

Stateful life cycle of stateful widget

#	METHOD	DESCRIPTION
1	<code>createState()</code>	When the Framework is instructed to build a <code>StatefulWidget</code> , it immediately calls <code>createState()</code>
2	<code>mounted</code> is true	When <code>createState</code> creates your state class, a <code>BuildContext</code> is assigned to that state. <code>BuildContext</code> is the place in the widget tree in which this widget is placed. All widgets have a bool <code>this.mounted</code> property. It is turned true when the <code>BuildContext</code> is assigned. It is an error to call <code>setState</code> when a widget is unmounted.
3	<code>initState()</code>	This is the first method called when the widget is created (after the class constructor, of course.) <code>initState</code> is called once and only once. It must call <code>super.initState()</code> .
4	<code>didChangeDependencies()</code>	This method is called immediately after <code>initState</code> on the first time the widget is built.
5	<code>build()</code>	This method is called often. It is required, and it must return a <code>Widget</code> .
6	<code>didUpdateWidget(Widget oldWidget)</code>	If the parent widget changes and has to rebuild this widget (because it needs to give it different data), but it's being rebuilt with the same <code>runtimeType</code> , then this method is called. This is because Flutter is re-using the state, which is long-lived. In this case, you may want to initialize some data again, as you would in <code>initState</code> .
7	<code>setState()</code>	This method is called often from the framework itself and from the developer. It's used to notify the framework that data has changed.
8	<code>deactivate()</code>	<code>deactivate()</code> is called when the <code>State</code> object is removed from the tree, but it might be reinserted before the current frame change is finished. This method exists because <code>State</code> objects can be moved from one point in a tree to another.
9	<code>dispose()</code>	<code>dispose()</code> is called when the <code>State</code> object is removed, which is permanent. This method is where you should unsubscribe and cancel all animations, streams, etc.
10	<code>mounted</code> is false	The state object can never remount, and an error will be thrown if <code>setState</code> is called.