**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:**

