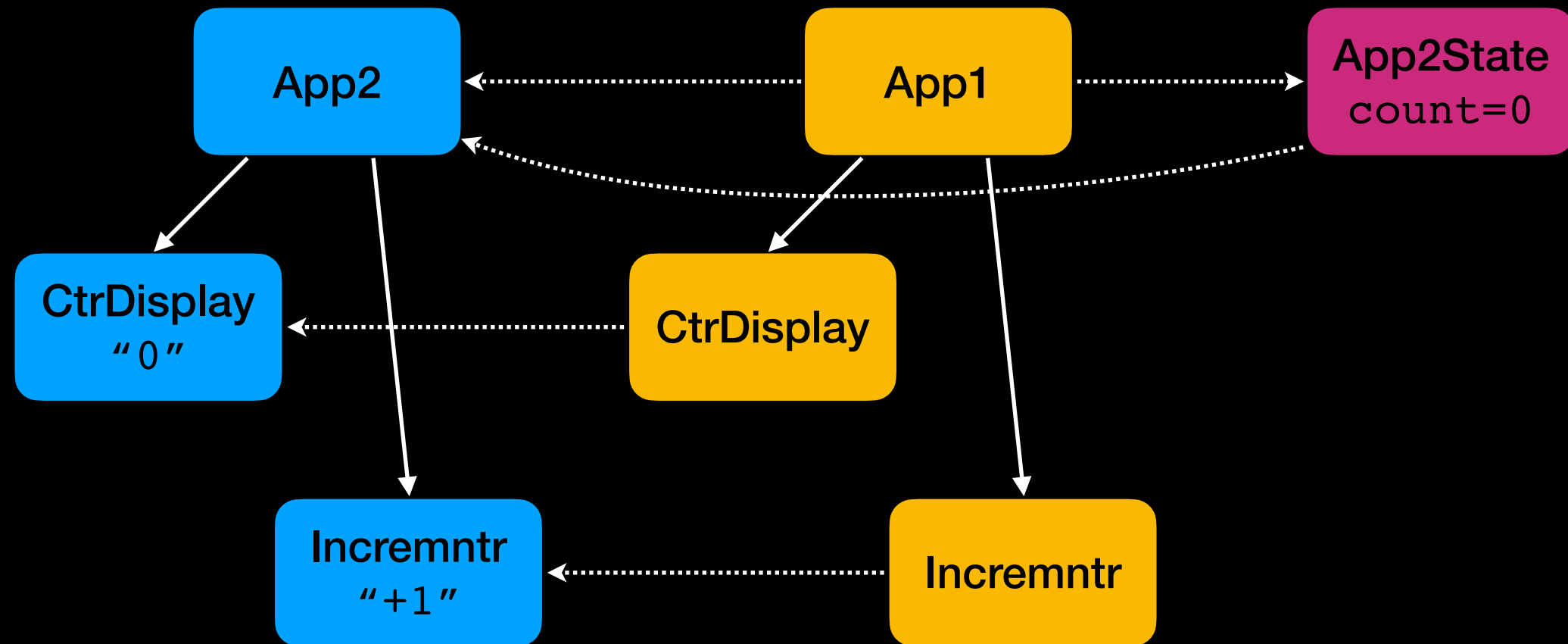
App2

App2State
count=0



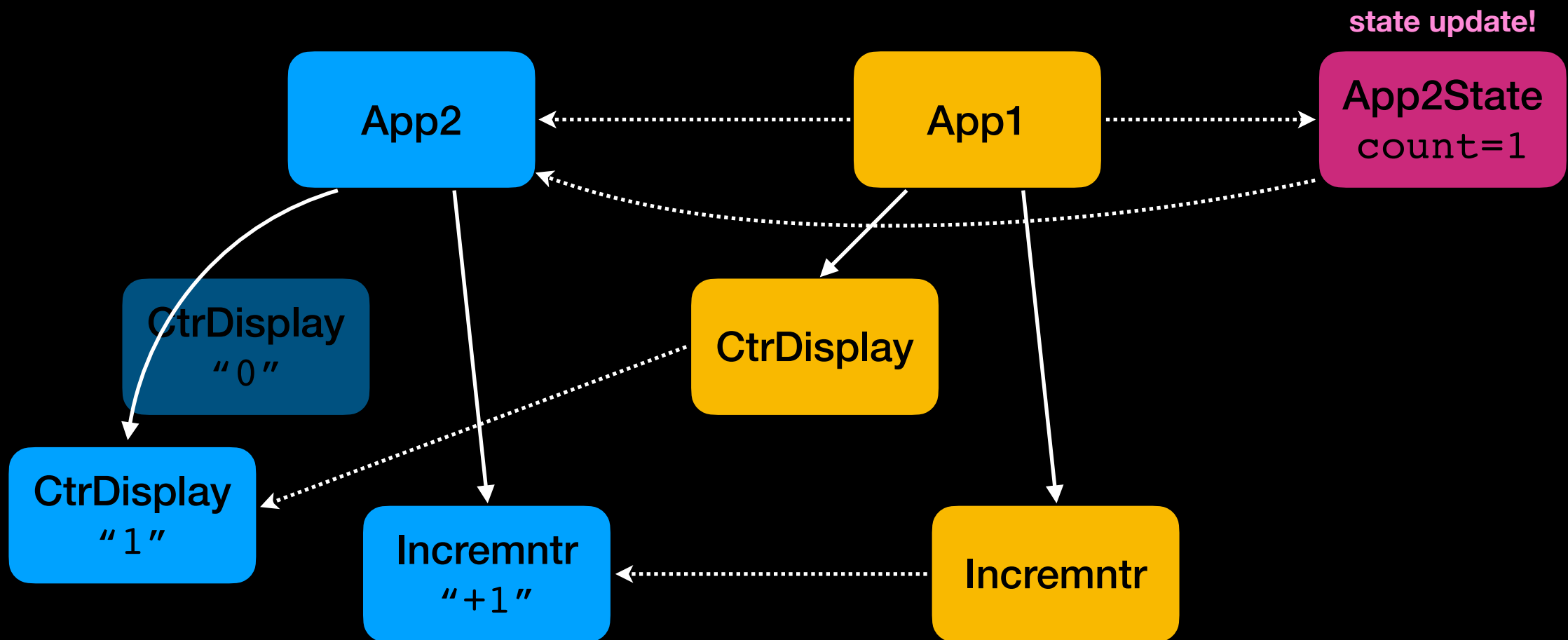
Widget Tree

Element Tree



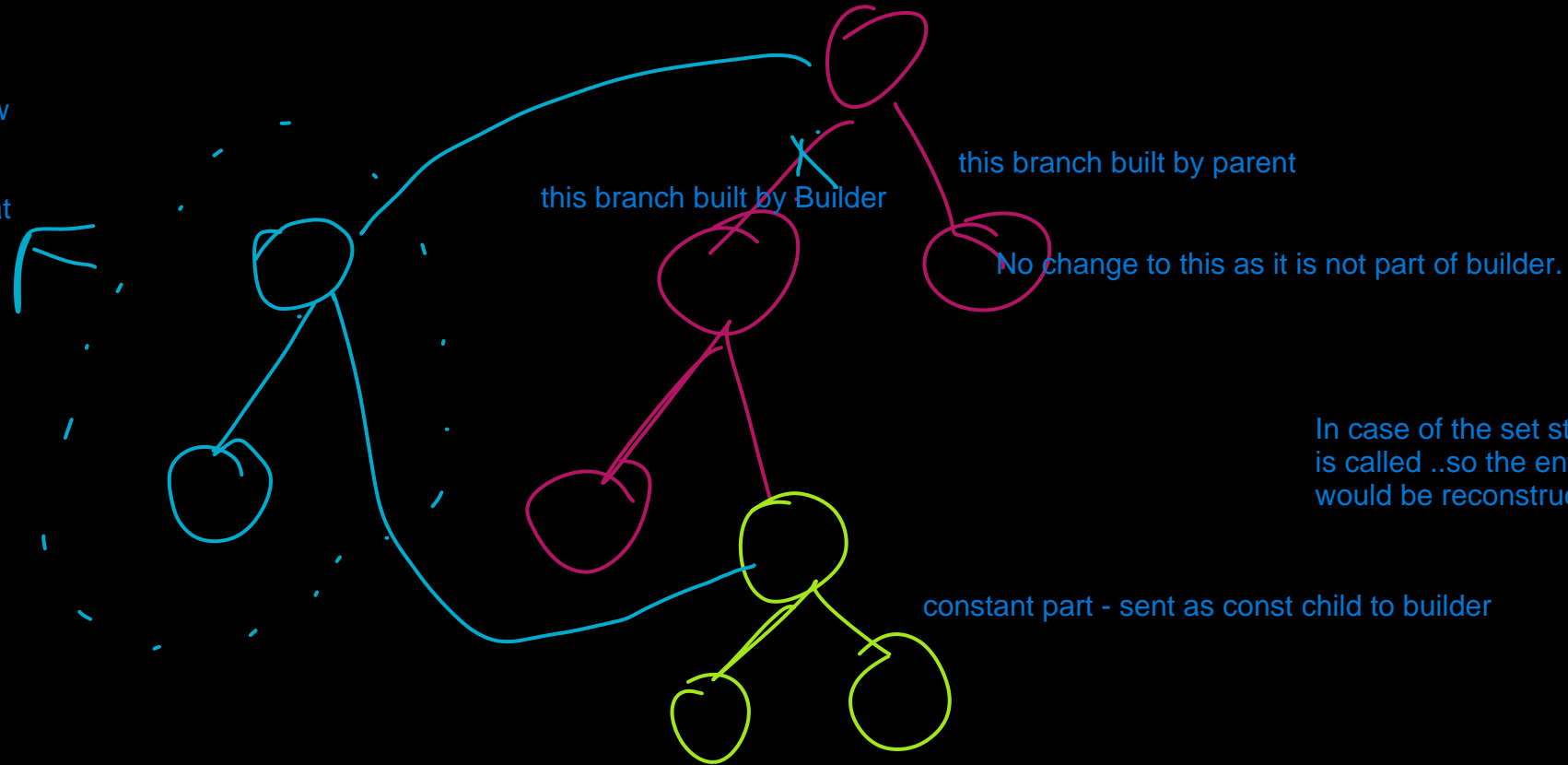
Widget Tree

Element Tree



Eg- 4 - how builder works

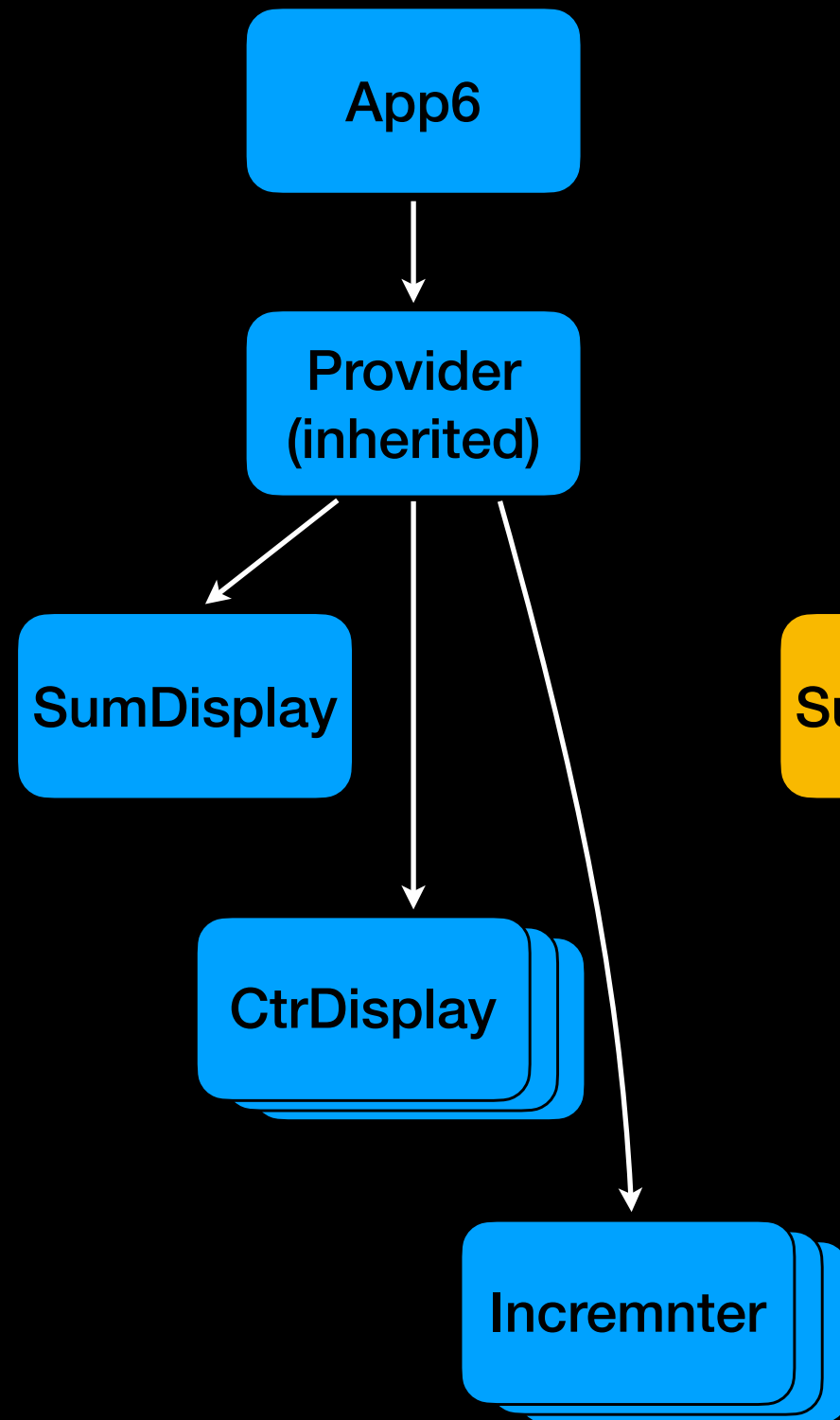
Say, there is a change now
and the builder is invoked,
it will rebuild the entire
subtree except the one that
was said to be constant



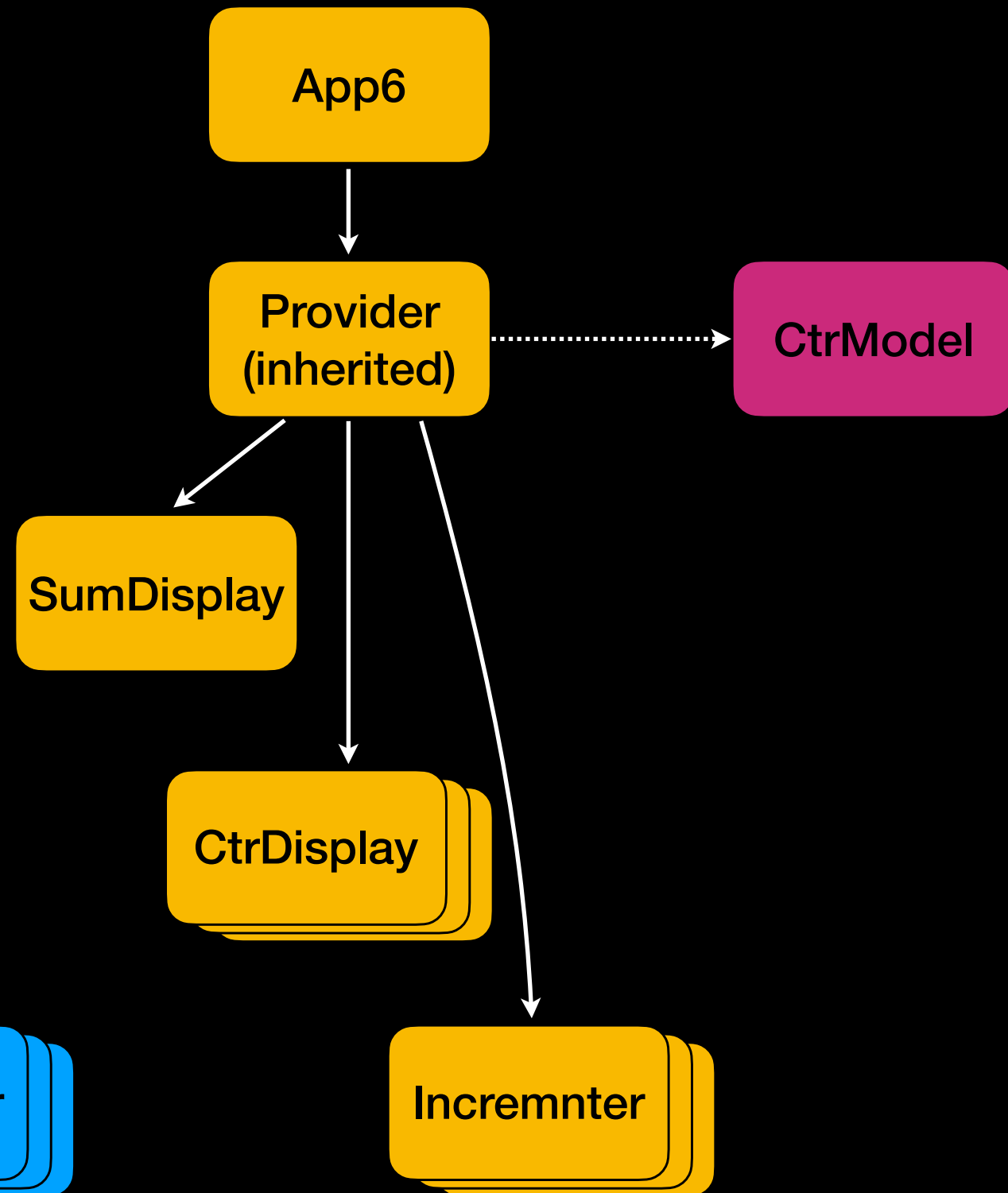
In case of the set state example, the entire Widget build
is called ..so the entire widget tree under the root widget
would be reconstructed.

02_flutter_state_eg6

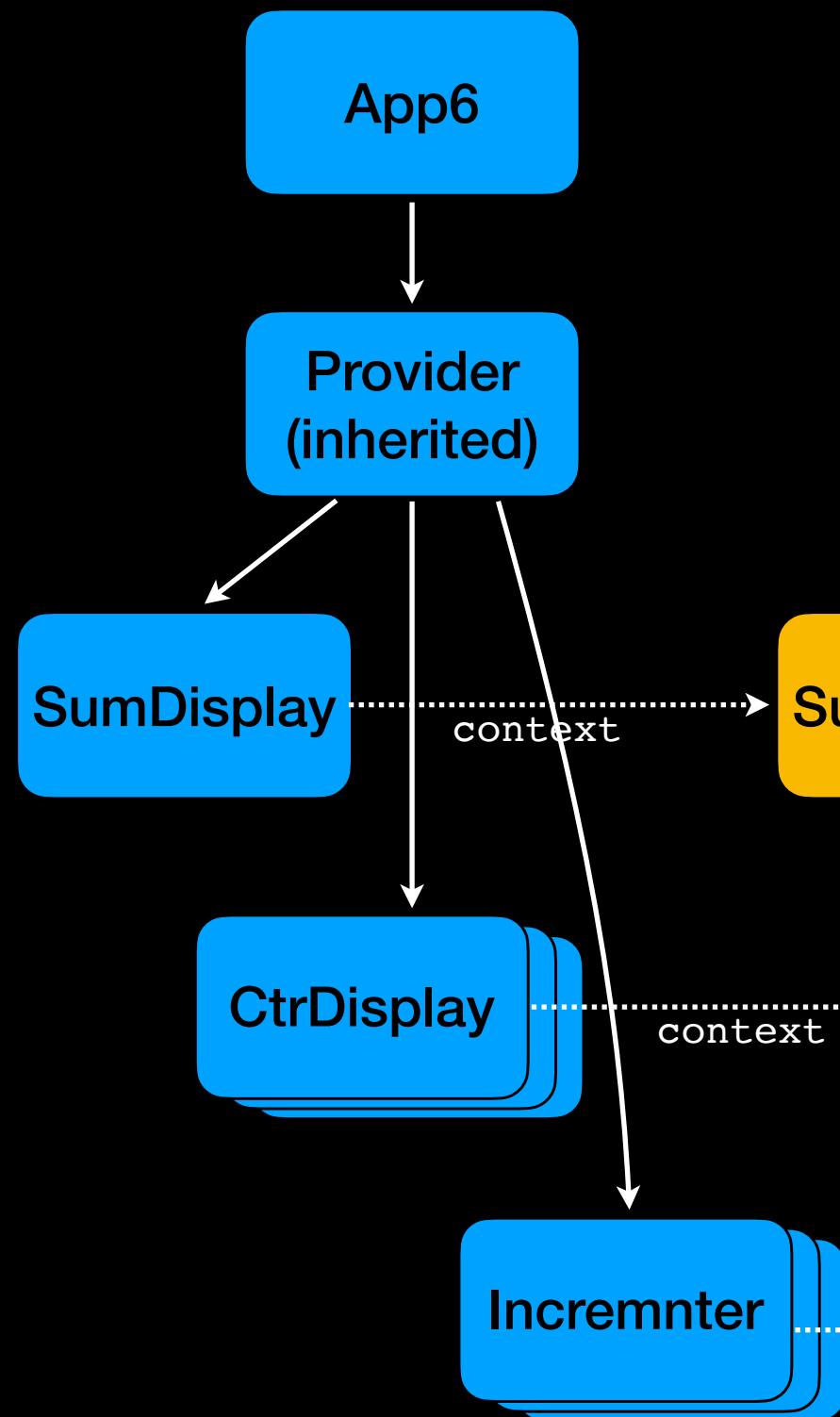
Widget Tree



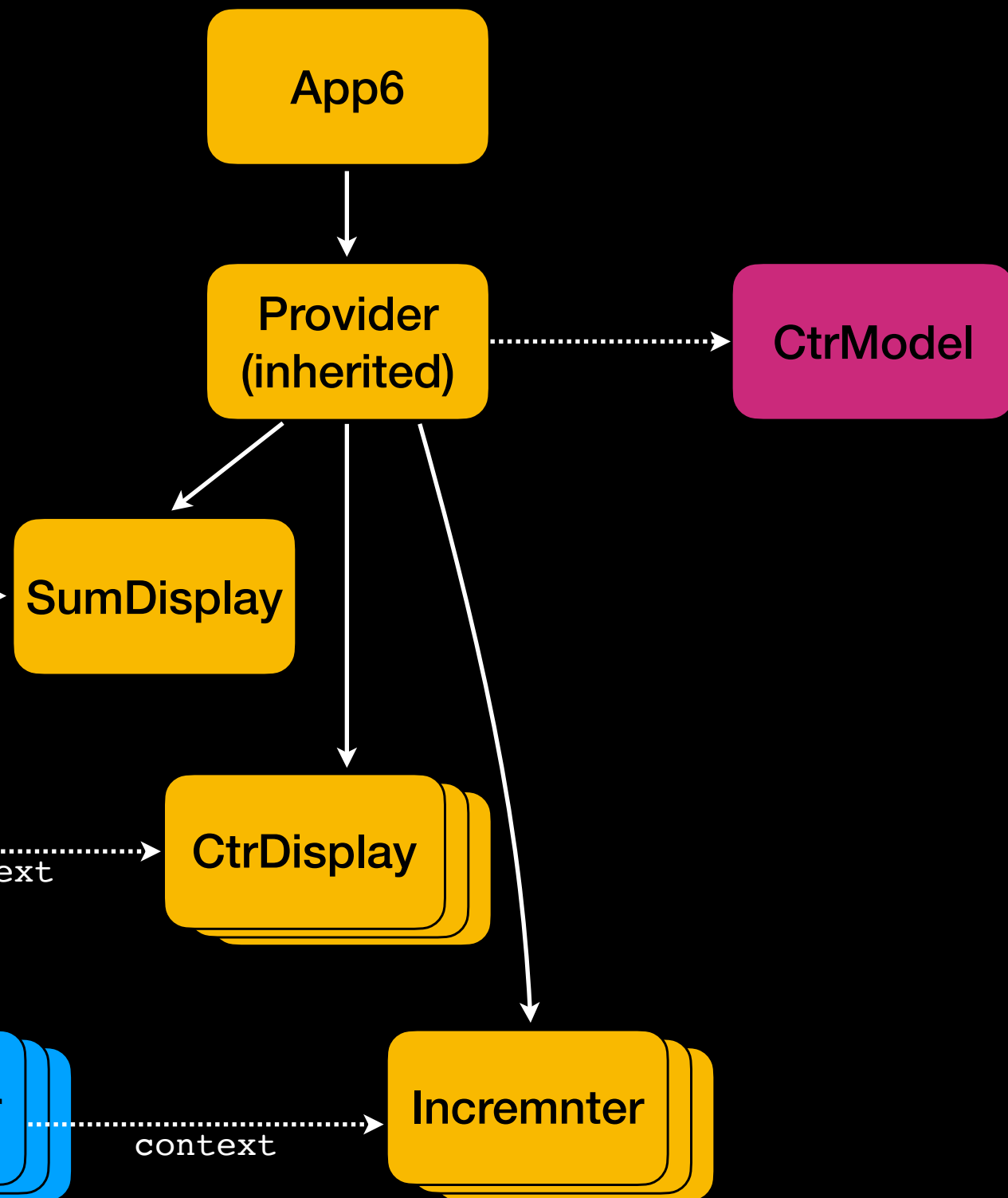
Element Tree



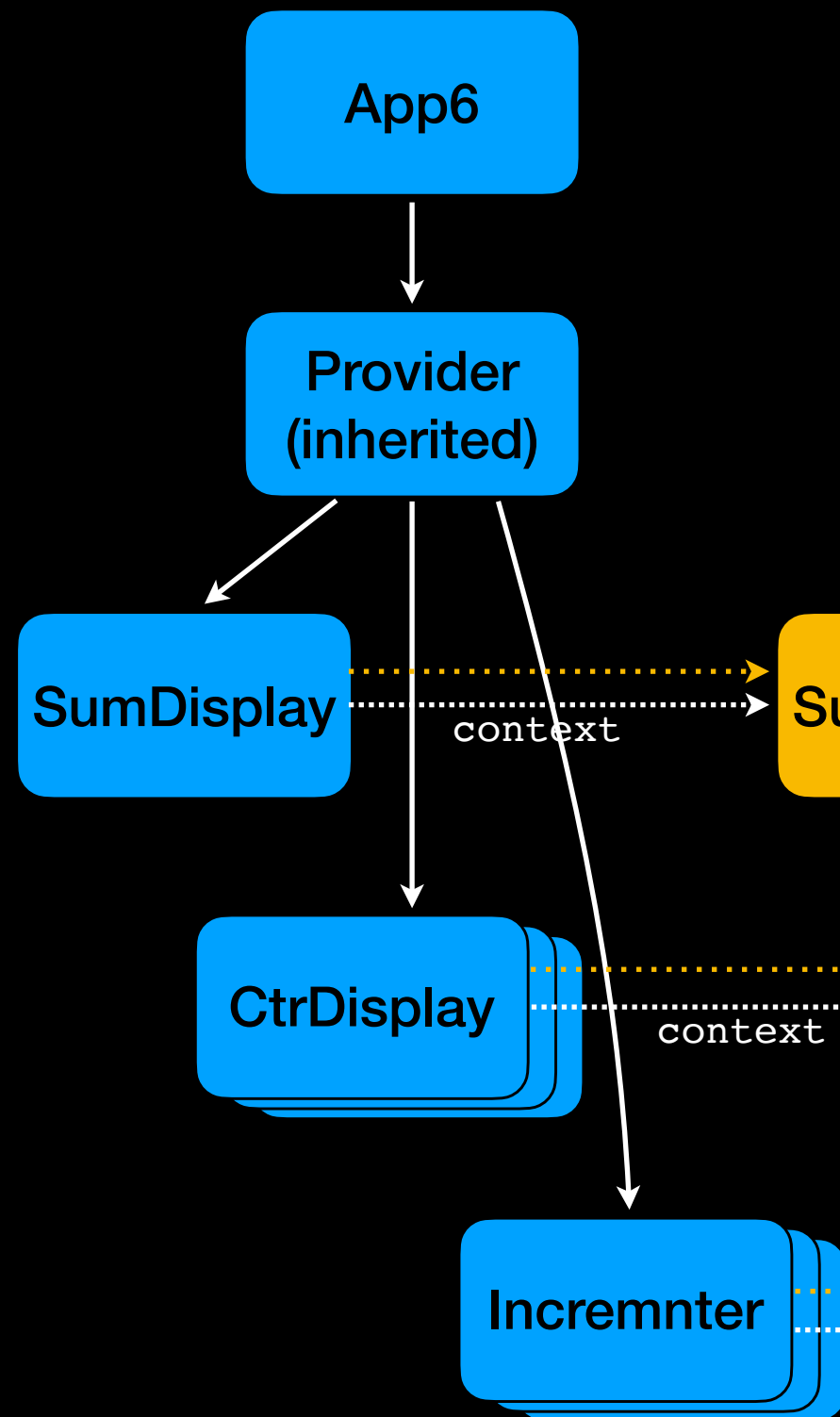
Widget Tree



Element Tree



Widget Tree



Element Tree

