

Desenvolvimento
Mobile 1
Aula 10

Prof. Me Daniel Vieira



Agenda

- 1- Scaffold App
- 2- Criando APP
- 3- Stateless Widget
- 4 -Exercícios

Scaffold

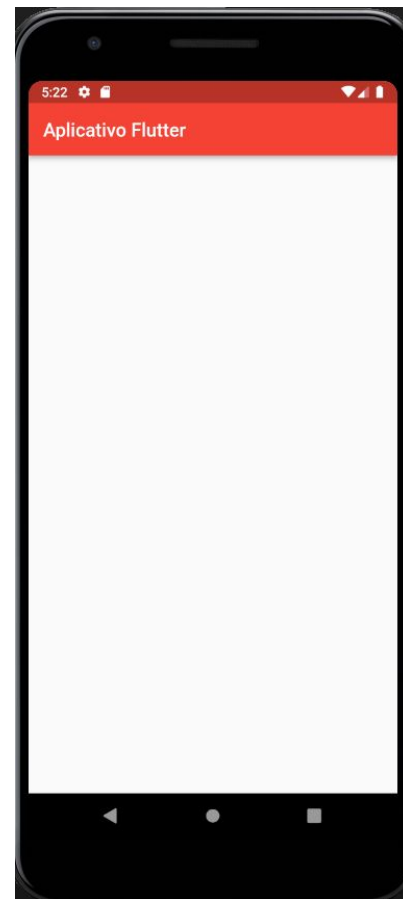
```
import 'package:flutter/material.dart';

void main() {
  runApp(const MyApp());
}

class MyApp extends StatelessWidget {
  const MyApp({super.key});

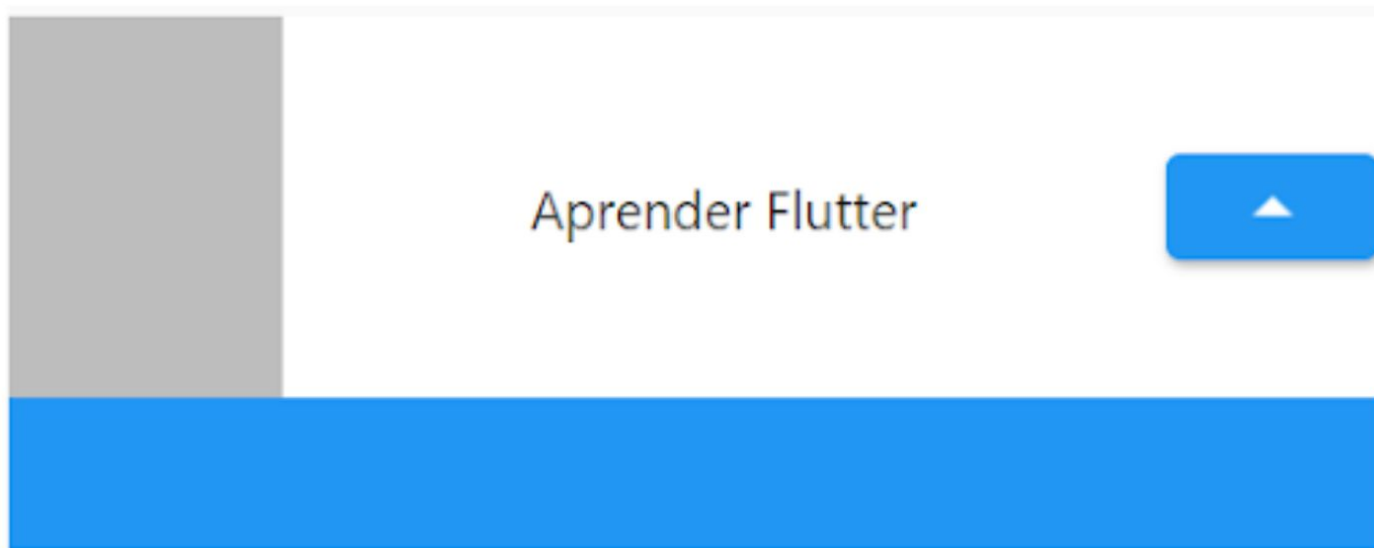
  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      debugShowCheckedModeBanner: false,

      theme: ThemeData(
        primarySwatch: Colors.red,
      ),
      home: Scaffold(
        appBar: AppBar(
          title: Text('Aplicativo Flutter'),
        ),
      ),
    );
  }
}
```



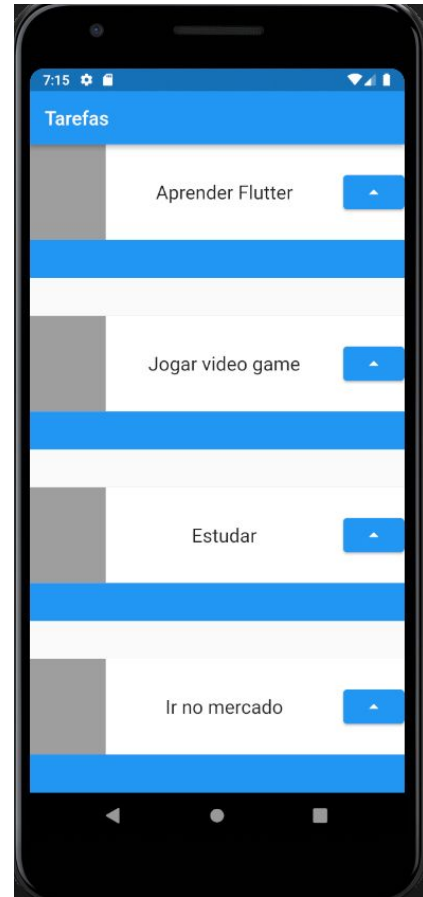
Scaffold

Estamos iniciando a criação do nosso aplicativo e já temos um protótipo do cartão de Layout:



Tela

Atividade criar o aplicativo com a tela ao lado



Exercício

- 1) Criar app com lista de filmes utilizando o Scaffold, ListView, Containers
- 2) Criar app com lista de músicas utilizando o Scaffold, ListView, Containers
- 3) Criar app com lista de disciplinas utilizando o Scaffold, ListView, Containers

Link do forms

<https://docs.google.com/forms/d/1mV0qg-XShlwoG3kYN0VnVyO2T0kGKo60MKxzy86Jh00/edit>

Obrigado!

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