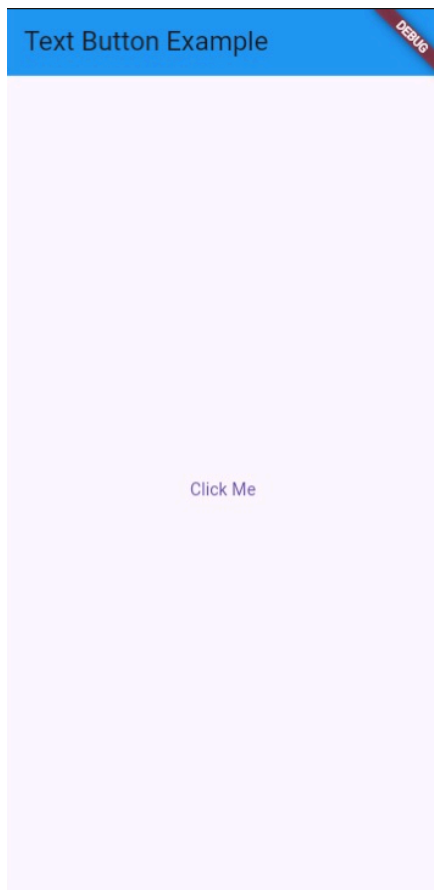


The image shows a screenshot of an Android application. At the top, there is a blue header bar with the text "Row Widget Example" in white. In the top right corner, there is a red diagonal banner with the word "DEBUG" in white. The main content area is white and contains three colored squares arranged horizontally: a red square on the left, a green square in the middle, and a blue square on the right. The squares are of equal size and are separated by small gaps.

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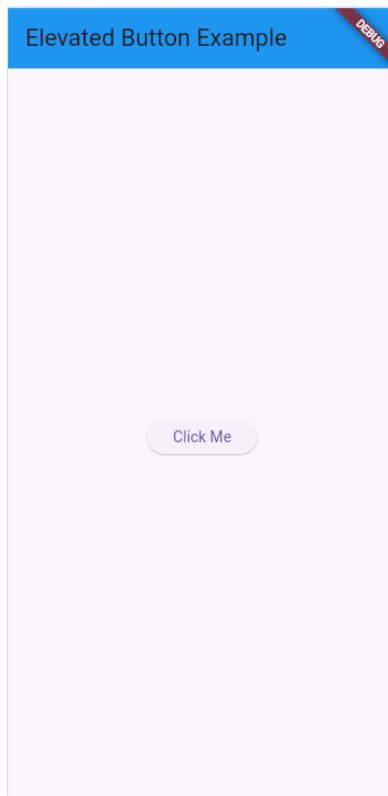
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```
lib > main.dart > ...
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   @override
9   Widget build(BuildContext context) {
10     return MaterialApp(
11       home: Scaffold(
12         appBar: AppBar(
13           title: Text('Row Widget Example'),
14           backgroundColor: Colors.blue,
15         ), // AppBar
16         body: Center(
17           child: Row(
18             mainAxisAlignment: MainAxisAlignment.center,
19             children: <Widget>[
20               Container(
21                 width: 100,
22                 height: 100,
23                 color: Colors.red,
24               ), // Container
25               SizedBox(width: 20), // Add space between the boxes
26               Container(
27                 width: 100,
28                 height: 100,
29                 color: Colors.green,
30               ), // Container
31               SizedBox(width: 20), // Add space between the boxes
32               Container(
33                 width: 100,
34                 height: 100,
35                 color: Colors.blue,
36               ), // Container
37             ], // <Widget>[]
38           ), // Row
39         ), // Center
40       ), // Scaffold
41     ); // MaterialApp
42   }
43 }
```



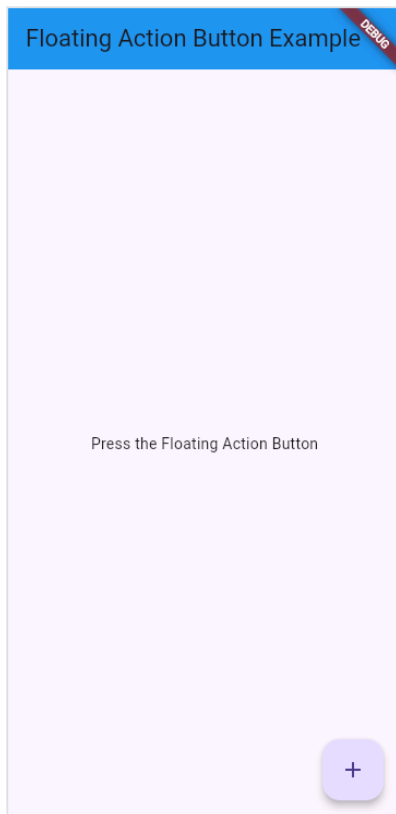
2.

```
lib > main.dart > MyApp > build
3 void main() {
4   runApp(const MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   const MyApp({super.key});
9
10  @override
11  Widget build(BuildContext context) {
12    return MaterialApp(
13      home: Scaffold(
14        appBar: AppBar(
15          title: const Text('Text Button Example'),
16          backgroundColor: Colors.blue,
17        ), // AppBar
18        body: Center(
19          child: TextButton(
20            onPressed: () {
21              print('Button Pressed!');
22            },
23            onPressed: () {
24              print('Button Long Pressed!!!');
25            },
26            child: const Text('Click Me'),
27          ), // TextButton
28        ), // Center
29      ), // Scaffold
30    ); // MaterialApp
31  }
32 }
```



3.

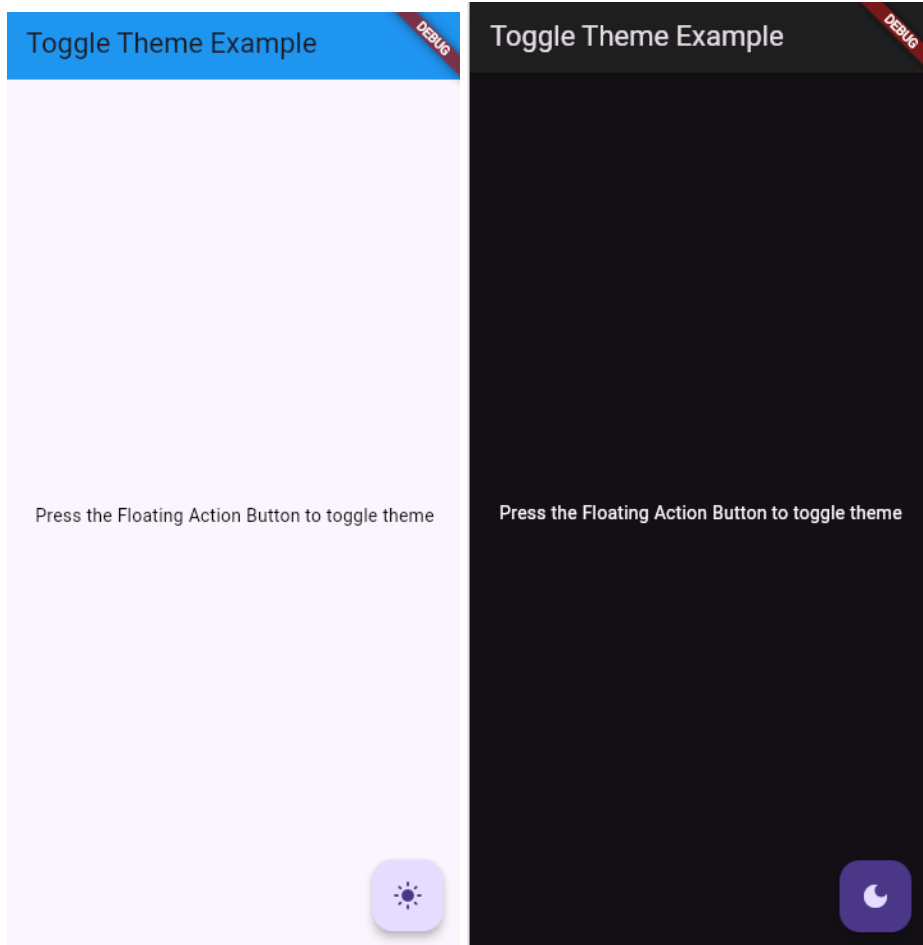
```
lib > main.dart > MyApp
1  import 'package:flutter/material.dart';
2
   Run | Debug | Profile
3  void main() {
4    runApp(const MyApp());
5  }
6
7  class MyApp extends StatelessWidget {
8    const MyApp({super.key});
9
10   @override
11   Widget build(BuildContext context) {
12     return MaterialApp(
13       home: Scaffold(
14         appBar: AppBar(
15           title: const Text('Elevated Button Example'),
16           backgroundColor: Colors.blue,
17         ), // AppBar
18         body: Center(
19           child: ElevatedButton(
20             onPressed: () {
21               print('Button Pressed!');
22             },
23             onLongPress: () {
24               print('Button Long Pressed!!!');
25             },
26             child: const Text('Click Me'),
27           ), // ElevatedButton
28         ), // Center
29       ), // Scaffold
30     ); // MaterialApp
31   }
32 }
```



4.

```
lib > main.dart > MyApp
1  import 'package:flutter/material.dart';
2
   Run | Debug | Profile
3  void main() {
4    runApp(const MyApp());
5  }
6
7  class MyApp extends StatelessWidget {
8    const MyApp({super.key});
9
10   @override
11   Widget build(BuildContext context) {
12     return MaterialApp(
13       home: Scaffold(
14         appBar: AppBar(
15           title: const Text('Floating Action Button Example'),
16           backgroundColor: Colors.blue,
17         ), // AppBar
18         body: const Center(
19           child: Text('Press the Floating Action Button'),
20         ), // Center
21         floatingActionButton: FloatingActionButton(
22           onPressed: () {
23             print('Button Pressed!');
24           },
25           child: const Icon(Icons.add),
26         ), // FloatingActionButton
27       ), // Scaffold
28     ); // MaterialApp
29   }
30 }
```

5.



```

lib > main.dart > _MyAppState
1  import 'package:flutter/material.dart';
2
   Run | Debug | Profile
3  void main() {
4    runApp(const MyApp());
5  }
6
7  class MyApp extends StatefulWidget {
8    const MyApp({super.key});
9
10   @override
11   State<MyApp> createState() => _MyAppState();
12 }
13
14 class _MyAppState extends State<MyApp> {
15   bool isDarkTheme = false;
16
17   void toggleTheme() {
18     setState(() {
19       isDarkTheme = !isDarkTheme;
20     });
21   }
22
23   @override
24   Widget build(BuildContext context) {
25     return MaterialApp(
26       theme: isDarkTheme ? ThemeData.dark() : ThemeData.light(),
27       home: Scaffold(
28         appBar: AppBar(
29           title: const Text('Toggle Theme Example'),
30           backgroundColor: isDarkTheme ? Colors.grey[900] : Colors.blue,
31         ), // AppBar
32         body: Center(
33           child: Text(
34             'Press the Floating Action Button to toggle theme',
35             style: TextStyle(
36               color: isDarkTheme ? Colors.white : Colors.black,
37             ), // TextStyle
38             textAlign: TextAlign.center,
39           ), // Text
40         ), // Center
41         floatingActionButton: FloatingActionButton(
42           onPressed: toggleTheme,
43           child: Icon(isDarkTheme ? Icons.dark_mode : Icons.light_mode),
44         ), // FloatingActionButton
45       ), // Scaffold
46     ); // MaterialApp
47   }
48 }

```