

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 dependencies: flutter: sdk: flutter
 pubspec: cupertino_icons: ^0.1.2 english_words:
 c.yaml: ^3.1.5

Get At the top you should now be able to get the packages 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: / 1/ (context, i) {
      if (i.isOdd) return Divider(); / 2/
      ==> The Divider adds visual separation
between two tiles of the list
      final index = i ~/ 2; / 3/
      if (index >= _suggestions.length) {
        _suggestions.addAll(generateWordPairs().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) {
    final wordPair = WordPair.random();
    return Text(wordPair.asPascalCase);
  }
}
==> 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.asPascalCase,
    style: _biggerFont,
  ),
    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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Page 1 of 2.

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