

"New" Flutter Buttons vs "Old" Buttons

In this course section, we got started working with Flutter and we therefore also worked with some button widgets: `RaisedButton` and `FlatButton`.

As of the latest version of Flutter, those widgets are marked "**deprecated**" (and hence, in VS Code, you might see them being strikethrough).

What does this mean?

You can absolutely **still use** `RaisedButton` and also `FlatButton` (as well as `OutlinedButton` - which we'll see later in the course). Those widgets still work and are fine to use. And indeed, in the vast majority of Flutter projects, you will see them being used.

For this course, I also **recommend that you stick to the widgets shown in this course**. They are being used actively in many projects, you'll find them in many other resources (e.g. tutorials) as well and using those widgets instead of the "new" ones (see below) will make following along easier.

You can turn off VS Code deprecation strikethrough effect via the settings (*search for "deprecated" to find and disable the "Show deprecated" setting*).

But you can also swap the "old" buttons for their "new" alternatives:

`RaisedButton` => `ElevatedButton`

`FlatButton` => `TextButton`

`OutlineButton` => `OutlineButton`

How would you use `ElevatedButton` **instead** of `RaisedButton`?

Replace

```
RaisedButton(  
  child: Text('Woolha.com'),  
  onPressed: () {  
    // do something  
  },  
)
```

with

```
ElevatedButton(  
  child: Text('Woolha.com'),  
  onPressed: () {  
    // do something  
  },  
)
```

You see: It's really just a **different name**, the only case in which the syntax would change a little bit is when you add custom styling to your buttons. You can learn more about that in the official migration docs: <https://flutter.dev/go/material-button-migration-guide>

Again - you **don't have to switch** and in this course, we'll stick to `RaisedButton`, `FlatButton` and `OutlineButton` for now.