

By convention, widget constructors only use named arguments. Also by convention, the first argument is [key](#), and the last argument is `child`, `children`, or the equivalent.

See also:

- [StatefulWidget](#) and [State](#), for widgets that can build differently several times over their lifetime.
- [InheritedWidget](#), for widgets that introduce ambient state that can be read by descendant widgets.

Inheritance  
[Object](#) » [DiagnosticableTree](#) » [Widget](#) » StatelessWidget

Implementers  
[AboutDialog](#), [AboutListTile](#), [ActionChip](#), [AlertDialog](#), [AnimatedIcon](#), [Autocomplete](#), [BackButton](#), [BackButtonIcon](#), [Banner](#), [Builder](#), [AppBar](#), [CallbackShortcuts](#), [Card](#), [CheckboxListTile](#), [CheckedModeBanner](#), [Chip](#), [ChoiceChip](#), [CircleAvatar](#), [CloseButton](#), [Container](#), [CupertinoActionSheet](#), [CupertinoActionSheetAction](#), [CupertinoAlertDialog](#), [CupertinoDialogAction](#), [CupertinoFormRow](#), [CupertinoFormSection](#), [CupertinoFullscreenDialogTransition](#), [CupertinoNavigationBarBackButton](#), [CupertinoPageTransition](#), [CupertinoPickerDefaultSelectionOverlay](#), [CupertinoPopupSurface](#), [CupertinoTabBar](#), [CupertinoTextSelectionToolbar](#), [CupertinoTextSelectionToolbarButton](#), [CupertinoTheme](#), [DataTable](#), [DatePicker](#), [Dialog](#), [Divider](#), [DraggableScrollableActuator](#), [Drawer](#), [DrawerHeader](#), [DropdownMenuItem](#), [ExcludeFocus](#), [FilterChip](#), [FloatingActionButton](#), [FlutterLogo](#), [GestureDetector](#), [GridPaper](#), [GridTile](#), [GridTileBar](#), [HeroMode](#), [HtmlElementView](#), [Icon](#), [IconButton](#), [ImageIcon](#), [InkResponse](#), [InputChip](#), [KeyboardListener](#), [KeyedSubtree](#), [ListTile](#), [MaterialButton](#), [ModalBarrier](#), [NavigationBar](#), [NavigationDestination](#), [NavigationIndicator](#), [NavigationToolbar](#), [NotificationListener](#), [OrientationBuilder](#), [PageStorage](#), [Placeholder](#), [PositionedDirectional](#), [PreferredSize](#), [RadioListTile](#), [ReorderableDragStartListener](#), [SafeArea](#), [Scrollbar](#), [ScrollView](#), [SimpleDialog](#), [SimpleDialogOption](#), [SingleChildScrollView](#), [SliverFillRemaining](#), [SliverFillViewport](#), [SliverPersistentHeader](#), [SliverSafeArea](#), [SliverVisibility](#), [Spacer](#), [Switch](#), [SwitchListTile](#), [Tab](#), [TabPageSelector](#), [TabPageSelectorIndicator](#), [Text](#), [TextSelectionToolbar](#), [TextSelectionToolbarTextButton](#), [Theme](#), [Title](#), [ToggleButton](#)s, [TooltipVisibility](#), [UnconstrainedBox](#), [VerticalDivider](#), [Visibility](#)

## Constructors

[StatelessWidget](#)(({Key? key})  
Initializes key for subclasses.  
*const*

## Properties

*hashCode* → int  
The hash code for this object. [...]  
*@nonVirtual*, *read-only*, *inherited*

*key* → Key?  
Controls how one widget replaces another widget in the tree. [...]  
*final*, *inherited*

*runtimeType* → Type  
A representation of the runtime type of the object.  
*read-only*, *inherited*

## Methods

[build](#)(BuildContext context) → Widget  
Describes the part of the user interface represented by this widget. [...]  
*@protected*

[createElement](#)() → StatelessWidget  
Creates a [StatelessElement](#) to manage this widget's location in the tree. [...]  
*override*

*debugDescribeChildren*() → List<DiagnosticsNode>  
Returns a list of `DiagnosticsNode` objects describing this node's children. [...]  
*@protected*, *inherited*

*debugFillProperties*(DiagnosticPropertiesBuilder properties) → void  
Add additional properties associated with the node. [...]  
*inherited*

*noSuchMethod*(Invocation invocation) → dynamic  
Invoked when a non-existent method or property is accessed. [...]  
*inherited*

*toDiagnosticsNode*(({String? name, DiagnosticsTreeStyle? style}) → DiagnosticsNode  
Returns a debug representation of the object that is used by debugging tools and by [DiagnosticsNode.toStringDeep](#). [...]  
*inherited*

*toString*(({DiagnosticLevel minLevel = DiagnosticLevel.info}) → String  
A string representation of this object. [...]  
*inherited*

*toStringDeep*(({String prefixLineOne = "", String? prefixOtherLines, DiagnosticLevel minLevel = DiagnosticLevel.debug}) → String  
Returns a string representation of this node and its descendants. [...]  
*inherited*

*toStringShallow*(({String joiner = ', ', DiagnosticLevel minLevel = DiagnosticLevel.debug}) → String  
Returns a one-line detailed description of the object. [...]  
*inherited*

*toStringShort*() → String  
A short, textual description of this widget.  
*inherited*

## Operators

*operator ==*(Object other) → bool  
The equality operator. [...]  
*@nonVirtual*, *inherited*