**\*Adicionar imagem → arquivo pubspec.yaml ex.**

**Flutter:**

...

# To add assets to your application, add an assets section, like this:

# assets:

# - images/a\_dot\_burr.jpeg

# - images/a\_dot\_ham.jpeg

assets:

- images/restaurant.jpg

**\*Adicionar componente statefull**

**(atalho) stful**

class Home extends StatefulWidget {

@override

\_HomeState createState() => \_HomeState();

}

class \_HomeState extends State<Home> {

@override

Widget build(BuildContext context) {

return Container();

}

}