**Practical No: 01**

**Program to demonstrate the features of Dart language.**

**Code:**

import'package:flutter/material.dart';

voidmain() {

runApp(constMyApp());

}

classMyAppextendsStatelessWidget {

constMyApp({super.key});

@override

Widgetbuild(BuildContext context) {

returnMaterialApp(

title: 'Flutter Demo',

theme: ThemeData(

colorScheme: ColorScheme.fromSeed(seedColor: Colors.deepPurple),

useMaterial3: true,

),

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

);

}

}

classMyHomePageextendsStatefulWidget {

constMyHomePage({super.key, requiredthis.title});

finalString title;

@override

State<MyHomePage>createState() =>\_MyHomePageState();

}

class\_MyHomePageStateextendsState<MyHomePage> {

int \_counter = 0;

void\_incrementCounter() {

setState(() {

d again, and so nothing would appear to happen.

\_counter++;

});

}

@override

Widgetbuild(BuildContext context) {

/

returnScaffold(

appBar: AppBar(

backgroundColor: Theme.of(context).colorScheme.inversePrimary,

title: Text(widget.title),

),

body: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: <Widget>[

constText(

'You have pushed the button this many times:',

),

Text(

'$\_counter',

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

),

],

),

),

floatingActionButton: FloatingActionButton(

onPressed: \_incrementCounter,

tooltip: 'Increment',

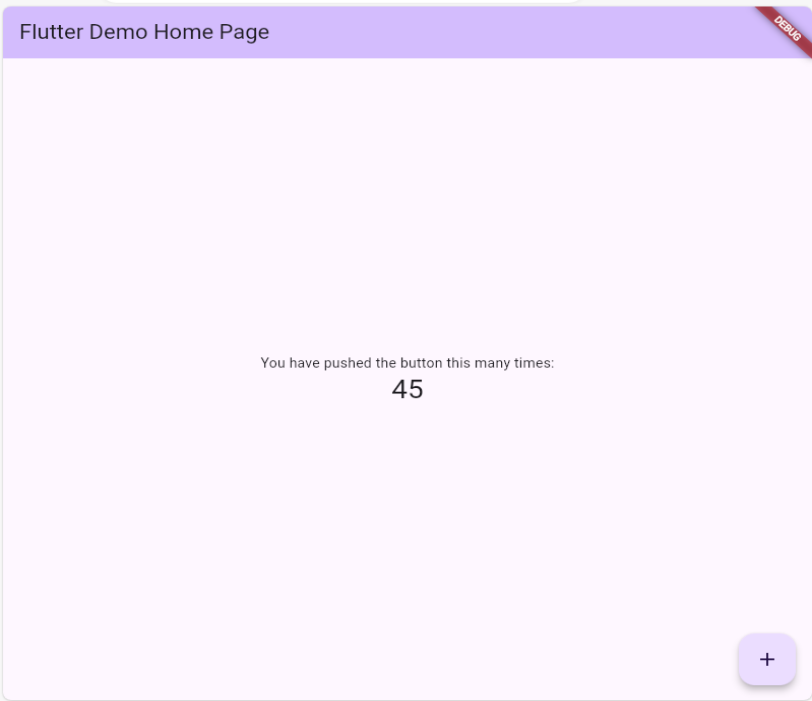
child: constIcon(Icons.add),

),

}

}

**Output:**

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