Code Example

main.dart
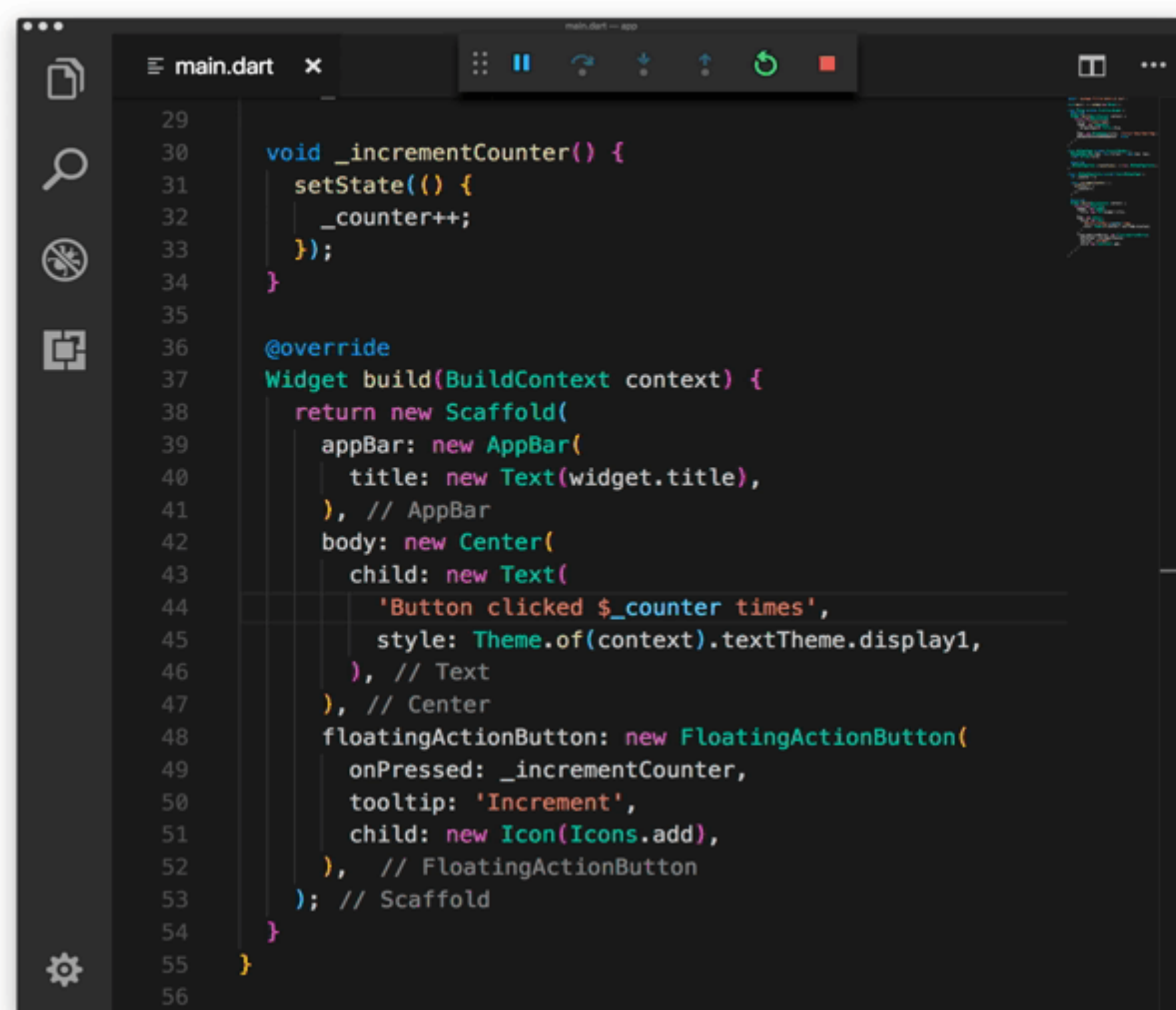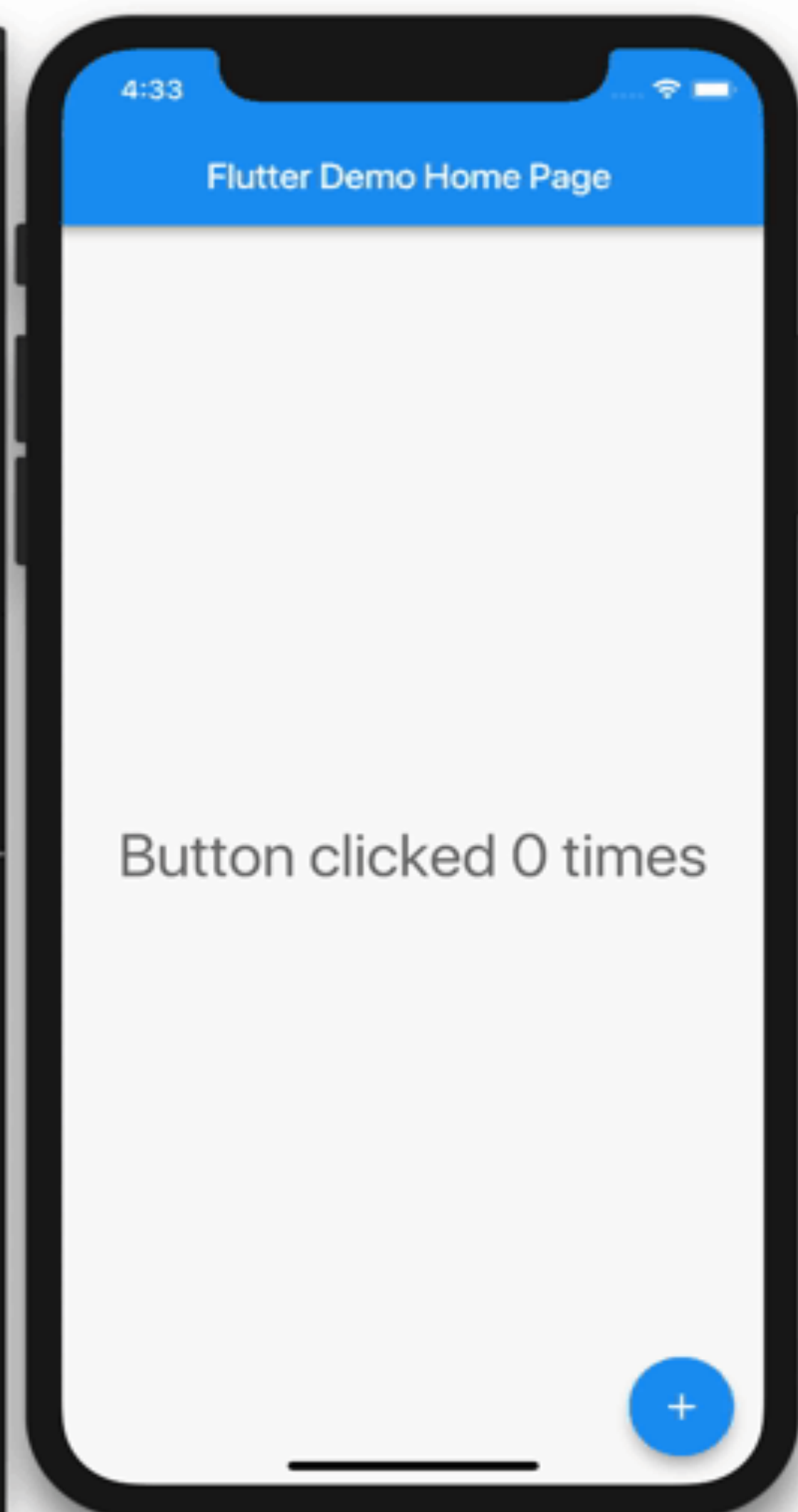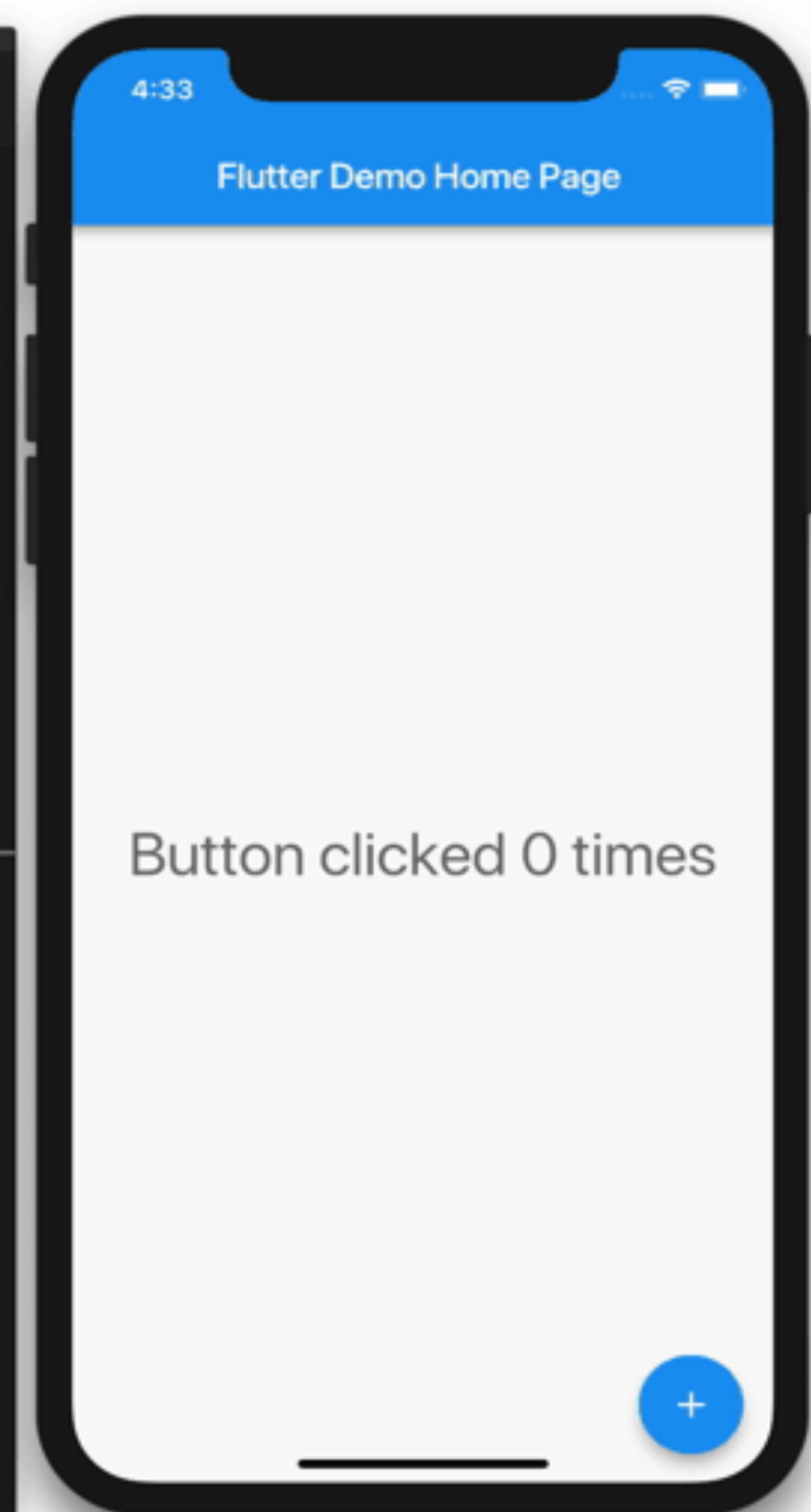
```dart
29
30    void _incrementCounter() {
31      setState(() {
32        _counter++;
33      });
34    }
35
36    @override
37    Widget build(BuildContext context) {
38      return new Scaffold(
39        appBar: new AppBar(
40          title: new Text(widget.title),
41        ), // AppBar
42        body: new Center(
43          child: new Text(
44            'Button clicked $_counter times',
45            style: Theme.of(context).textTheme.display1,
46          ), // Text
47        ), // Center
48        floatingActionButton: new FloatingActionButton(
49          onPressed: _incrementCounter,
50          tooltip: 'Increment',
51          child: new Icon(Icons.add),
52        ),  // FloatingActionButton
53      ); // Scaffold
54    }
55  }
56
```

4:33

Flutter Demo Home Page

Button clicked 0 times

iPhone X - 11.2

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main.dart

Flutter Demo Home Page

Button clicked 0 times
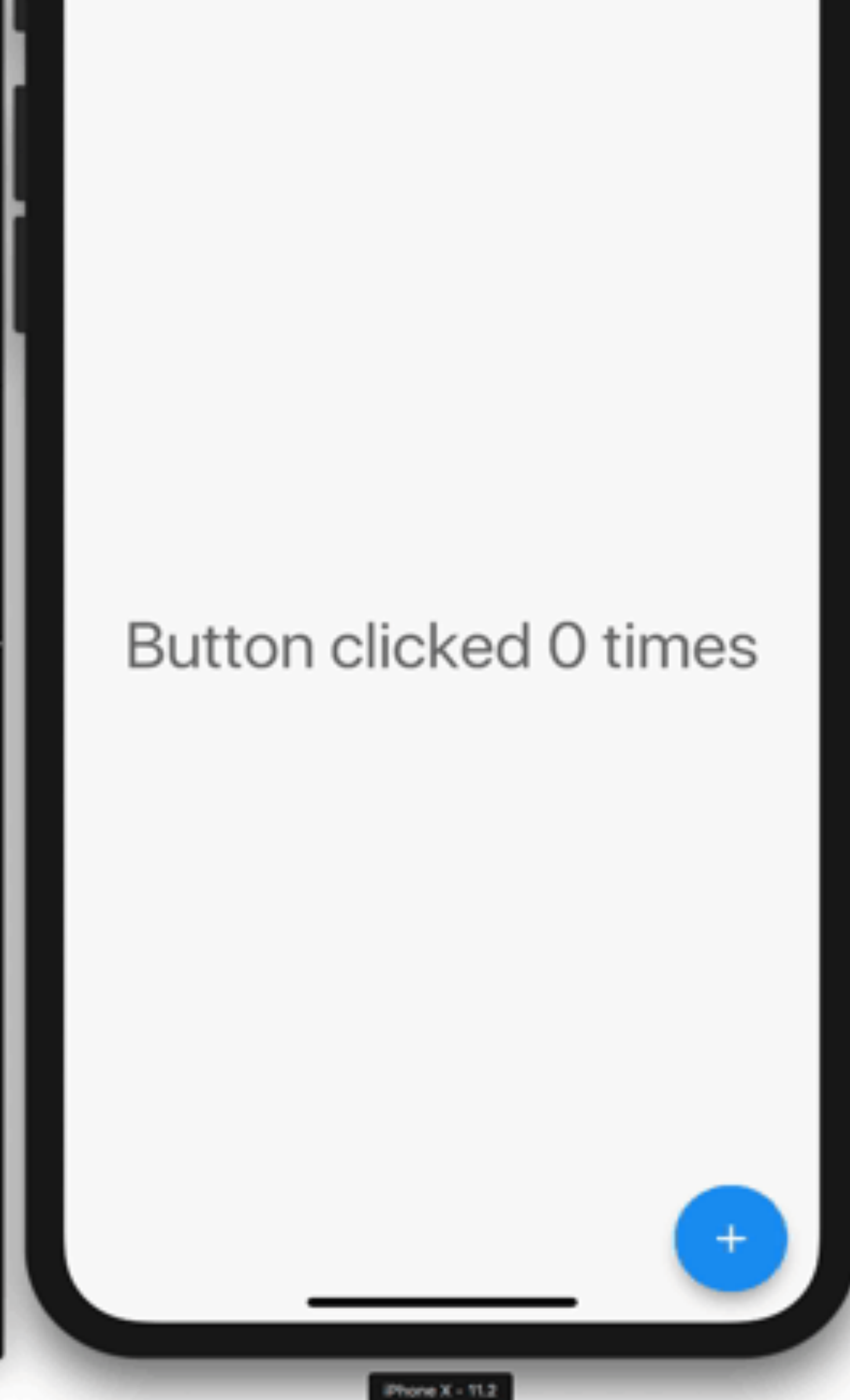
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      setState(() {
        _counter++;
      });
    }

    @override
    Widget build(BuildContext context) {
      return new Scaffold(
        appBar: new AppBar(
          title: new Text(widget.title),
        ), // AppBar
        body: new Center(
          child: new Text(
            'Button clicked $_counter times',
            style: Theme.of(context).textTheme.display1,
          ), // Text
        ), // Center
        floatingActionButton: new FloatingActionButton(
          onPressed: _incrementCounter,
          tooltip: 'Increment',
          child: new Icon(Icons.add),
        ),  // FloatingActionButton
      ); // Scaffold
    }
}
```

Button clicked 0 times

iPhone X - 11.2

Advantages for Developers

- Customs UIs on any screen size without platform-specific code

- Native performance (no web view or interpreter)

- Extensive libraries and integrations (Firebase, REST APIs, etc.)

- Built-in support for animations and gesture handling