**// Multiple Gesture Demo**

import 'package:flutter/gestures.dart';  
import 'package:flutter/material.dart';  
  
*//It is the entry point for your Flutter app.*void main() {  
 runApp(  
 MaterialApp(  
 title: 'Multiple Gestures Demo',  
 home: Scaffold(  
 appBar: AppBar(  
 title: Text('Multiple Gestures Demo'),  
 ),  
 body: DemoApp(),  
 ),  
 ),  
 );  
}  
  
class DemoApp extends StatelessWidget {  
 @override  
 Widget build(BuildContext context) {  
 return RawGestureDetector(  
 gestures: {  
 AllowMultipleGestureRecognizer: GestureRecognizerFactoryWithHandlers<  
 AllowMultipleGestureRecognizer>(  
 () => AllowMultipleGestureRecognizer(),  
 (AllowMultipleGestureRecognizer instance) {  
 instance.onTap = () => print('It is the parent container gesture');  
 },  
 )  
 },  
 behavior: HitTestBehavior.opaque,  
 *//Parent Container* child: Container(  
 color: Colors.*green*,  
 child: Center(  
 *//Now, wraps the second container in RawGestureDetector* child: RawGestureDetector(  
 gestures: {  
 AllowMultipleGestureRecognizer:  
 GestureRecognizerFactoryWithHandlers<  
 AllowMultipleGestureRecognizer>(  
 () => AllowMultipleGestureRecognizer(), *//constructor* (AllowMultipleGestureRecognizer instance) {  
 *//initializer* instance.onTap = () => print('It is the nested container');  
 },  
 )  
 },  
 *//Creates the nested container within the first.* child: Container(  
 color: Colors.*deepOrange*,  
 width: 250.0,  
 height: 350.0,  
 ),  
 ),  
 ),  
 ),  
 );  
 }  
}  
  
class AllowMultipleGestureRecognizer extends TapGestureRecognizer {  
 @override  
 void rejectGesture(int pointer) {  
 acceptGesture(pointer);  
 }  
}