```dart
 1  import 'package:flutter/material.dart';
 2
 3  void main() => runApp(MyApp());
 4
 5  class MyApp extends StatefulWidget {
 6    @override
 7    _MyAppState createState() => _MyAppState();
 8  }
 9
10  class _MyAppState extends State<MyApp> {
11    int _increment = 0;
12    Color _color;
13    void add() {
14      setState(() {
15        _increment++;
16       switch(_increment) {
17         case 5:
18           _color = Colors.green;
19           break;
20         case 10:
21           _color = Colors.yellow;
22           break;
23         case 15:
24           _color = Colors.pink;
25           break;
26         case 20:
27           _color = Colors.teal;
28           break;
29         case 25:
30           _color = Colors.red;
31           break;
32         default:
33           _color = Colors.blue;
34           break;
35       }
36      });
37    }
38    @override
39    Widget build(BuildContext context) {
40      return MaterialApp(
41        debugShowCheckedModeBanner: false,
42        home: Scaffold(
43          appBar: AppBar(
44            backgroundColor: _color,
45            title: Text("Counter Apps"),
46            centerTitle: true,
47          ),
48          body: Center(
49            child: Text(
50              "${_increment}",
51              style: TextStyle(
52                fontSize: 50.0,
53                color: _color,
54              ),
55            ),
56          ),
57          floatingActionButton: FloatingActionButton(
58            onPressed: add,
59            child: Icon(Icons.add),
60          ),
```

```
61         floatingActionButtonLocation: FloatingActionButtonLocation.centerFloat,
62         // backgroundColor: _color,
63       ),
64     );
65   }
66 }
67
```