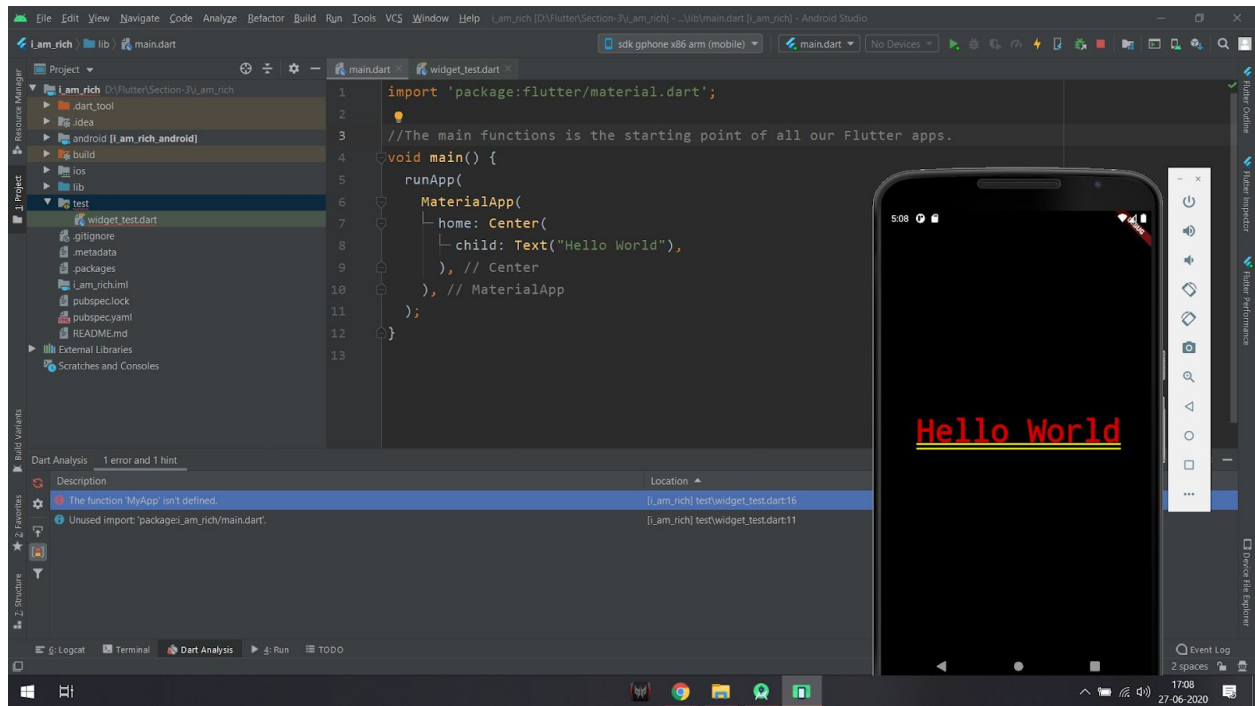
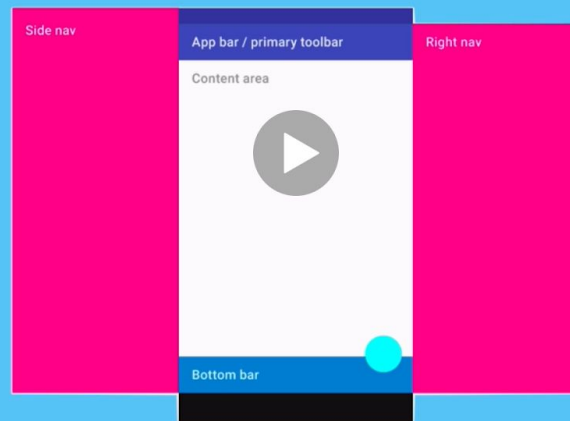


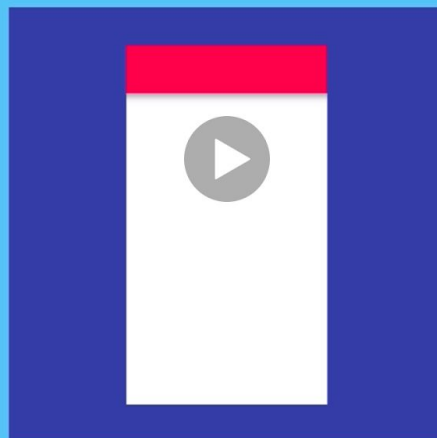
- Flutter is all based in widgets we just need to arrange them to make a app
- While creating Flutter App you will notice that there are widgets that fulfill almost every role
- The “Text” widget is responsible for displaying text
- “Center” is for laying out the screen hoping to put something right into the center
- “Material App” is like the grand daddy of the widgets because it is usually at the top. Everything we built is pretty much the “Material App”.
- When our app is run the starting file is the “main.dart” in which we are writing code. So it launches this app and it start from the top and looks for something called “main()” and then it looks for what it should do. So “main()” is the starting point of all of our app

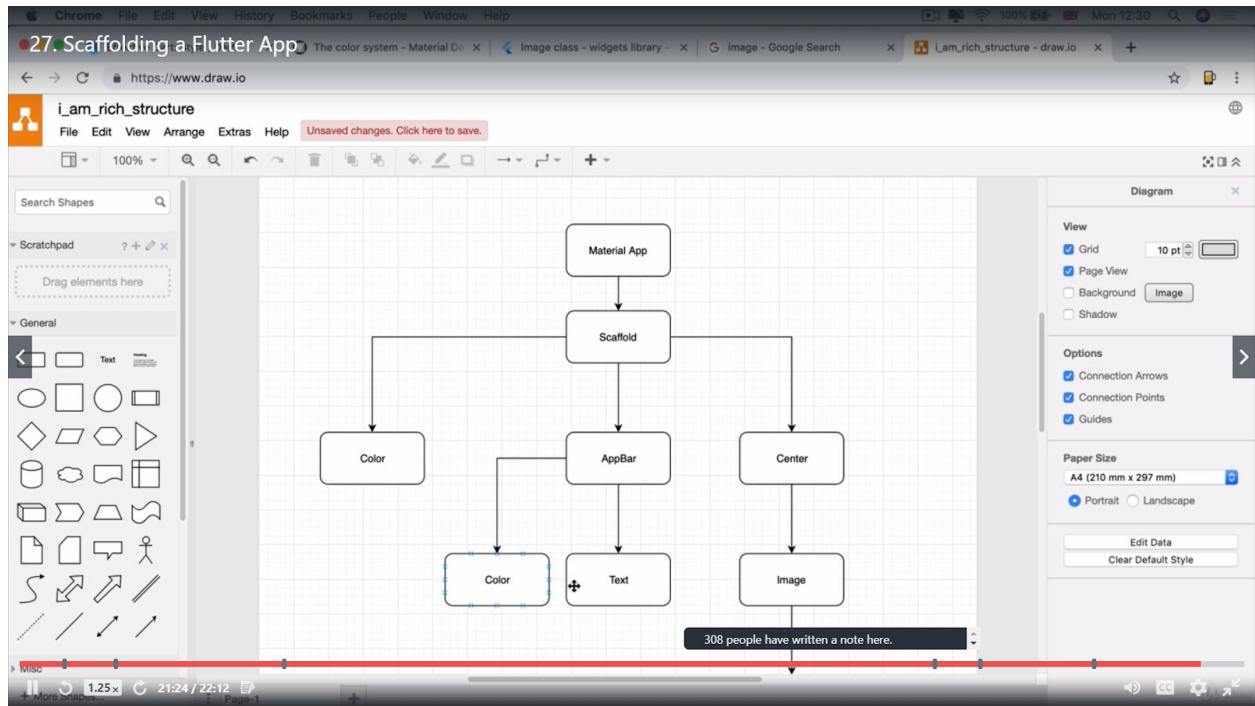


Scaffold() Widget



AppBar() Widget





```
File Edit View Navigate Code Analyze Refactor Build Run Tools VCS Window Help i.am_rich [D:\Flutter\Section-3\i.am_rich] - ...lib\main.dart [i.am_rich] - Android Studio
```

main.dart

```
1 import 'package:flutter/material.dart';
2
3 //The main functions is the starting point of all our Flutter apps.
4 void main() {
5   runApp(
6     MaterialApp(
7       home: Scaffold(
8         backgroundColor: Colors.blueGrey,
9         appBar: AppBar(
10          title: Text("I Am Rich"),
11          backgroundColor: Colors.blueGrey[900],
12        ), // AppBar
13        body: Center(
14          child: Image(
15            image:
16              NetworkImage('https://www.w3schools.com/w3css/img_lights.jpg'),
17          ), // Image
18        ), // Center
19      ), // Scaffold
20    ), // MaterialApp
21  );
22 }
```

Flutter Outline

Flutter Inspector

Flutter Performance

Device File Explorer

Logcat

Terminal

Dart Analysis

Run

TODO

Layout Inspector

Event Log

20:7 CRLF UTF-8 2 spaces

17:37

27-06-2020

YAML

YAML Ain't Markup Language



Tip
Be careful about
Indentation in YAML
files.

