**Assignment# 01**

**Counter\_App** with Increment, Decrement, and Reset Button

**Code:**

import 'package:flutter/material.dart';

void main() {

runApp(MyApp());

}

class MyApp extends StatelessWidget {

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

@override

Widget build(BuildContext context) {

return MaterialApp(

debugShowCheckedModeBanner: false,

home: MyHomePage(),

);

}

}

class MyHomePage extends StatefulWidget {

const MyHomePage({

Key? key,

}) : super(key: key);

@override

State<MyHomePage> createState() => \_MyHomePageState();

}

class \_MyHomePageState extends State<MyHomePage> {

int \_counter = 0;

void \_incrementCounter() {

setState(() {

\_counter++;

});

}

void \_decrementCounter() {

setState(() {

\_counter--;

});

}

void \_resetCounter() {

setState(() {

\_counter = 0;

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

backgroundColor: Colors.pink.shade50,

appBar: AppBar(

backgroundColor: Colors.indigo.shade900,

title: Text("My Counter App"),

centerTitle: true,

),

body: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: <Widget>[

Text(

"$\_counter",

style: TextStyle(fontSize: 30),

),

SizedBox(

height: 20,

),

Row(

mainAxisAlignment: MainAxisAlignment.spaceEvenly,

children: <Widget>[

FloatingActionButton.extended(

backgroundColor: Colors.indigo.shade900,

onPressed: () {

\_incrementCounter();

},

label: Text("Increment"),

icon: Icon(Icons.add),

),

SizedBox(

height: 10,

),

FloatingActionButton.extended(

backgroundColor: Colors.indigo.shade900,

onPressed: () {

\_resetCounter();

},

label: Text("Reset"),

icon: Icon(Icons.refresh),

),

SizedBox(

height: 10,

),

FloatingActionButton.extended(

backgroundColor: Colors.indigo.shade900,

onPressed: () {

\_decrementCounter();

},

label: Text("Decrement"),

icon: Icon(Icons.remove),

),

SizedBox(

height: 10,

),

],

),

],

)),

);

}

}

**Output:**

