import 'package:flutter/material.dart';

//ejecutar el programa principal

void main() {

runApp(const MyApp());

}

class MyApp extends StatelessWidget {

const MyApp({super.key});

// Clase mi App es el widget raiz de la aplicacion

@override

Widget build(BuildContext context) {

return MaterialApp( // Retornar un MaterialApp

title: 'Flutter Demo', //Propiedades del widget MaterialApp

theme: ThemeData(

colorScheme: ColorScheme.fromSeed(seedColor: const Color.fromARGB(255, 2, 226, 114)),

),

home: const MyHomePage(title: 'Celular Juandiego👻'),

);

}

}

//Clase MyHomePage hereda de StatefulWidget

class MyHomePage extends StatefulWidget {

const MyHomePage({super.key, required this.title});

// variante final del titulo

final String title;

// Crear el estado encapsulado en \_MyHomePageState

@override

State<MyHomePage> createState() => \_MyHomePageState();

}

// Clase que hereda de estado global

class \_MyHomePageState extends State<MyHomePage> {

//variable contadora

int \_counter = 0;

//metodo para contar

void \_incrementCounter() {

setState(() {

\_counter++;

});

}

//Metodo para restar

void \_decrementCounter() {

setState(() {

\_counter--;

});

}

//Metodo Resetear

void \_resetCounter() {

setState(() {

\_counter = 0;

});

}

//

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

backgroundColor: Theme.of(context).colorScheme.inversePrimary,

title: Text(widget.title),

),

body: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: <Widget>[

const Text('interactua con los botones para modificar el contador:'),

Text(

'$\_counter',

style: Theme.of(context).textTheme.headlineMedium,

),

],

),

),

floatingActionButton: Column(

mainAxisSize: MainAxisSize.min,

children: [

FloatingActionButton(

onPressed: \_incrementCounter,

tooltip: 'Increment',

child: const Icon(Icons.add),

),

const SizedBox(height: 8),

FloatingActionButton(

onPressed: \_decrementCounter,

tooltip: 'Decrement',

child: const Icon(Icons.remove),

),

const SizedBox(height: 8),

FloatingActionButton(

onPressed: \_resetCounter,

tooltip: 'Reset',

child: const Icon(Icons.refresh),

),

],

),

);

}

}

