Stateful Widget

A stateful widget is dynamic:it can change its appearance in response to events triggered by user interactions. Checkbox, Form, and TextField are examples of stateful widgets. Stateful widgets subclass StatefulWidget.

Stateless

A stateless widget never changes. Icon, IconButton, and Text are examples of stateless widgets. Stateless widgets subclass StatelessWidget.

Managing State

```
class TapboxA extends
StatefulWidget {
    Tap box A({Key key}) :
super(key: key);
    @ov erride
    _Ta pbo xAState create -
State() => _Tapbo xAS tate();
}
class _Tapbo xAState extends
State< Tap box A> {
   bool _active = false;
   void _handl eTap() {
        set Sta te(() {
            _active = !_active;
       });
   }
```

Widget manages own state

Example Stateful Implementation

```
class _FavoriteWidgetState
extends State<FavoriteWidget> {
   // ···
    @ov erride
    Widget build( Bui ldC ontext
context) {
        return Row(
            mai nAx isSize:
MainAx isS ize.min,
            chi ldren: [
```

Example Stateful Implementation (cont)

```
>       Container(
        padding: EdgeInsets.all(0),
        child: IconButton(
         icon: (_isFavorited ? Icon(Icon-
s.star) : Icon(Icons.star_border)),
         color: Colors.red[500],
         onPressed: _toggleFavorite,
        ),
       ),
       SizedBox(
        width: 18,
        child: Container(
         child: Text('$_favoriteCount'),
        ),
       ),
```

Managing State

```
lass ParentWidget extends
StatefulWidget {
    @ov erride
    _Pa ren tWi dge tState
create State() => _Paren tWi -
dge tSt ate();
}
class _Paren tWi dge tState
extends State< Par ent Wid get>
{
   bool _active = false;
   void _handl eTa pbo xCh ang -
ed(bool newValue) {
        set Sta te(() {
            _active = newValue;
       });
   }
```

Parent widget manages state

Navigation

Push new route	`Naviga tor.push( contex`
Return to old route	`onPressed: () { Naviga to`
Define routes	`routes: { '/': (conte`
Push data to new screen	`Naviga tor.push( ),`
Return data from screen	`Raised Button( onPressed: ;`

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