Flutter

1. Setting up
   1. install Flutter [here](https://docs.flutter.dev/get-started/install)
   2. in CLI test flutter by  
      flutter --version  
      flutter doctor
2. create a new project
   1. In CLI type in:  
      flutter create [project name]
3. Project structure
   1. an application in Flutter is always a bunch of nested widgets (sort of like Russian dolls)

Widget – each widget is a Class

1. general idea
   1. each widget is a class and to create it, just call the constructor
   2. to add item into the class/widget, specify the item that is to be added as arguments in the constructor
   3. some useful arguments
      1. child 🡪 take another (single) widget
      2. children 🡪 take a list of widgets
2. Container()
   1. basically, a box container
3. Text()
   1. a text widget
4. MaterialApp()
   1. has home, doesn't have child/children
5. Material()
   1. is an opensource widget
   2. all children of material will have component of Material
6. Column()
   1. give a column widget (vertical)