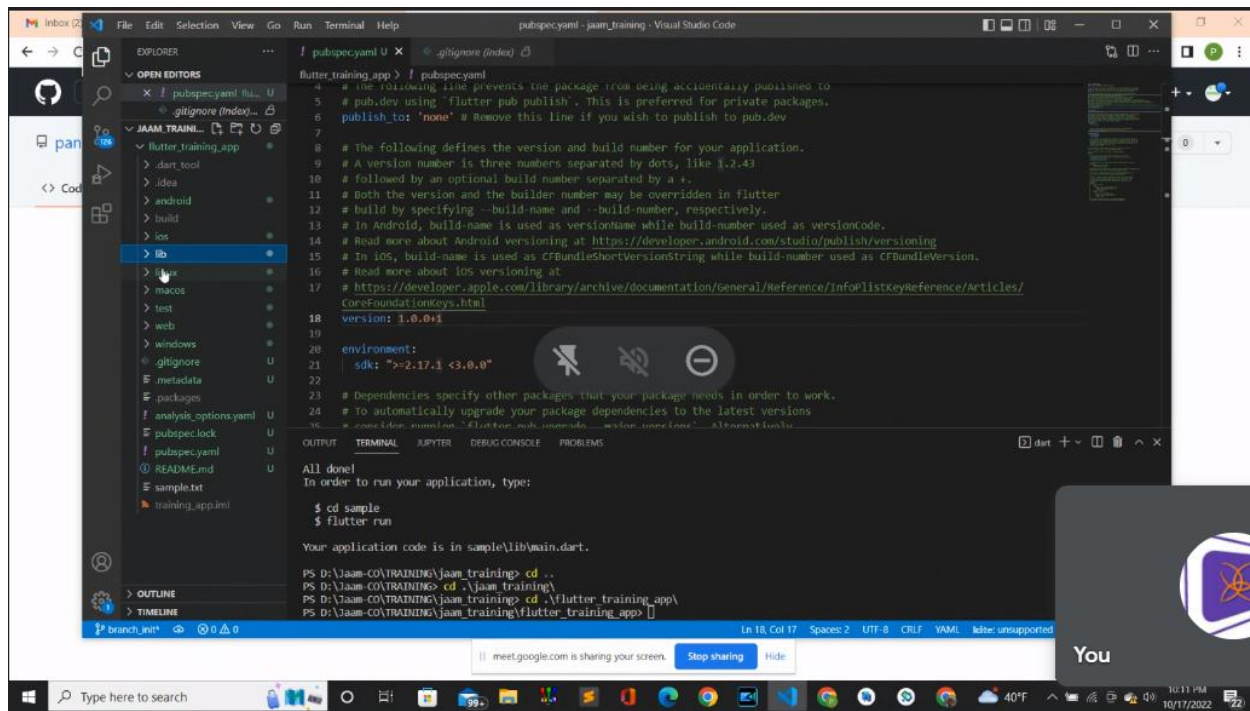
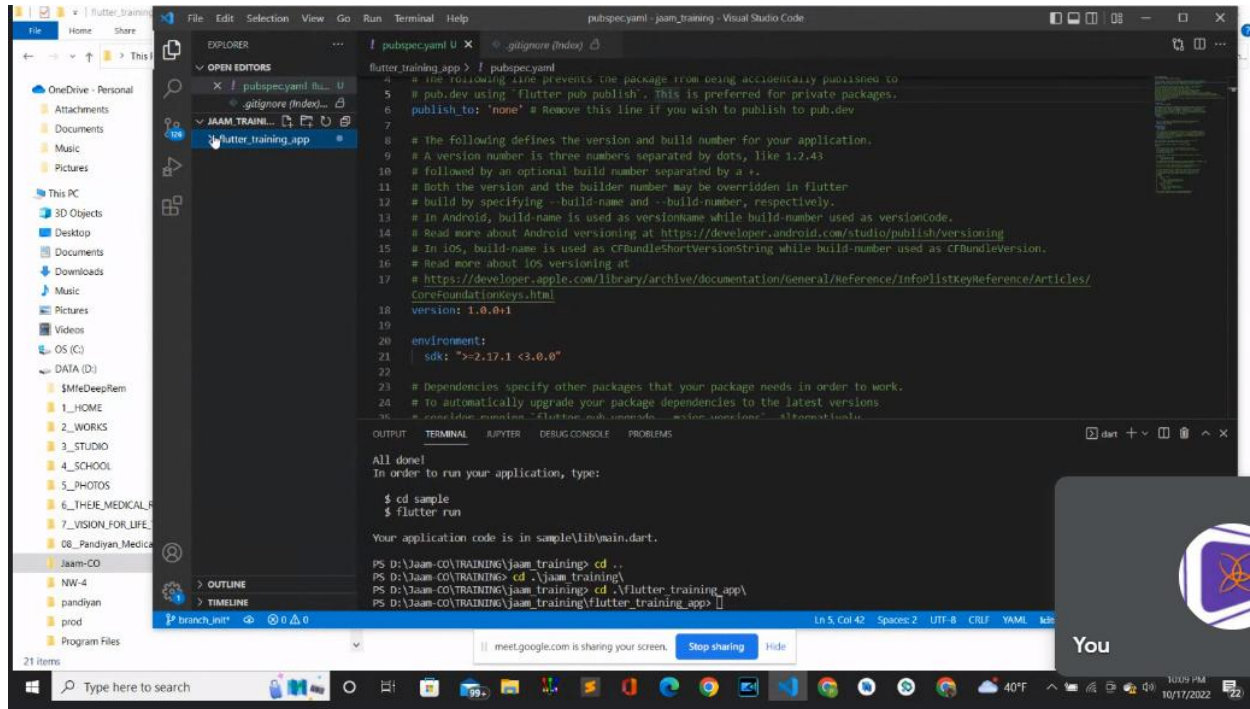
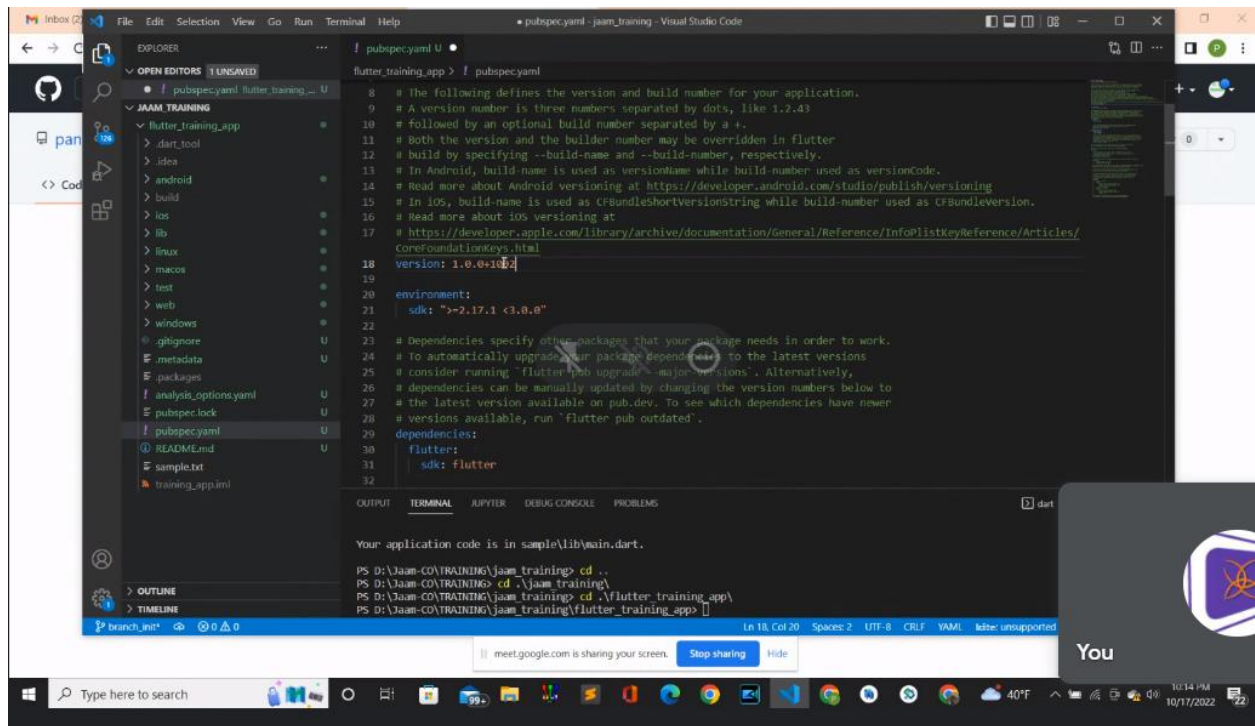


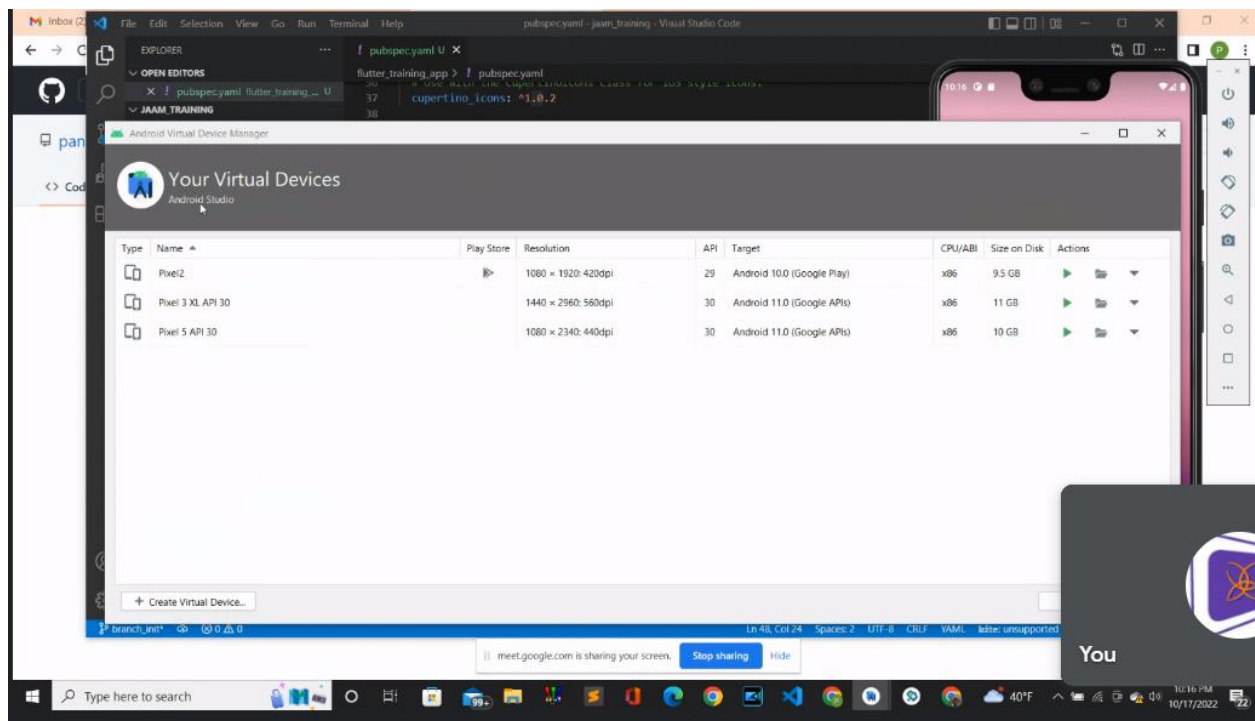
Create a flutter app inside the specific folder; command-> create flutter app-name



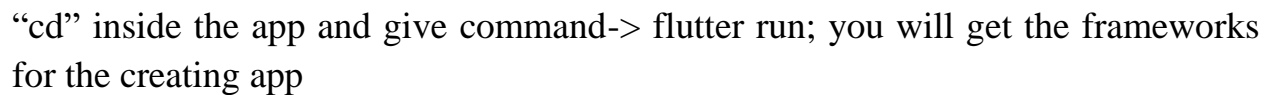
Lib folder is for development activities. Developers focus on lib & test folders. Build folder by default will have some of the flutter assert dependencies.

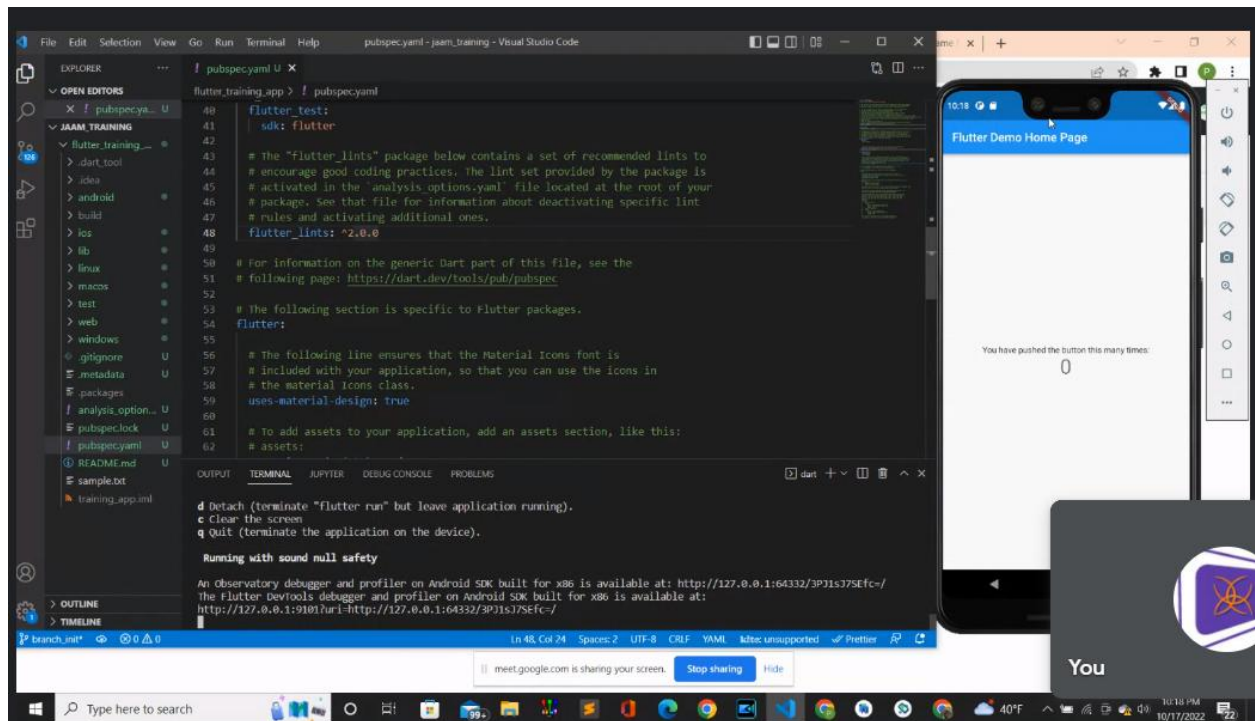


Pubspec.yaml is a configuration file which will have some default mandatory things.



Install Android Studio which by default has an android emulator.





Lib has our main.dart file which is the start of an app execution; gets triggered when our app gets executed. Inside the main we have runApp function which calls our MyApp function and get executed; So runApp delivers the MyApp widget.

MyApp is like our parent widget /boiler plate or template.

Widget is like component in react which return a specific JSX (JavaScript XML) code that specifies the contents to be rendered in screen.

We should extend our MyApp as stateless widget which has some definitions of build app methods that is returned by that stateless widget. Inside build method we have so many material app() attributes but we use only some of them.

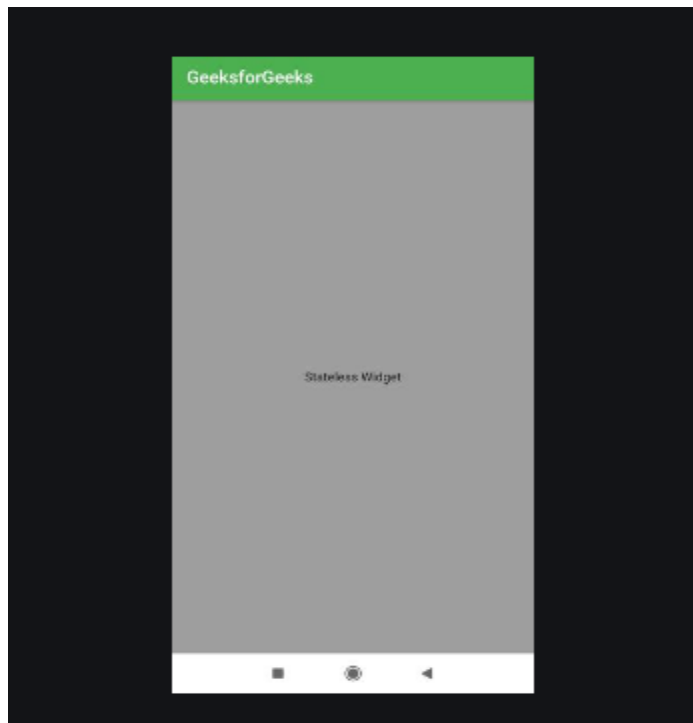
There are two types of widgets:

Stateless widgets are the widgets that don't change i.e. they are immutable. Its appearance and properties remain unchanged throughout the lifetime of the widget. In simple words, Stateless widgets cannot change their state during the runtime of the app, which means the widgets cannot be redrawn while the app is in action.

Examples: Icon, IconButton, and Text are examples of stateless widgets. To create a Stateless widget, we have to override the build() method as implemented in the code below.

```
import 'package:flutter/material.dart'
void main() => runApp(GeeksforGeeks())

class GeeksforGeeks extends StatelessWidget {
  @override Widget build(BuildContext context)
  {return MaterialApp(
    home: Scaffold(
      backgroundColor: Colors.grey,
      appBar: AppBar(backgroundColor: Colors.green,
        title: Text("GeeksforGeeks"), ),
      body: Container(child: Center(child: Text("Stateless Widget")),
        ),
    ),
  ),
}
```



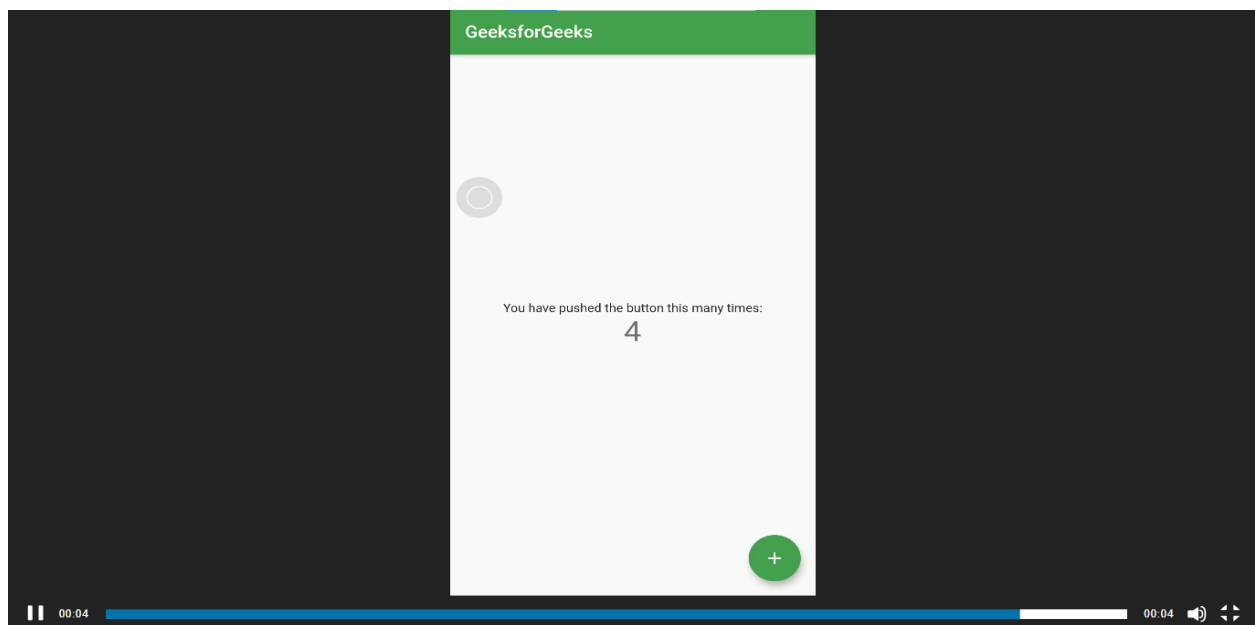
Stateful Widgets are the ones that change its properties during run-time. They are dynamic i.e., they are mutable and can be drawn multiple times within its lifetime. It can change its appearance in response to events triggered by user interactions or when it receives data.

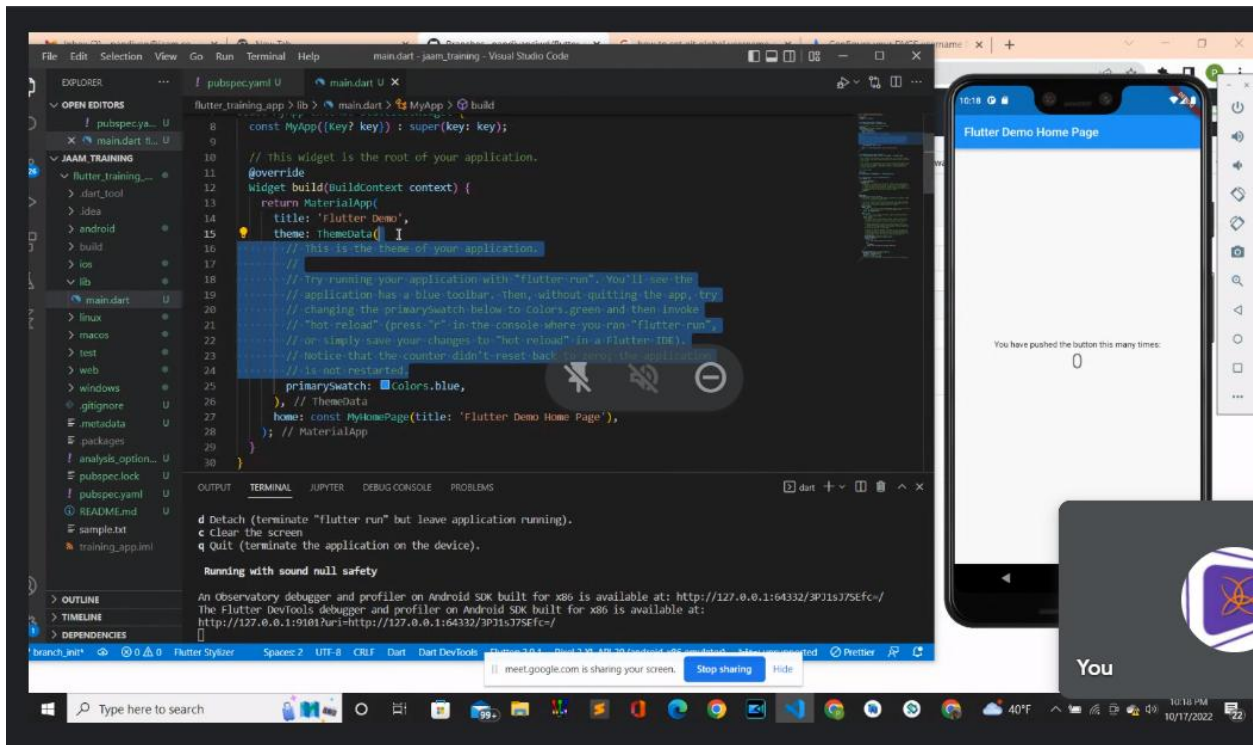
To create a Stateful widget, we have to override the `createState()` method, which returns the state of the widget.

Examples: Checkbox, Radio Button, *Slider*, *InkWell*, Form, and *TextField* are examples of Stateful widgets.

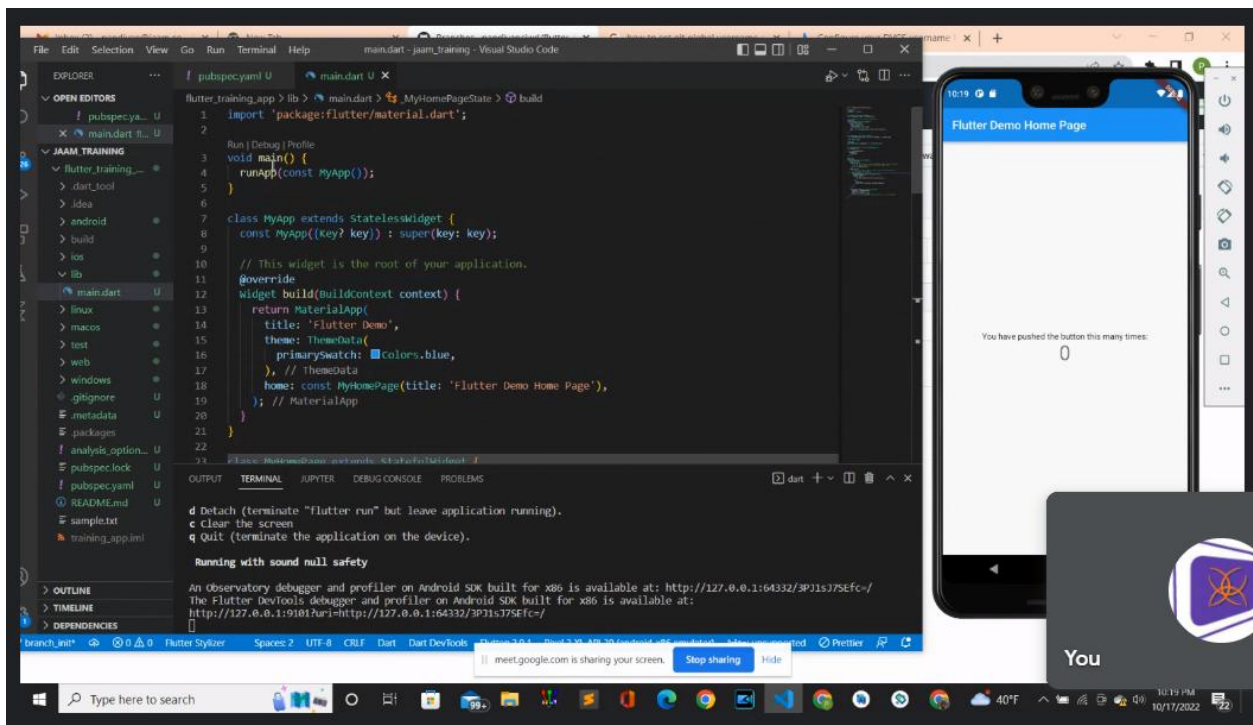
```
import 'package:flutter/material.dart'
void main() => runApp(MyApp())

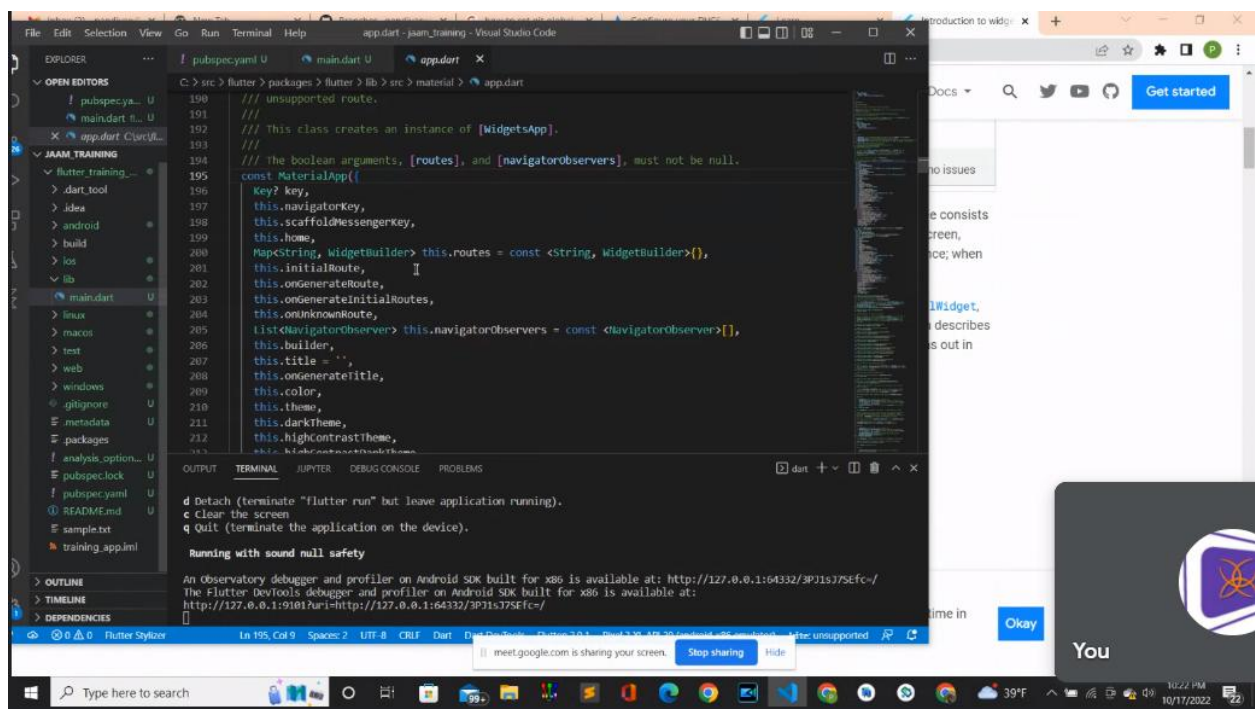
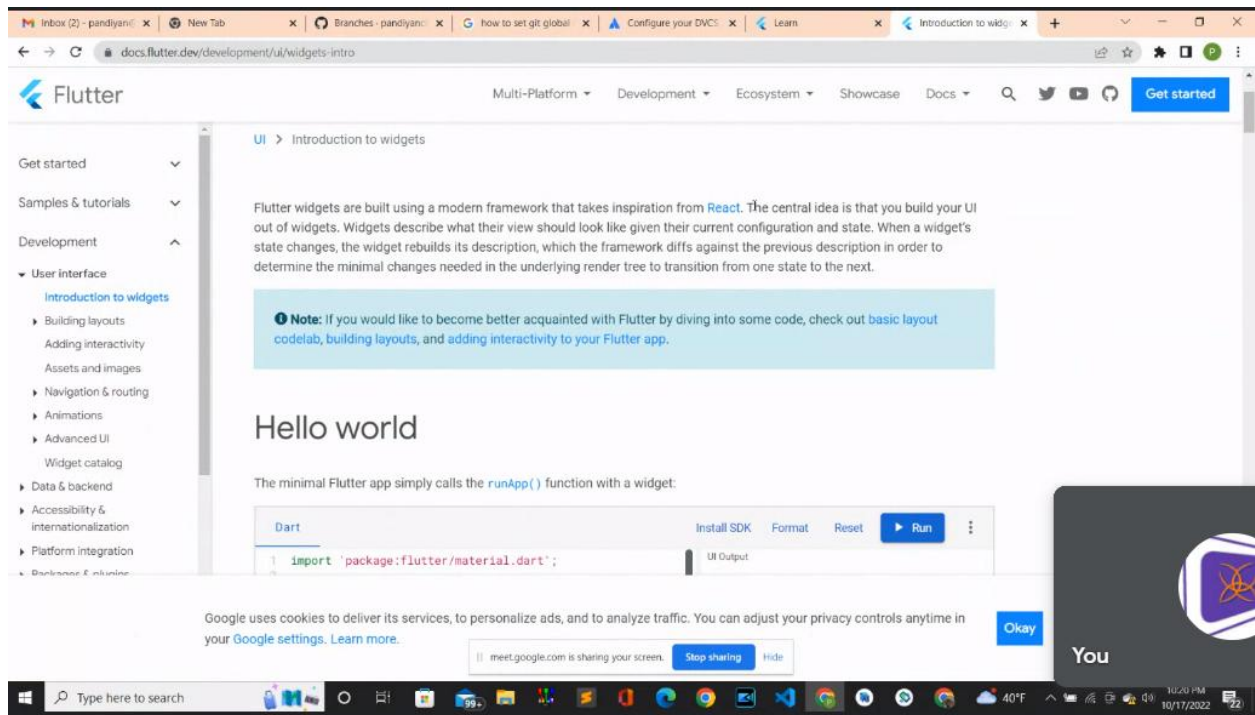
class MyApp extends StatelessWidget {
  @override Widget build(BuildContext context)
  {return MaterialApp(theme: ThemeData(
    primarySwatch: Colors.green, ),
    home: MyHomePage(title: 'GeeksforGeeks')
  )}}
class MyHomePage extends StatefulWidget {
  MyHomePage({Key key, this.title}): super(key: key)
```

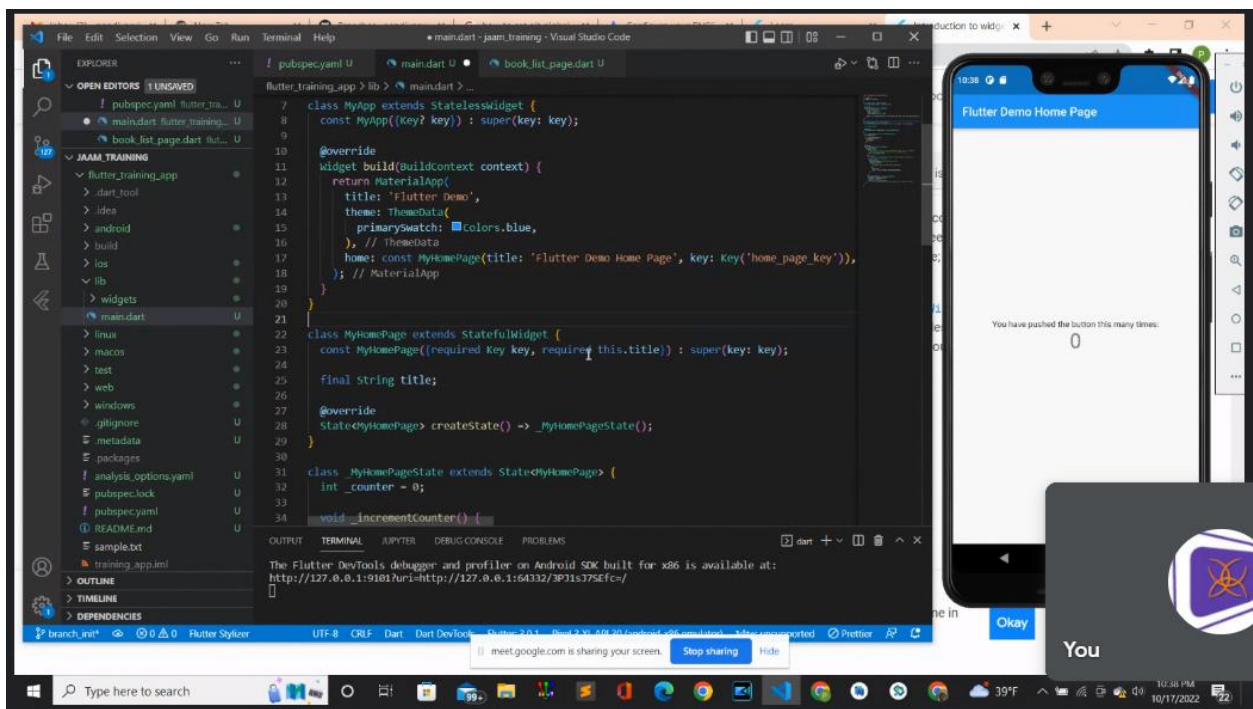
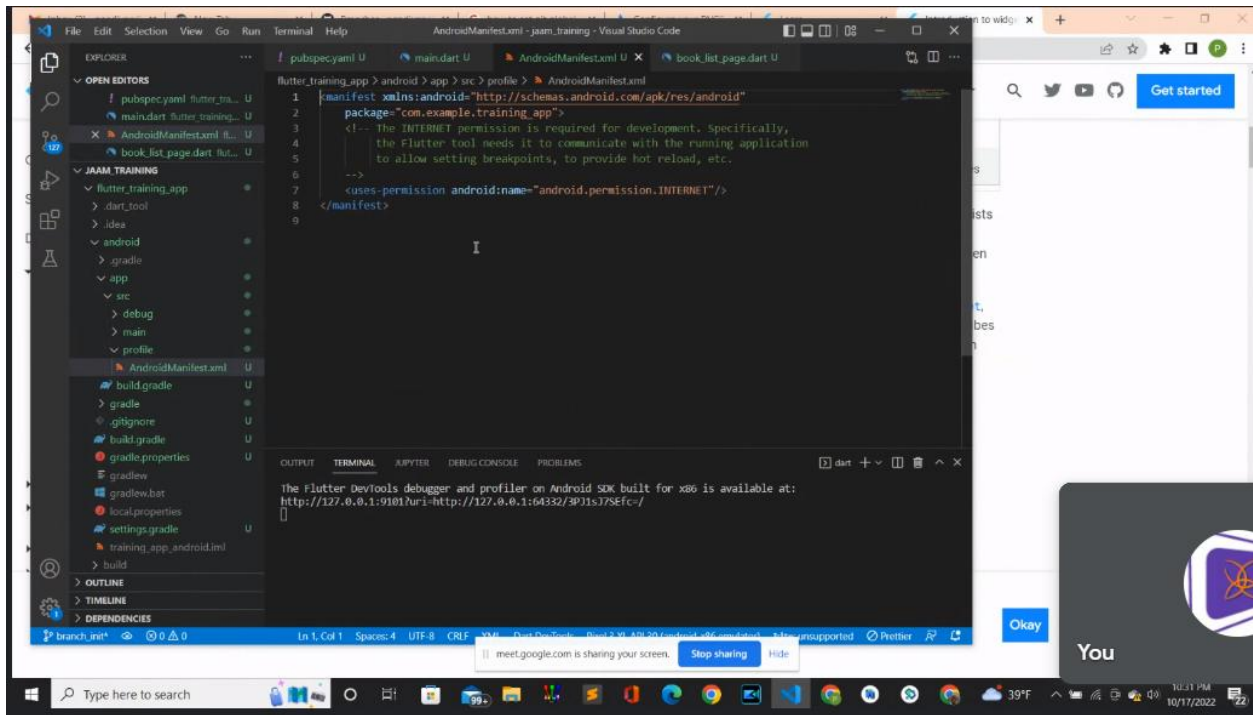


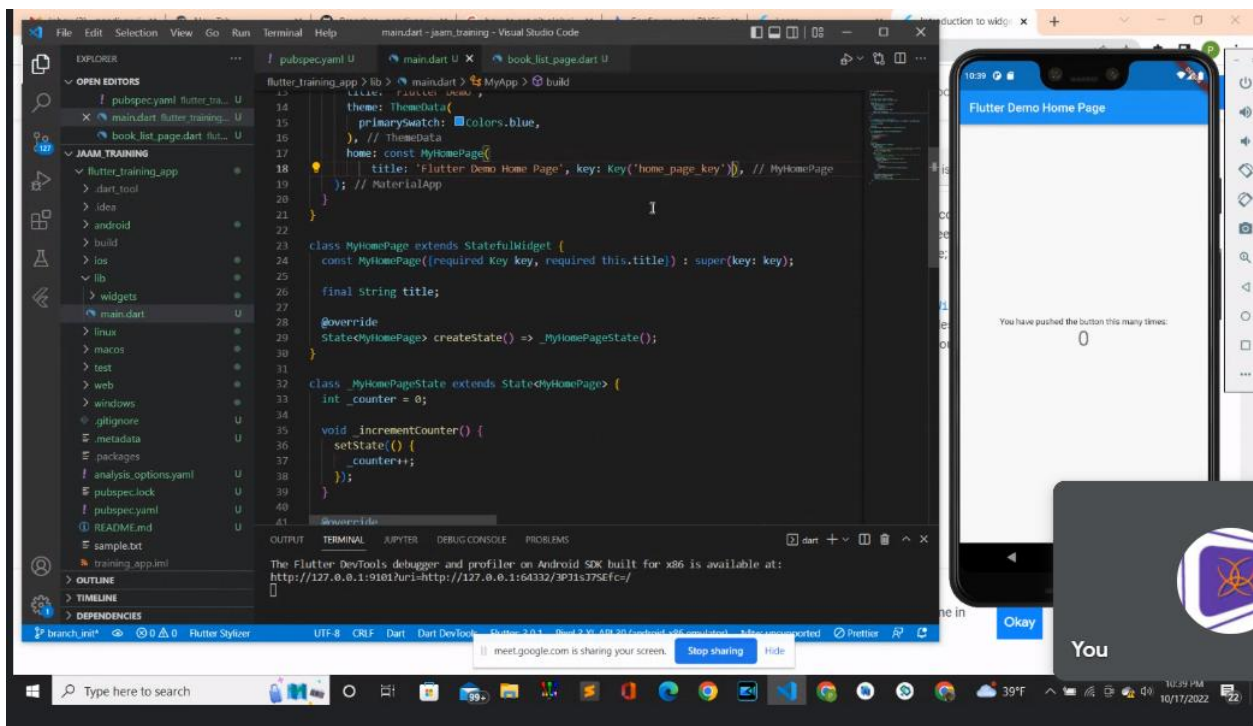
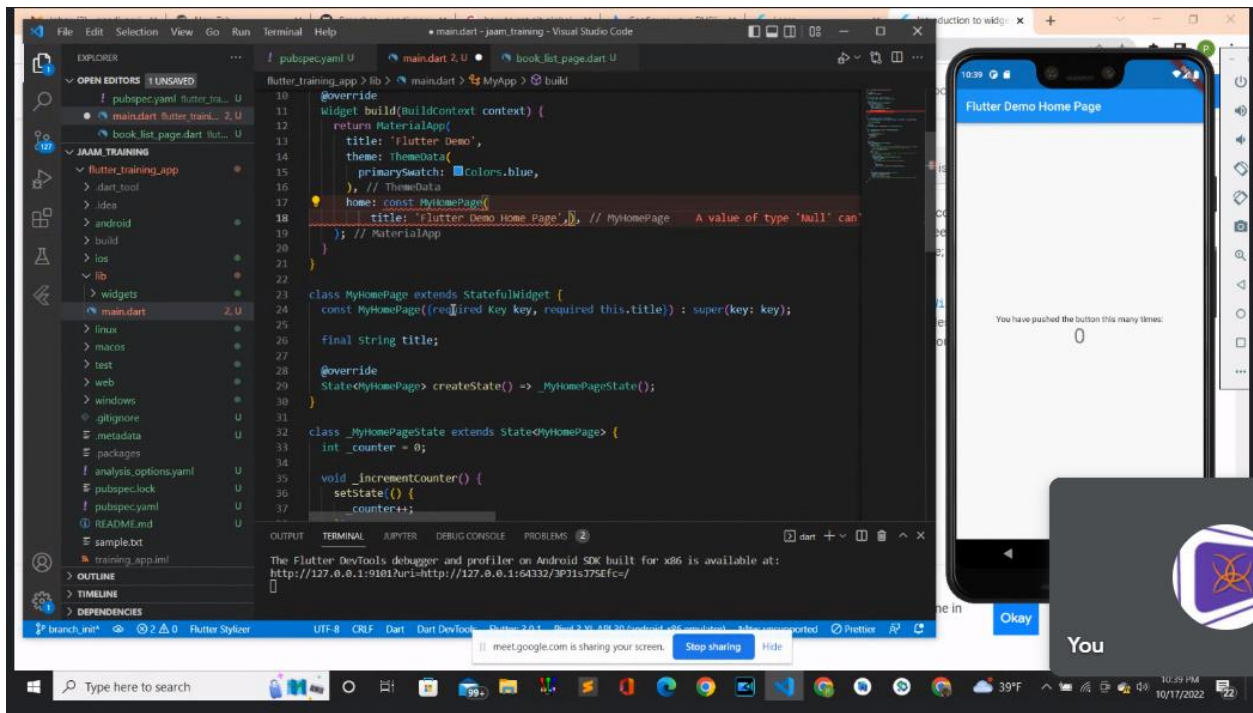


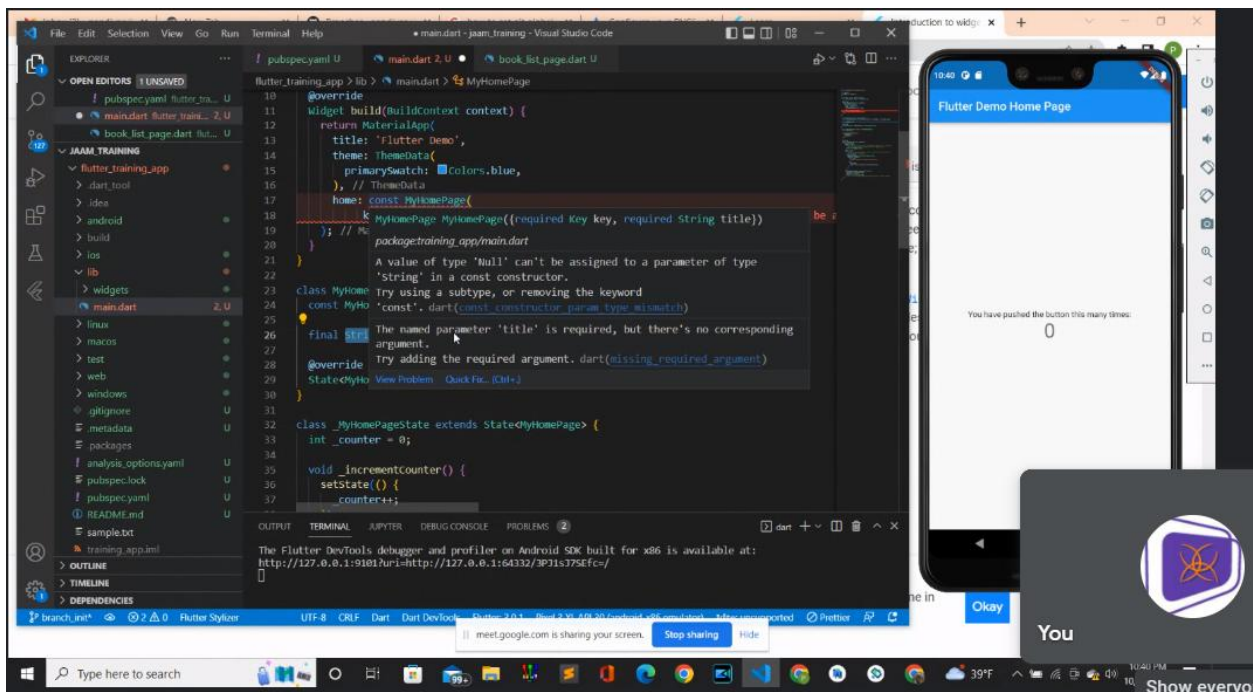
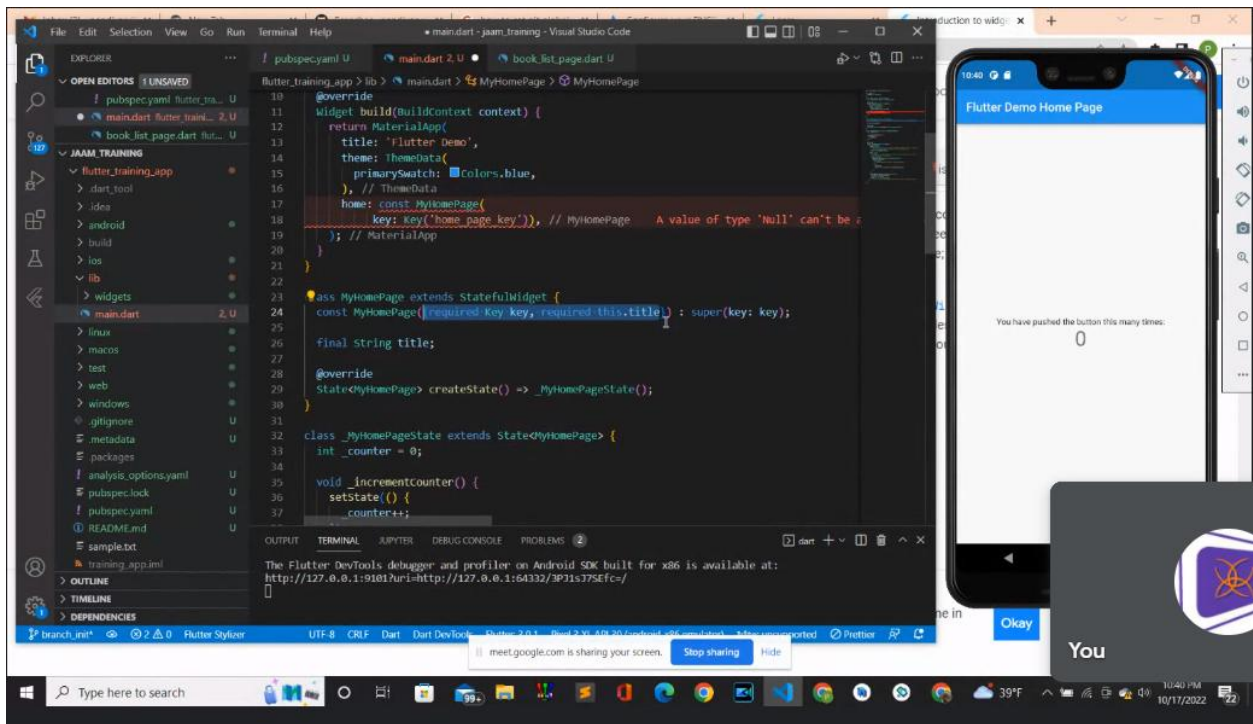
We design our flutter home page with two arguments like key and title. Key is like identifier (like identifier for DOM).

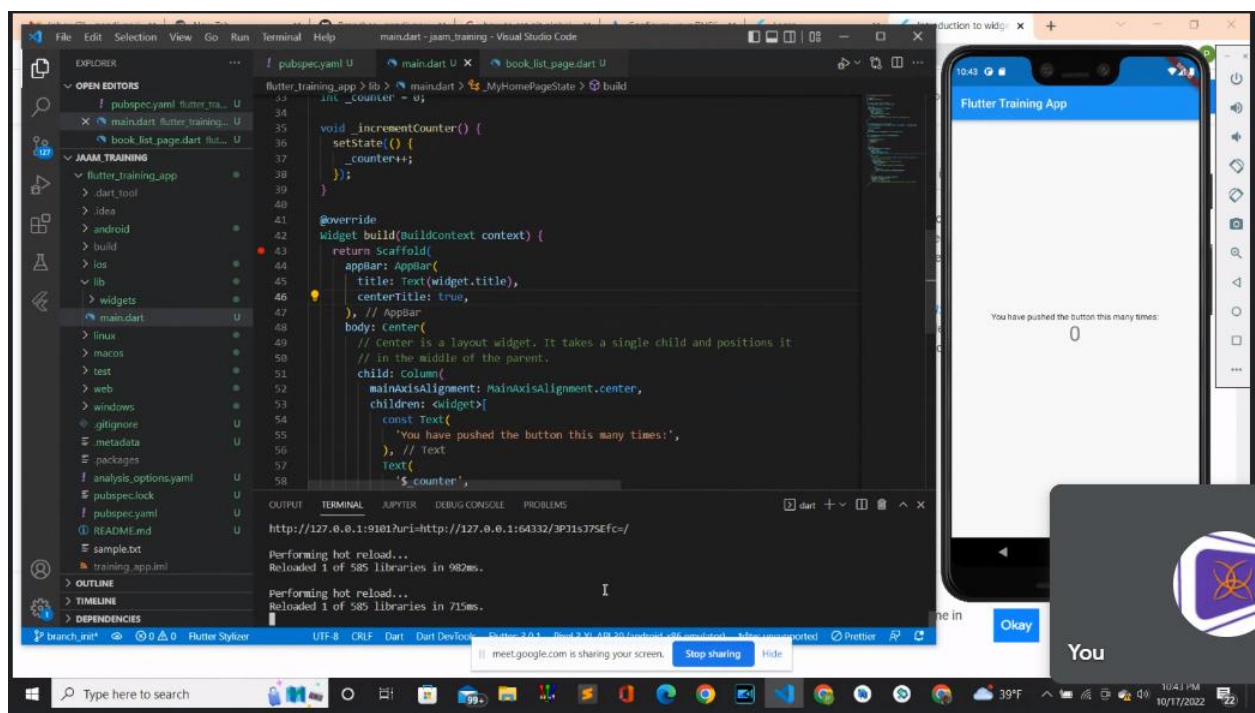
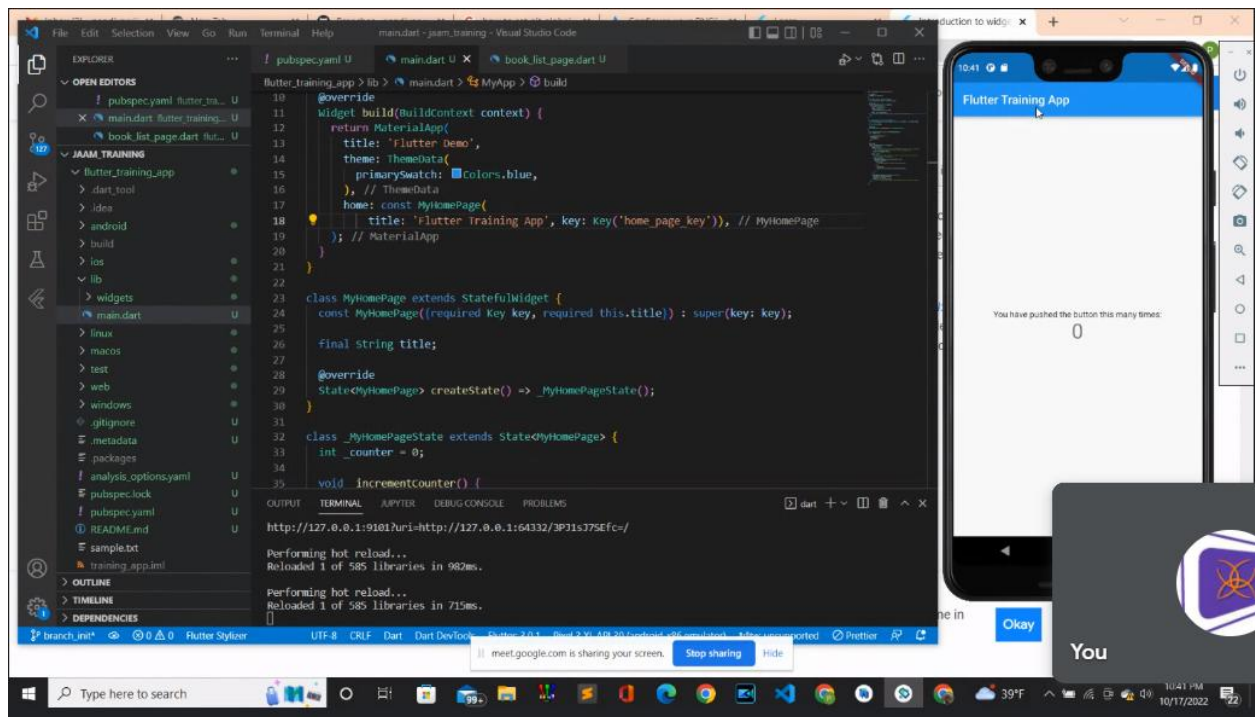












Scaffold is a class in flutter which provides many widgets or we can say APIs like Drawer, SnackBar, BottomNavigationBar, FloatingActionButton, AppBar, etc. Scaffold will expand or occupy the whole device screen. It will occupy the available space. 10-Jun-2022

A widget that displays its children in a vertical array. To cause a child to expand to fill the available vertical space, wrap the child in an Expanded widget. The Column widget does not scroll (and in general it is considered an error to have more children in a Column than will fit in the available room).

