

## Properties

*anchor* → double

The relative position of the zero scroll offset. [...]

*final, inherited*

*cacheExtent* → double?

The viewport has an area before and after the visible area to cache items that are about to become visible when the user scrolls. [...]

*final, inherited*

*center* → Key?

The first child in the **GrowthDirection.forward** growth direction. [...]

*final, inherited*

**childrenDelegate** → SliverChildDelegate

A delegate that provides the children for the **ListView**. [...]

*final*

*clipBehavior* → Clip

The content will be clipped (or not) according to this option. [...]

*final, inherited*

*controller* → ScrollController?

An object that can be used to control the position to which this scroll view is scrolled. [...]

*final, inherited*

*dragStartBehavior* → DragStartBehavior

Determines the way that drag start behavior is handled. [...]

*final, inherited*

*hashCode* → int

The hash code for this object. [...]

**@nonVirtual**, read-only, inherited

**itemExtent** → double?

If non-null, forces the children to have the given extent in the scroll direction. [...]

*final*

*key* → Key?

Controls how one widget replaces another widget in the tree. [...]

*final, inherited*

*keyboardDismissBehavior* → ScrollViewKeyboardDismissBehavior

**ScrollViewKeyboardDismissBehavior** the defines how this **ScrollView** will dismiss the keyboard automatically.

*final, inherited*

*padding* → EdgeInsetsGeometry?

The amount of space by which to inset the children.

*final, inherited*

*physics* → ScrollPhysics?

How the scroll view should respond to user input. [...]

*final, inherited*

*primary* → bool

Whether this is the primary scroll view associated with the parent **PrimaryScrollController**. [...]

*final, inherited*

**prototypeItem** → Widget?

If non-null, forces the children to have the same extent as the given widget in the scroll direction. [...]

*final*

*restorationId* → String?

Restoration ID to save and restore the scroll offset of the scrollable. [...]

*final, inherited*

*reverse* → bool

Whether the scroll view scrolls in the reading direction. [...]

*final, inherited*

*runtimeType* → Type

A representation of the runtime type of the object.

*read-only, inherited*

*scrollBehavior* → ScrollBehavior?

A **ScrollBehavior** that will be applied to this widget individually. [...]

*final, inherited*

*scrollDirection* → Axis

The axis along which the scroll view scrolls. [...]

*final, inherited*

*semanticChildCount* → int?

The number of children that will contribute semantic information. [...]

*final, inherited*

*shrinkWrap* → bool

Whether the extent of the scroll view in the **scrollDirection** should be determined by the contents being viewed. [...]

*final, inherited*

## Methods

*build*(BuildContext context) → Widoet