

Explanation: Standard hello world app 1/2

`void main() =>` Main method which starts the class MyApp
`runApp(MyApp());`

`class MyApp extends StatelessWidget {...}` creates class MyApp, the extend StatelessWidget makes the entire app into a widget

`Widget build(BuildContext context) {...}` builds the widgets in this method

Add external packages

The pubspec.yaml manages the assets and dependencies of a flutter app

Example of pubspec.yaml:

```
dependencies:
  flutter:
    sdk: flutter
  cupertino_icons: ^0.1.2
```

Get packages: At the top you should now be able to get the packages

After you get the packages there are free to be imported in whatever class you need

Create a List in flutter

```
Widget _buildSuggestions() {
  return ListView.builder(
    padding: const EdgeInsets.all(16.0),
    itemBuilder: (context, i) {
      if (i.isOdd) return Divider(); // The Divider adds visual
      // seperation between two tiles of the list
      final index = i ~/ 2; //
      if (index >= _suggestions.length) {
        _suggestions.add(GenerateRandomPair().take(10)); //4/
      }
      return _buildRow(_suggestions[index]);
    });
}
```

Mobile Application: Standard Hello World App 2/2

Add a stateful widget

```
class RandomWords extends StatefulWidget {
  @override
  RandomWordsState createState() => RandomWordsState();
}

==> This widget just creates it's state class

class RandomWordsState extends State<RandomWords> {
  @override
  Widget build(BuildContext context) {
    CupertinoIcons? icon;
    final wordPair = WordPair.random();
    return Text(wordPair.asLowerCase);
  }
}

==> This class saves and creates new random words
```

Build ListTile in Flutter with Interactivity

```
Widget _buildRow(WordPair pair) {
  final alreadySaved = _saved.contains(pair);
  return ListTile(
    title: Text(==> First Text is displayed in a tile
    pair.asLowerCase,
    style: _biggestFont,
  ),
    trailing: Icon( Adds an Icon to the tile
    alreadySaved ? Icons.favorite : Icons.favorite_border,
    color: alreadySaved ? Colors.red : null,
  ),
    onTap: () { ==> Adds Interactivity to the tile
    setState(() {
      if (alreadySaved) {
        _saved.remove(pair);
      } else {
        _saved.add(pair);
      }
    });
  },
);
}
```

```
return MaterialApp( returns an Material Design app
  title: 'Welcome to Flutter',
  home: Scaffold( creates a Scaffold
Widget
    appBar: AppBar( creates an AppBar
which contains a title
      title: Text(' Welcome to
Flutter'),
    ),
    body: Center( creates a centered
body with text in it
      child: Text(' Hello World'),
    ),
  ),
);
```



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Not published yet.

Last updated 4th March, 2020.

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