import 'package:flutter/material.dart';

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {

// This widget is the root of your application.

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Flutter Demo',

theme: ThemeData(

// This is the theme of your application.

//

// Try running your application with "flutter run". You'll see the

// application has a blue toolbar. Then, without quitting the app, try

// changing the primarySwatch below to Colors.green and then invoke

// "hot reload" (press "r" in the console where you ran "flutter run",

// or simply save your changes to "hot reload" in a Flutter IDE).

// Notice that the counter didn't reset back to zero; the application

// is not restarted.

primarySwatch: Colors.pink,

),

home: MyHomePage(title: 'Flutter Demo Home Page'),

);

}

}

class MyHomePage extends StatefulWidget {

MyHomePage({Key key, this.title}) : super(key: key);

// This widget is the home page of your application. It is stateful, meaning

// that it has a State object (defined below) that contains fields that affect

// how it looks.

// This class is the configuration for the state. It holds the values (in this

// case the title) provided by the parent (in this case the App widget) and

// used by the build method of the State. Fields in a Widget subclass are

// always marked "final".

final String title;

@override

\_MyHomePageState createState() => \_MyHomePageState();

}

class \_MyHomePageState extends State<MyHomePage> {

int \_counter = 0;

void \_incrementCounter() {

setState(() {

// This call to setState tells the Flutter framework that something has

// changed in this State, which causes it to rerun the build method below

// so that the display can reflect the updated values. If we changed

// \_counter without calling setState(), then the build method would not be

// called again, and so nothing would appear to happen.

\_counter++;

});

}

@override

Widget build(BuildContext context) {

// This method is rerun every time setState is called, for instance as done

// by the \_incrementCounter method above.

//

// The Flutter framework has been optimized to make rerunning build methods

// fast, so that you can just rebuild anything that needs updating rather

// than having to individually change instances of widgets.

return Scaffold(

appBar: AppBar(

// Here we take the value from the MyHomePage object that was created by

// the App.build method, and use it to set our appbar title.

title: Text(widget.title),

),

body: Center(

// Center is a layout widget. It takes a single child and positions it

// in the middle of the parent.

child: Column(

// Column is also a layout widget. It takes a list of children and

// arranges them vertically. By default, it sizes itself to fit its

// children horizontally, and tries to be as tall as its parent.

//

// Invoke "debug painting" (press "p" in the console, choose the

// "Toggle Debug Paint" action from the Flutter Inspector in Android

// Studio, or the "Toggle Debug Paint" command in Visual Studio Code)

// to see the wireframe for each widget.

//

// Column has various properties to control how it sizes itself and

// how it positions its children. Here we use mainAxisAlignment to

// center the children vertically; the main axis here is the vertical

// axis because Columns are vertical (the cross axis would be

// horizontal).

mainAxisAlignment: MainAxisAlignment.center,

children: <Widget>[

Text(

'Pyetra',

),

Text(

'$\_counter',

style: Theme.of(context).textTheme.display1,

),

],

),

),

floatingActionButton: FloatingActionButton(

onPressed: \_incrementCounter,

tooltip: 'Increment',

child: Icon(Icons.add),

), // This trailing comma makes auto-formatting nicer for build methods.

);

}

}