

ValueNotifier

ValueNotifier is a simple class in Flutter that allows you to store a value and notify any listeners when the value changes. It is a lightweight alternative to other state management solutions available in Flutter, such as BLoC or Provider.

Example 1: Counter App

Source (<https://medium.com/@thekavak/flutter-valuenotifier-with-examples-66b3933d7036>)

```

class Counter {
    final ValueNotifier<int> count = ValueNotifier<int>(0);

    void incrementCount() {
        count.value++;
    }
}

class CounterApp extends StatefulWidget {
    @override
    _CounterAppState createState() => _CounterAppState();
}

class _CounterAppState extends State<CounterApp> {
    final Counter counter = Counter();

    @override
    Widget build(BuildContext context) {
        return Scaffold(
            appBar: AppBar(
                title: Text('Counter App'),
            ),
            body: Center(
                child: Column(
                    mainAxisAlignment: MainAxisAlignment.center,
                    children: <Widget>[
                        Text(
                            'Count:',
                        ),
                        ValueListenableBuilder<int>(
                            valueListenable: counter.count,
                            builder: (BuildContext context, int value, child) {
                                return Text(
                                    '$value',
                                    style: Theme.of(context).textTheme.headline4,
                                );
                            },
                        ),
                    ],
                ),
            ),
            floatingActionButton: FloatingActionButton(
                onPressed: () {
                    setState(() {
                        counter.incrementCount();
                    });
                },
                tooltip: 'Increment',
                child: Icon(Icons.add),
            ),
        );
    }
}

```

In this example, we define a Counter class that contains a ValueNotifier named count. We then use ValueListenableBuilder to listen for changes to the count value and update the UI accordingly when the button is pressed