import 'package:flutter/material.dart';

void **main**() {

**runApp**(**MyApp**());

}

class **MyApp** extends **StatefulWidget** {

@override

**\_MyAppState** **createState**() => **\_MyAppState**();

}

class **\_MyAppState** extends **State**<**MyApp**> {

**int** number = 0;

void **tekanTombol**() {

**setState**(() {

*// bilangan nya emang udah tambah, tetapi untuk merefresh text nya perlu setState()*

number += 1;

});

}

@override

**Widget** **build**(**BuildContext** context) {

return **MaterialApp**(

home: **Scaffold**(

appBar: **AppBar**(

title: **Text**("Statefull widget Demo"),

),

body: **Center**(

child: **Column**(

mainAxisAlignment: **MainAxisAlignment**.center,

children: [

**Text**(

number.**toString**(),

style: **TextStyle**(

fontSize:

10 + number.**toDouble**()), *// fontSize pake tipe data Double*

),

**RaisedButton**(

child: **Text**("Tambah Bilangan"),

onPressed: tekanTombol *// method ketika di tekan akan ngapainnn*

)

],

)),

),

);

}

}

