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Create a sample Flutter application with a simple text at the center of the screen and apply styling to it.

Main.dart file:

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

void main() {
  runApp(MaterialApp(
    home: Scaffold(
      appBar: AppBar(
        title: Text("FIRST FLUTTER"),
      ),
      body: Center(
        child: Text(
          "MESSI is the GOAT!",
          style: TextStyle(
            fontSize: 40.0,
            fontStyle: FontStyle.italic,
            fontWeight: FontWeight.bold,
          ),
        ),
      ),
    ),
  ));
}
```

Widget_test.dart file:

```
// This is a basic Flutter widget test.
//
// To perform an interaction with a widget in your test, use the WidgetTester
// utility that Flutter provides. For example, you can send tap and scroll
// gestures. You can also use WidgetTester to find child widgets in the widget
// tree, read text, and verify that the values of widget properties are
correct.

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

```
import 'package:pratheekflutterbasics/main.dart';

void main() {
  testWidgets('Counter increments smoke test', (WidgetTester tester) async {
    // Build our app and trigger a frame.
    await tester.pumpWidget(const MaterialApp());

    // Verify that our counter starts at 0.
    expect(find.text('0'), findsOneWidget);
    expect(find.text('1'), findsNothing);

    // Tap the '+' icon and trigger a frame.
    await tester.tap(find.byIcon(Icons.add));
    await tester.pump();

    // Verify that our counter has incremented.
    expect(find.text('0'), findsNothing);
    expect(find.text('1'), findsOneWidget);
  });
}
```

OUTPUT:

