import 'package:flutter/material.dart';

import 'package:firebase\_core/firebase\_core.dart';

void main() async {

WidgetsFlutterBinding.ensureInitialized();

await Firebase.initializeApp();

runApp(MyApp());

}

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

debugShowCheckedModeBanner: false,

home: CounterApp(),

);

}

}

class CounterApp extends StatefulWidget {

@override

\_CounterAppState createState() => \_CounterAppState();

}

class \_CounterAppState extends State<CounterApp> {

int \_counter = 0;

void \_incrementCounter() {

setState(() {

\_counter++;

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(title: Text("Counter App")),

body: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: <Widget>[

Text("You have pushed the button this many times:"),

Text("$\_counter", style: Theme.of(context).textTheme.headline4),

],

),

),

floatingActionButton: FloatingActionButton(

onPressed: \_incrementCounter,

tooltip: 'Increment',

child: Icon(Icons.add),

),

);

}

}