# Scaffold class

Implements the basic material design visual layout structure.

This class provides APIs for showing drawers, snack bars, and bottom sheets.

To display a snackbar or a persistent bottom sheet, obtain the [ScaffoldState](https://docs.flutter.io/flutter/material/ScaffoldState-class.html) for the current [BuildContext](https://docs.flutter.io/flutter/widgets/BuildContext-class.html)via [Scaffold.of](https://docs.flutter.io/flutter/material/Scaffold/of.html) and use the [ScaffoldState.showSnackBar](https://docs.flutter.io/flutter/material/ScaffoldState/showSnackBar.html) and [ScaffoldState.showBottomSheet](https://docs.flutter.io/flutter/material/ScaffoldState/showBottomSheet.html) functions.

See also:

* [AppBar](https://docs.flutter.io/flutter/material/AppBar-class.html), which is a horizontal bar typically shown at the top of an app using the [appBar](https://docs.flutter.io/flutter/material/Scaffold/appBar.html) property.
* [BottomAppBar](https://docs.flutter.io/flutter/material/BottomAppBar-class.html), which is a horizontal bar typically shown at the bottom of an app using the [bottomNavigationBar](https://docs.flutter.io/flutter/material/Scaffold/bottomNavigationBar.html) property.
* [FloatingActionButton](https://docs.flutter.io/flutter/material/FloatingActionButton-class.html), which is a circular button typically shown in the bottom right corner of the app using the [floatingActionButton](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButton.html) property.
* [FloatingActionButtonLocation](https://docs.flutter.io/flutter/material/FloatingActionButtonLocation-class.html), which is used to place the [floatingActionButton](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButton.html) within the [Scaffold](https://docs.flutter.io/flutter/material/Scaffold-class.html)'s layout.
* [FloatingActionButtonAnimator](https://docs.flutter.io/flutter/material/FloatingActionButtonAnimator-class.html), which is used to animate the [floatingActionButton](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButton.html) from one [floatingActionButtonLocation](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButtonLocation.html) to another.
* [Drawer](https://docs.flutter.io/flutter/material/Drawer-class.html), which is a vertical panel that is typically displayed to the left of the body (and often hidden on phones) using the [drawer](https://docs.flutter.io/flutter/material/Scaffold/drawer.html) property.
* [BottomNavigationBar](https://docs.flutter.io/flutter/material/BottomNavigationBar-class.html), which is a horizontal array of buttons typically shown along the bottom of the app using the [bottomNavigationBar](https://docs.flutter.io/flutter/material/Scaffold/bottomNavigationBar.html) property.
* [SnackBar](https://docs.flutter.io/flutter/material/SnackBar-class.html), which is a temporary notification typically shown near the bottom of the app using the [ScaffoldState.showSnackBar](https://docs.flutter.io/flutter/material/ScaffoldState/showSnackBar.html) method.
* [BottomSheet](https://docs.flutter.io/flutter/material/BottomSheet-class.html), which is an overlay typically shown near the bottom of the app. A bottom sheet can either be persistent, in which case it is shown using the [ScaffoldState.showBottomSheet](https://docs.flutter.io/flutter/material/ScaffoldState/showBottomSheet.html) method, or modal, in which case it is shown using the [showModalBottomSheet](https://docs.flutter.io/flutter/material/showModalBottomSheet.html) function.
* [ScaffoldState](https://docs.flutter.io/flutter/material/ScaffoldState-class.html), which is the state associated with this widget.
* [material.google.com/layout/structure.html](https://material.google.com/layout/structure.html)

Inheritance

* [Object](https://docs.flutter.io/flutter/dart-core/Object-class.html)
* [Diagnosticable](https://docs.flutter.io/flutter/foundation/Diagnosticable-class.html)
* [DiagnosticableTree](https://docs.flutter.io/flutter/foundation/DiagnosticableTree-class.html)
* [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html)
* [StatefulWidget](https://docs.flutter.io/flutter/widgets/StatefulWidget-class.html)
* Scaffold

## Constructors

[**Scaffold**](https://docs.flutter.io/flutter/material/Scaffold/Scaffold.html)({[Key](https://docs.flutter.io/flutter/foundation/Key-class.html) key, [PreferredSizeWidget](https://docs.flutter.io/flutter/widgets/PreferredSizeWidget-class.html) appBar, [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html) body, [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html) floatingActionButton, [FloatingActionButtonLocation](https://docs.flutter.io/flutter/material/FloatingActionButtonLocation-class.html) floatingActionButtonLocation, [FloatingActionButtonAnimator](https://docs.flutter.io/flutter/material/FloatingActionButtonAnimator-class.html) floatingActionButtonAnimator, [List](https://docs.flutter.io/flutter/dart-core/List-class.html)<[Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html)> persistentFooterButtons, [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html) drawer, [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html) endDrawer, [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html) bottomNavigationBar, [Color](https://docs.flutter.io/flutter/dart-ui/Color-class.html) backgroundColor, [bool](https://docs.flutter.io/flutter/dart-core/bool-class.html) resizeToAvoidBottomPadding: true, [bool](https://docs.flutter.io/flutter/dart-core/bool-class.html) primary: true })

Creates a visual scaffold for material design widgets.

*const*

## Properties

[**appBar**](https://docs.flutter.io/flutter/material/Scaffold/appBar.html) → [PreferredSizeWidget](https://docs.flutter.io/flutter/widgets/PreferredSizeWidget-class.html)

An app bar to display at the top of the scaffold.

*final*

[**backgroundColor**](https://docs.flutter.io/flutter/material/Scaffold/backgroundColor.html) → [Color](https://docs.flutter.io/flutter/dart-ui/Color-class.html)

The color of the Material widget that underlies the entire Scaffold. [[...]](https://docs.flutter.io/flutter/material/Scaffold/backgroundColor.html)

*final*

[**body**](https://docs.flutter.io/flutter/material/Scaffold/body.html) → [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html)

The primary content of the scaffold. [[...]](https://docs.flutter.io/flutter/material/Scaffold/body.html)

*final*

[**bottomNavigationBar**](https://docs.flutter.io/flutter/material/Scaffold/bottomNavigationBar.html) → [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html)

A bottom navigation bar to display at the bottom of the scaffold. [[...]](https://docs.flutter.io/flutter/material/Scaffold/bottomNavigationBar.html)

*final*

[**drawer**](https://docs.flutter.io/flutter/material/Scaffold/drawer.html) → [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html)

A panel displayed to the side of the body, often hidden on mobile devices. Swipes in from either left-to-right (TextDirection.ltr) or right-to-left (TextDirection.rtl) [[...]](https://docs.flutter.io/flutter/material/Scaffold/drawer.html)

*final*

[**endDrawer**](https://docs.flutter.io/flutter/material/Scaffold/endDrawer.html) → [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html)

A panel displayed to the side of the body, often hidden on mobile devices. Swipes in from right-to-left (TextDirection.ltr) or left-to-right (TextDirection.rtl) [[...]](https://docs.flutter.io/flutter/material/Scaffold/endDrawer.html)

*final*

[**floatingActionButton**](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButton.html) → [Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html)

A button displayed floating above body, in the bottom right corner. [[...]](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButton.html)

*final*

[**floatingActionButtonAnimator**](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButtonAnimator.html) → [FloatingActionButtonAnimator](https://docs.flutter.io/flutter/material/FloatingActionButtonAnimator-class.html)

Animator to move the floatingActionButton to a new floatingActionButtonLocation. [[...]](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButtonAnimator.html)

*final*

[**floatingActionButtonLocation**](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButtonLocation.html) → [FloatingActionButtonLocation](https://docs.flutter.io/flutter/material/FloatingActionButtonLocation-class.html)

Responsible for determining where the floatingActionButton should go. [[...]](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButtonLocation.html)

*final*

[**persistentFooterButtons**](https://docs.flutter.io/flutter/material/Scaffold/persistentFooterButtons.html) → [List](https://docs.flutter.io/flutter/dart-core/List-class.html)<[Widget](https://docs.flutter.io/flutter/widgets/Widget-class.html)>

A set of buttons that are displayed at the bottom of the scaffold. [[...]](https://docs.flutter.io/flutter/material/Scaffold/persistentFooterButtons.html)

*final*

[**primary**](https://docs.flutter.io/flutter/material/Scaffold/primary.html) → [bool](https://docs.flutter.io/flutter/dart-core/bool-class.html)

Whether this scaffold is being displayed at the top of the screen. [[...]](https://docs.flutter.io/flutter/material/Scaffold/primary.html)

*final*

[**resizeToAvoidBottomPadding**](https://docs.flutter.io/flutter/material/Scaffold/resizeToAvoidBottomPadding.html) → [bool](https://docs.flutter.io/flutter/dart-core/bool-class.html)

Whether the body (and other floating widgets) should size themselves to avoid the window's bottom padding. [[...]](https://docs.flutter.io/flutter/material/Scaffold/resizeToAvoidBottomPadding.html)

*final*

[*hashCode*](https://docs.flutter.io/flutter/dart-core/Object/hashCode.html) → [int](https://docs.flutter.io/flutter/dart-core/int-class.html)

The hash code for this object. [[...]](https://docs.flutter.io/flutter/dart-core/Object/hashCode.html)

*read-only, inherited*

[*key*](https://docs.flutter.io/flutter/widgets/Widget/key.html) → [Key](https://docs.flutter.io/flutter/foundation/Key-class.html)

Controls how one widget replaces another widget in the tree. [[...]](https://docs.flutter.io/flutter/widgets/Widget/key.html)

*final, inherited*

[*runtimeType*](https://docs.flutter.io/flutter/dart-core/Object/runtimeType.html) → [Type](https://docs.flutter.io/flutter/dart-core/Type-class.html)

A representation of the runtime type of the object.

*read-only, inherited*

## Methods

[**createState**](https://docs.flutter.io/flutter/material/Scaffold/createState.html)( → [ScaffoldState](https://docs.flutter.io/flutter/material/ScaffoldState-class.html)

Creates the mutable state for this widget at a given location in the tree. [[...]](https://docs.flutter.io/flutter/material/Scaffold/createState.html)

[*createElement*](https://docs.flutter.io/flutter/widgets/StatefulWidget/createElement.html)( → [StatefulElement](https://docs.flutter.io/flutter/widgets/StatefulElement-class.html)

Creates a [StatefulElement](https://docs.flutter.io/flutter/widgets/StatefulElement-class.html) to manage this widget's location in the tree. [[...]](https://docs.flutter.io/flutter/widgets/StatefulWidget/createElement.html)

*inherited*

[*debugDescribeChildren*](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/debugDescribeChildren.html)( → [List](https://docs.flutter.io/flutter/dart-core/List-class.html)<[DiagnosticsNode](https://docs.flutter.io/flutter/foundation/DiagnosticsNode-class.html)>

Returns a list of [DiagnosticsNode](https://docs.flutter.io/flutter/foundation/DiagnosticsNode-class.html) objects describing this node's children. [[...]](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/debugDescribeChildren.html)

*@protected, inherited*

[*debugFillProperties*](https://docs.flutter.io/flutter/widgets/Widget/debugFillProperties.html)([DiagnosticPropertiesBuilder](https://docs.flutter.io/flutter/foundation/DiagnosticPropertiesBuilder-class.html) properties) → void

Add additional properties associated with the node. [[...]](https://docs.flutter.io/flutter/widgets/Widget/debugFillProperties.html)

*inherited*

[*noSuchMethod*](https://docs.flutter.io/flutter/dart-core/Object/noSuchMethod.html)([Invocation](https://docs.flutter.io/flutter/dart-core/Invocation-class.html) invocation) → dynamic

Invoked when a non-existent method or property is accessed. [[...]](https://docs.flutter.io/flutter/dart-core/Object/noSuchMethod.html)

*inherited*

[*toDiagnosticsNode*](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toDiagnosticsNode.html)([String](https://docs.flutter.io/flutter/dart-core/String-class.html) name, [DiagnosticsTreeStyle](https://docs.flutter.io/flutter/foundation/DiagnosticsTreeStyle-class.html) style }) → [DiagnosticsNode](https://docs.flutter.io/flutter/foundation/DiagnosticsNode-class.html)

Returns a debug representation of the object that is used by debugging tools and by [toStringDeep](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toStringDeep.html). [[...]](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toDiagnosticsNode.html)

*inherited*

[*toString*](https://docs.flutter.io/flutter/foundation/Diagnosticable/toString.html)([DiagnosticLevel](https://docs.flutter.io/flutter/foundation/DiagnosticLevel-class.html) minLevel: DiagnosticLevel.debug }) → [String](https://docs.flutter.io/flutter/dart-core/String-class.html)

Returns a string representation of this object.

*inherited*

[*toStringDeep*](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toStringDeep.html)([String](https://docs.flutter.io/flutter/dart-core/String-class.html) prefixLineOne: '', [String](https://docs.flutter.io/flutter/dart-core/String-class.html) prefixOtherLines, [DiagnosticLevel](https://docs.flutter.io/flutter/foundation/DiagnosticLevel-class.html) minLevel: DiagnosticLevel.debug }) → [String](https://docs.flutter.io/flutter/dart-core/String-class.html)

Returns a string representation of this node and its descendants. [[...]](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toStringDeep.html)

*inherited*

[*toStringShallow*](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toStringShallow.html)([String](https://docs.flutter.io/flutter/dart-core/String-class.html) joiner: ', ', [DiagnosticLevel](https://docs.flutter.io/flutter/foundation/DiagnosticLevel-class.html) minLevel: DiagnosticLevel.debug }) → [String](https://docs.flutter.io/flutter/dart-core/String-class.html)

Returns a one-line detailed description of the object. [[...]](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toStringShallow.html)

*inherited*

[*toStringShort*](https://docs.flutter.io/flutter/widgets/Widget/toStringShort.html)( → [String](https://docs.flutter.io/flutter/dart-core/String-class.html)

A short, textual description of this widget.

*inherited*

## Operators

[*operator ==*](https://docs.flutter.io/flutter/dart-core/Object/operator_equals.html)(dynamic other) → [bool](https://docs.flutter.io/flutter/dart-core/bool-class.html)

The equality operator. [[...]](https://docs.flutter.io/flutter/dart-core/Object/operator_equals.html)

*inherited*

## Static Methods

[**geometryOf**](https://docs.flutter.io/flutter/material/Scaffold/geometryOf.html)([BuildContext](https://docs.flutter.io/flutter/widgets/BuildContext-class.html) context) → [ValueListenable](https://docs.flutter.io/flutter/foundation/ValueListenable-class.html)<[ScaffoldGeometry](https://docs.flutter.io/flutter/material/ScaffoldGeometry-class.html)>

Returns a [ValueListenable](https://docs.flutter.io/flutter/foundation/ValueListenable-class.html) for the [ScaffoldGeometry](https://docs.flutter.io/flutter/material/ScaffoldGeometry-class.html) for the closest [Scaffold](https://docs.flutter.io/flutter/material/Scaffold-class.html) ancestor of the given context. [[...]](https://docs.flutter.io/flutter/material/Scaffold/geometryOf.html)

[**hasDrawer**](https://docs.flutter.io/flutter/material/Scaffold/hasDrawer.html)([BuildContext](https://docs.flutter.io/flutter/widgets/BuildContext-class.html) context, { [bool](https://docs.flutter.io/flutter/dart-core/bool-class.html) registerForUpdates: true }) → [bool](https://docs.flutter.io/flutter/dart-core/bool-class.html)

Whether the Scaffold that most tightly encloses the given context has a drawer. [[...]](https://docs.flutter.io/flutter/material/Scaffold/hasDrawer.html)

[**of**](https://docs.flutter.io/flutter/material/Scaffold/of.html)([BuildContext](https://docs.flutter.io/flutter/widgets/BuildContext-class.html) context, { [bool](https://docs.flutter.io/flutter/dart-core/bool-class.html) nullOk: false }) → [ScaffoldState](https://docs.flutter.io/flutter/material/ScaffoldState-class.html)

The state from the closest instance of this class that encloses the given context. [[...]](https://docs.flutter.io/flutter/material/Scaffold/of.html)

[**setFloatingActionButtonNotchFor**](https://docs.flutter.io/flutter/material/Scaffold/setFloatingActionButtonNotchFor.html)([BuildContext](https://docs.flutter.io/flutter/widgets/BuildContext-class.html) context, [ComputeNotch](https://docs.flutter.io/flutter/material/ComputeNotch.html) computeNotch) → [VoidCallback](https://docs.flutter.io/flutter/dart-ui/VoidCallback.html)

Sets the [ScaffoldGeometry.floatingActionButtonNotch](https://docs.flutter.io/flutter/material/ScaffoldGeometry/floatingActionButtonNotch.html) for the closest [Scaffold](https://docs.flutter.io/flutter/material/Scaffold-class.html) ancestor of the given context, if one exists. [[...]](https://docs.flutter.io/flutter/material/Scaffold/setFloatingActionButtonNotchFor.html)

1. [CONSTRUCTORS](https://docs.flutter.io/flutter/material/Scaffold-class.html" \l "constructors)
2. [Scaffold](https://docs.flutter.io/flutter/material/Scaffold/Scaffold.html)
3. [PROPERTIES](https://docs.flutter.io/flutter/material/Scaffold-class.html" \l "instance-properties)
4. [appBar](https://docs.flutter.io/flutter/material/Scaffold/appBar.html)
5. [backgroundColor](https://docs.flutter.io/flutter/material/Scaffold/backgroundColor.html)
6. [body](https://docs.flutter.io/flutter/material/Scaffold/body.html)
7. [bottomNavigationBar](https://docs.flutter.io/flutter/material/Scaffold/bottomNavigationBar.html)
8. [drawer](https://docs.flutter.io/flutter/material/Scaffold/drawer.html)
9. [endDrawer](https://docs.flutter.io/flutter/material/Scaffold/endDrawer.html)
10. [floatingActionButton](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButton.html)
11. [floatingActionButtonAnimator](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButtonAnimator.html)
12. [floatingActionButtonLocation](https://docs.flutter.io/flutter/material/Scaffold/floatingActionButtonLocation.html)
13. [persistentFooterButtons](https://docs.flutter.io/flutter/material/Scaffold/persistentFooterButtons.html)
14. [primary](https://docs.flutter.io/flutter/material/Scaffold/primary.html)
15. [resizeToAvoidBottomPadding](https://docs.flutter.io/flutter/material/Scaffold/resizeToAvoidBottomPadding.html)
16. [*hashCode*](https://docs.flutter.io/flutter/dart-core/Object/hashCode.html)
17. [*key*](https://docs.flutter.io/flutter/widgets/Widget/key.html)
18. [*runtimeType*](https://docs.flutter.io/flutter/dart-core/Object/runtimeType.html)
19. [METHODS](https://docs.flutter.io/flutter/material/Scaffold-class.html" \l "instance-methods)
20. [createState](https://docs.flutter.io/flutter/material/Scaffold/createState.html)
21. [*createElement*](https://docs.flutter.io/flutter/widgets/StatefulWidget/createElement.html)
22. [*debugDescribeChildren*](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/debugDescribeChildren.html)
23. [*debugFillProperties*](https://docs.flutter.io/flutter/widgets/Widget/debugFillProperties.html)
24. [*noSuchMethod*](https://docs.flutter.io/flutter/dart-core/Object/noSuchMethod.html)
25. [*toDiagnosticsNode*](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toDiagnosticsNode.html)
26. [*toString*](https://docs.flutter.io/flutter/foundation/Diagnosticable/toString.html)
27. [*toStringDeep*](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toStringDeep.html)
28. [*toStringShallow*](https://docs.flutter.io/flutter/foundation/DiagnosticableTree/toStringShallow.html)
29. [*toStringShort*](https://docs.flutter.io/flutter/widgets/Widget/toStringShort.html)
30. *[OPERATORS](https://docs.flutter.io/flutter/material/Scaffold-class.html" \l "operators)*
31. [*operator ==*](https://docs.flutter.io/flutter/dart-core/Object/operator_equals.html)
32. [STATIC METHODS](https://docs.flutter.io/flutter/material/Scaffold-class.html" \l "static-methods)
33. [geometryOf](https://docs.flutter.io/flutter/material/Scaffold/geometryOf.html)
34. [hasDrawer](https://docs.flutter.io/flutter/material/Scaffold/hasDrawer.html)
35. [of](https://docs.flutter.io/flutter/material/Scaffold/of.html)
36. [setFloatingActionButtonNotchFor](https://docs.flutter.io/flutter/material/Scaffold/setFloatingActionButtonNotchFor.html)