**LEARNING FLUTTER**

Widgets:

Bedrock of flutter application

Each Widget are fully customizable and have diff properties

Have programmatic class which defines it’s behaviour

Programming language used:dart

* Root Widget

1. App Bar widget

Text widget,Button,Row,Column, Image

1. Container widget

Text widget, Button,Row,Column, Image

Dart is a statically typed programming language

Ie suppose var=15 to var=emma cz it’s int and string (can’t chnge type)u can’t change var to some other value but can change var=78

* Int
* String
* Bool
* Dynamic:can change the type in future

Dynamic name=”chhh”

Name=30

Print(name)

This works

Functions:

* Void main()

Void means not gonna return anything

Instead of {} can use =>

LIST:like an array in js

List=[‘dsdhd’,’sjjsjs’]

List.add(‘hdhdh’)

List<int>=[3,4,5] here only integers allowed

