**Assignment #1:**

**Simple Calculator:**

**Code:**

import 'dart:developer';

import 'package:flutter/material.dart';

void main() => runApp(MaterialApp(

home: Scaffold(

appBar: AppBar(

title: Text("Counter"),

),

body: Counter(),

),

));

class Counter extends StatefulWidget {

const Counter({Key? key}) : super(key: key);

@override

State<Counter> createState() => \_CounterState();

}

class \_CounterState extends State<Counter> {

int count=0;

@override

Widget build(BuildContext context) {

return Column(

children: [

Text("$count"),

Row(

children: [

FloatingActionButton.extended(onPressed:(){

setState(() {

count=0;

});

}, label:Text("Reset"), icon: Icon(Icons.refresh),),

FloatingActionButton.extended(onPressed:(){

setState(() {

count = count+1;

});

}, label:Text("add"), icon: Icon(Icons.add),),

),

],

);

}

}