

Experiment No 02

Aim: create a simple application for increment and decrement counter using setstate

Code:

```
import 'package:flutter/material.dart';

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Flutter Demo',
      debugShowCheckedModeBanner: false,
      theme: ThemeData(
        primarySwatch: Colors.blue,
      ),
      home: const MyHomePage(title: 'Aakash Dhotre'),
    );
  }
}

class MyHomePage extends StatefulWidget {
  final String title;

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

  @override
  State<MyHomePage> createState() => _MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage> {
  int _counter = 0;

  void _incrementCounter() {
    setState(() {
      _counter++;
    });
  }

  void _decrementCounter() {
    setState(() {
      _counter--;
    });
  }
}
```

```

}

void _multiplyby2Counter() {
  setState(() {
    _counter = _counter * 2;
  });
}

@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text(widget.title),
    ),
    body: Center(
      child: Column(
        mainAxisAlignment: MainAxisAlignment.spaceAround,
        children: [
          const Text(
            'You have pushed the button this many times:',
          ),
          Text(
            '$_counter',
            style: Theme.of(context).textTheme.headlineMedium,
          ),
          FloatingActionButton(
            onPressed: _incrementCounter,
            tooltip: 'Increment',
            child: const Icon(Icons.add),
          ),
          FloatingActionButton(
            onPressed: _decrementCounter,
            tooltip: 'decrement',
            child: const Icon(Icons.remove),
          ),
          FloatingActionButton(
            onPressed: _multiplyby2Counter,
            tooltip: 'multiply',
            child: const Icon(Icons.multiline_chart_outlined),
          ),
        ],
      ),
    ),
  );
}

```

Output:

