**Implement a counter app in Flutter**

**Main.dart**

import 'package:flutter/material.dart';

void main() {

runApp(const MyApp());

}

class MyApp extends StatelessWidget {

const MyApp({Key? key}) : super(key: key);

// This widget is the root of your application.

@override

Widget build(BuildContext context) {

return MaterialApp(

title: 'Flutter Demo',

theme: ThemeData(

primarySwatch: Colors.blue,

),

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

);

}

}

class MyHomePage extends StatefulWidget {

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

final String title;

@override

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

}

class \_MyHomePageState extends State<MyHomePage> {

int \_counter = 0;

void \_incrementCounter() {

setState(() {

\_counter++;

});

}

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: Text(widget.title),

),

body: Center(

child: Column(

mainAxisAlignment: MainAxisAlignment.center,

children: <Widget>[

const Text(

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

),

Text(

'$\_counter',

style: Theme.of(context).textTheme.headline4,

),

],

),

),

floatingActionButton: FloatingActionButton(

onPressed: \_incrementCounter,

tooltip: 'Increment',

child: const Icon(Icons.add),

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

);

}

}

**Output:**

