

furug - main.dart [furug]

Pixel 4 API 30 (mobile) main.dart Pixel 4 API 30

Running Devices: Pixel 4 API 30

```
1 import 'package:flutter/material.dart';
2
3
4 void main() => runApp(Lab1());
5
6 /// this is your APP Main screen configuration
7 class Lab1 extends StatelessWidget {
8   Lab1({Key? key}) : super(key: key);
9
10  @override
11  Widget build(BuildContext context) {
12    return MaterialApp(
13      home: LAB1HomePage(),
14    ); // MaterialApp
15  }
16 }
17
18 /// this is a template to start building a UI
19 /// to start adding any UI you want change what comes after the [ body: ] tag below
20 class LAB1HomePage extends StatelessWidget {
21   LAB1HomePage({Key? key}) : super(key: key);
22
23   @override
24   Widget build(BuildContext context) {
25     /*****-[focus here]*****/
26
27     return Scaffold(
28       floatingActionButtonLocation: FloatingActionButtonLocation.centerDocked,
29       floatingActionButton: FloatingActionButton(
```

Lab 2

Welcome to lab1

Click here

Button to press

Title

Flutter supports hot reload!: Apply changes to your app in place, instantly. // Learn more (2 minutes ago)

12:25 LF UTF-8 2 spaces

8:51



Lab 1

Welcome to the lab!



Click me



Button to press

