import 'package:flutter/material.dart';

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {

// This widget is the root of your application.

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Flutter Demo Application',

theme: ThemeData(

primarySwatch: Colors.green,

),

home: MyHomePage(),

);

}

}

class MyHomePage extends StatefulWidget {

@override

MyHomePageState createState() => new MyHomePageState();

}

class MyHomePageState extends State<MyHomePage> {

@override

Widget build(BuildContext context) {

return new Scaffold(

appBar: new AppBar(

title: new Text('Gestures Example'),

centerTitle: true,

),

body: new Center(

child: GestureDetector(

onTap: () {

print('Box Clicked');

},

child: Container(

height: 60.0,

width: 120.0,

padding: EdgeInsets.all(10.0),

decoration: BoxDecoration(

color: Colors.blueGrey,

borderRadius: BorderRadius.circular(15.0),

),

child: Center(child: Text('Click Me')),

))),

);

}

}