import 'dart:async';

import 'package:flutter/material.dart';

void main() => runApp(ClockApp());

class ClockApp extends StatelessWidget {

@override

Widget build(BuildContext context) {

return MaterialApp(

home: ClockScreen(),

);

}

}

class ClockScreen extends StatefulWidget {

@override

\_ClockScreenState createState() => \_ClockScreenState();

}

class \_ClockScreenState extends State<ClockScreen> {

late Timer \_timer;

late DateTime \_currentTime;

@override

void initState() {

super.initState();

\_currentTime = DateTime.now();

// Start a timer that updates every second

\_timer = Timer.periodic(Duration(seconds: 1), (timer) {

setState(() {

\_currentTime = DateTime.now();

});

});

}

@override

void dispose() {

\_timer.cancel(); // Cancel timer to avoid memory leaks

super.dispose();

}

@override

Widget build(BuildContext context) {

// Format the time as HH:MM:SS

String formattedTime = "${\_currentTime.hour.toString().padLeft(2, '0')}:"

"${\_currentTime.minute.toString().padLeft(2, '0')}:"

"${\_currentTime.second.toString().padLeft(2, '0')}";

return Scaffold(

appBar: AppBar(title: Text("Flutter Clock")),

body: Center(

child: Text(

formattedTime,

style: ),

TextStyle(fontSize: 50, fontWeight: FontWeight.bold),

),

),

);

}

}