##Cubit

- Cubit is a class: In simple words, a Cubit is a special type of class in Flutter that helps manage the state of your application. It's designed to handle a specific part of your app's state.
- State changes through functions: Cubits allow you to define functions that can be called to trigger changes in the state. These functions represent actions or events that occur in your app and result in a different state.
- States represent app's state: The output of a Cubit is called a "state." States represent different snapshots or versions of your app's state. For example, if you have a counter app, the states could be different numbers: 0, 1, 2, and so on.
- UI reacts to state changes: The UI components in your app can be notified of state changes and update themselves accordingly. For example, if the counter Cubit emits a new state with the number 3, the UI component listening to that Cubit will receive the new state and can redraw itself to display the updated number.

```
  simplified version of same code
  ArithmeticCubit()
    ..increment()
    ..increment()
    ..increment()
    ..close();
  */
}
```

In the example above, we create an instance of the ArithmeticCubit and then call its increment function three times. After each call to increment, we close the Cubit. The output of the above code is:

```
Change { currentState: 0, nextState: 1 }
Change { currentState: 1, nextState: 2 }
Change { currentState: 2, nextState: 3 }
```

> Note: A Change object is passed into the onChange method. The Change object contains the currentState and the nextState. This is because the onChange method is called before the state is changed. This means that the currentState is the state before the change and the nextState is the state after the change.