**HELLO WORLD IN FLUTTER**

As per the custom we will create a hello world app in flutter.

Delete all the code from **Main.Dart** file and replace it with this code. (discussed below)

// Copyright 2018 The Flutter team. All rights reserved.

// Use of this source code is governed by a BSD-style license that can be

// found in the LICENSE file.

import 'package:flutter/material.dart';

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

class MyApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Welcome to Flutter',

home: Scaffold(

appBar: AppBar(

title: Text('Welcome to Flutter'),

),

body: Center(

child: Text('Hello World'),

),

),

);

}

}

EVERYTHING IN FLUTTER IS A WIDGET!!!

NOW LETS GO LINE BY LINE THROUGH THIS CODE

1. **import 'package:flutter/material.dart' :** The flutter package which contains access to all the material widgets to make an impressive UI. From buttons to decoration boxes it contains everything!
2. **void main() => runApp(MyApp()) :** Just as everything in C++ starts executing from void main dart also executes from there. The run App() functions runs whatever class is present in it.
3. **class MyApp extends StatelessWidget {**

**@override**

**Widget build(BuildContext context) { :** There are broadly two type of widgets in flutter STATELESS and STATEFULL (discussed later in depth) these have a difference of the state the app is in. Every Stateless widget has a Build method which means building the widget. Whatever we add to the **build method** is shown on the screen or the **buildContext** in this case.

1. **return MaterialApp(**

**title: 'Welcome to Flutter',**

**home: Scaffold(**

**appBar: AppBar(**

**title: Text('Welcome to Flutter'),**

**),**

**body: Center(**

**child: Text('Hello World'),**

**),**

This is the actual app shown:

Material App: Flutter helps in creating an app with certain features using this.

Scaffold: This represents our mobile or web screen.

AppBar: This is flutters magic just with a widget the whole appbar would be made with a title,color,elevation,everything.

Body: Content we want to display in the area below the appbar

**This is what the final app will look like**

A screenshot of a cell phone

Description automatically generated