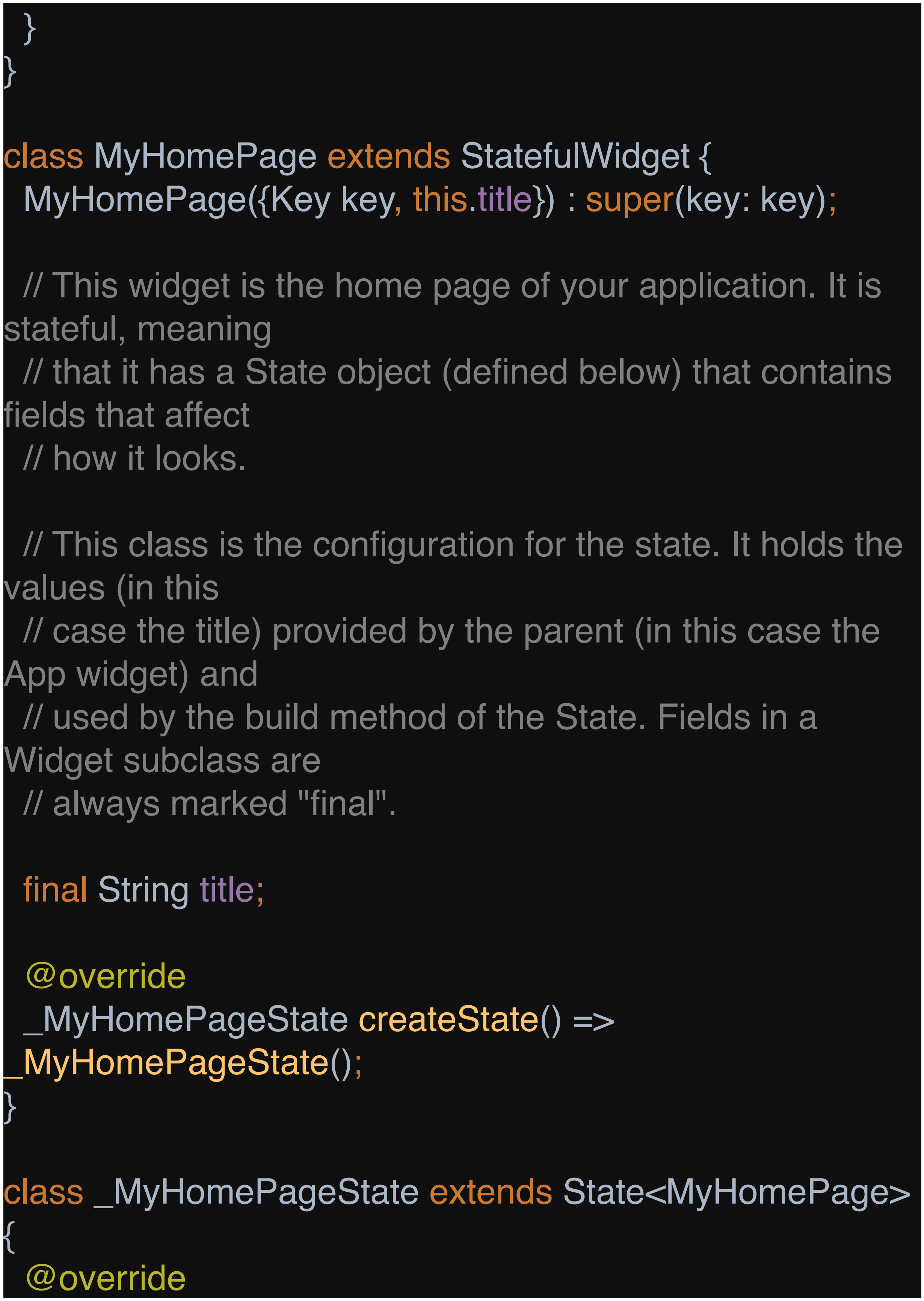
```
import 'package:flutter/material.dart';

void main() => runApp(MyApp());

class MyApp extends StatelessWidget {
  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Flutter Demo',
      theme: ThemeData(
        // This is the theme of your application.
        //
        // Try running your application with "flutter run". You'll
see the
        // application has a blue toolbar. Then, without
quitting the app, try
        // changing the primarySwatch below to Colors.green
and then invoke
        // "hot reload" (press "r" in the console where you ran
"flutter run",
        // or simply save your changes to "hot reload" in a
Flutter IDE).
        // Notice that the counter didn't reset back to zero; the
application
        // is not restarted.
        primarySwatch: Colors.blue,
      ),
      home: MyHomePage(title: 'Flutter Demo Home Page'),
    );
```



```
  }
}

class MyHomePage extends StatefulWidget {
  MyHomePage({Key key, this.title}) : super(key: key);

  // This widget is the home page of your application. It is
stateful, meaning
  // that it has a State object (defined below) that contains
fields that affect
  // how it looks.

  // This class is the configuration for the state. It holds the
values (in this
  // case the title) provided by the parent (in this case the
App widget) and
  // used by the build method of the State. Fields in a
Widget subclass are
  // always marked "final".

  final String title;

  @override
  _MyHomePageState createState() =>
_MyHomePageState();
}

class _MyHomePageState extends State<MyHomePage>
{
  @override
  Widget build(BuildContext context) {
    // This method is rerun every time setState is called, for
instance as done
    // by the _incrementCounter method above.
    //
    // The Flutter framework has been optimized to make
rerunning build methods
    // fast, so that you can just rebuild anything that needs
updating rather
    // than having to individually change instances of
widgets.
    return Scaffold(
      appBar: AppBar(
        // Here we take the value from the MyHomePage
object that was created by
        // the App.build method, and use it to set our appbar
title.
        title: Text(widget.title),
      ),
      body: Center(
        // Center is a layout widget. It takes a single child and
positions it
        // in the middle of the parent.
        child: Column(
          // Column is also a layout widget. It takes a list of
children and
          // arranges them vertically. By default, it sizes itself
to fit its
          // children horizontally, and tries to be as tall as its
parent.
```

```
          //
          // Invoke "debug painting" (press "p" in the console, 
choose the
          // "Toggle Debug Paint" action from the Flutter 
Inspector in Android
          // Studio, or the "Toggle Debug Paint" command in 
Visual Studio Code)
          // to see the wireframe for each widget.
          //
          // Column has various properties to control how it 
sizes itself and
          // how it positions its children. Here we use 
mainAxisAlignment to
          // center the children vertically; the main axis here is 
the vertical
          // axis because Columns are vertical (the cross axis 
would be
          // horizontal).
          mainAxisAlignment: MainAxisAlignment.center,
          children: <Widget>[
            TextField(),
            TextField(),
          ],
        ),
      ),
      floatingActionButton: FloatingActionButton(
        onPressed: () {},
        tooltip: 'Increment',
        child: Icon(Icons.add),
      ), // This trailing comma makes auto-formatting nicer
```

```
for build methods.
    );
  }
}
```