**Practical No. 11**

**Title: Introduction to Flutter**

**Aim: Create an application to demonstrate Flutter**

**Exercise - Create android application to demonstrate Flutter**

**Implementation: Program:**

Main.Dart:- import 'package:flutter/material.dart'; void main() {

runApp(MyApp());

}

class MyApp extends StatelessWidget {

// This widget is the root of your application.

@override

Widget build(BuildContext context) { return MaterialApp( title: 'Flutter Demo', theme: ThemeData(

primarySwatch: Colors.blue,

),

home: MyHomePage(title: 'Flutter Demo Home Page'),

);

}

}

class MyHomePage extends StatefulWidget {

MyHomePage({Key? key, required this.title}) : super(key: key);

final String title;

@override

\_MyHomePageState createState() => \_MyHomePageState();

}

class \_MyHomePageState extends State<MyHomePage> {

int \_counter = 0; void \_incrementCounter() { setState(() {

\_counter++;

});

}

@override

Widget build(BuildContext context) { return Scaffold( appBar: AppBar(

title: Text(widget.title),

),

body: Center( child: Column( mainAxisAlignment: MainAxisAlignment.center,

children: <Widget>[

Text(

'You have pushed the button this many times:',

),

Text( '$\_counter',

style: Theme.of(context).textTheme.headline4,

),

],

), ),

floatingActionButton: FloatingActionButton( onPressed: \_incrementCounter, tooltip: 'Increment', child: Icon(Icons.add),

), // This trailing comma makes auto-formatting nicer for build methods.

);

}}

**Output:**

