

Understand Flutter APP

```
1. import 'package:flutter/material.dart';
2. void main() {
3.   runApp(TestClass());
4. }
5. class TestClass extends StatelessWidget{
6.   Widget build(BuildContext context){
7.
8.     // Material App
9.     return MaterialApp(
10.    / Scaffold Widget
11.    home: Scaffold(
12.      appBar: AppBar(
13.        // AppBar takes a Text Widget
14.        // in it's title parameter
15.        title: Text('title test'),
16.      ),
17.      body: Center(
18.        child: Text('Hello World 1')
19.      ),
20.    )
21.  );
22. }
23. }
```



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- line 1, we have imported the material design library which will be used in this app.
 - `import 'package:flutter/material.dart';`
- Line 2, we have our main function. This is the point where the code execution will start
 - `void main() {`
- Line 3, we have the class 'TestClass' which is extending the *StatelessWidget*. This is basically the main widget tree of our 'hello world' app. All this is followed by the build method, which is returning a *MaterialApp* widget.

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- Then we have employed home property of the *MaterialApp*, which in turn is holding the *Scaffold* widget.
- The *Scaffold* widget is containing the whole screen of the app. We have used the *AppBar* property which is taking the *AppBar* widget as the object. And in turn the *AppBar* widget is holding 'title test' as the title. Then we have the *body*, which is again the property of the *MaterialApp*. *Center* is the object of the *body* and it's child is *Text* widget which reads 'Hello World 1'.