**TASK 2**

Question 1

A stateless widget can’t be changed after being built while a stateful widget can have several elements that change inside of it during its lifetime, once or more times.

A stateless widget cannot be redrawn after being initialized, which means that it should be used when the UI is not supposed to change or depend on any other elements (widgets, changing data…) of the app. For example, this can be plain texts, a logo (images), a navbar, …

A stateful widget may have to change entirely or partially its information dynamically. For example, a Text displaying the quantity of a product put in the user’s cart would be updated everytime the user hit the “add to the cart” button.

The main widgets we can find in Flutter are :

* Scaffold, used to build the page with an appBar, drawers, footers… It is the basic widget we use to create a responsive app
* Container contains other widgets, that can be used to position and size its child essentially
* SizedBox can also be used to size the child
* Texts which is a widget used to display strings, it can be styled
* Row and Column are used to position their children horizontally for the first one and vertically for the second one
* ListView aims to display lists of elements and can be scrollable
* Padding is used to add padding to its child

These widgets all have their specifities and can be customized using their specific properties.