Chapter 6

In Flutter, you can use a button and text together by creating an interactive UI where the button triggers an action that modifies the displayed text. This is typically done with a StatefulWidget to manage the dynamic changes in the text. For example, you can set an initial value for the text and then use a button (like ElevatedButton) to update the text when pressed. The setState() method is used to change the text and trigger a rebuild of the widget, allowing the updated text to be displayed. This interaction is a common pattern in Flutter for building interactive user interfaces, as it allows buttons to modify and control the state, leading to dynamic changes in the app's UI.

I learning about buttons and text in Flutter, i understand how to create interactive user interfaces where a button can trigger changes in the displayed text. Using a StatefulWidget, you can manage the dynamic nature of text, updating it when the button is pressed. The button, such as an ElevatedButton, is linked to a function that modifies the state, and the setState() method is used to refresh the UI and display the new text. This interaction is fundamental in building apps that respond to user actions and provides a way to create engaging and interactive experiences.