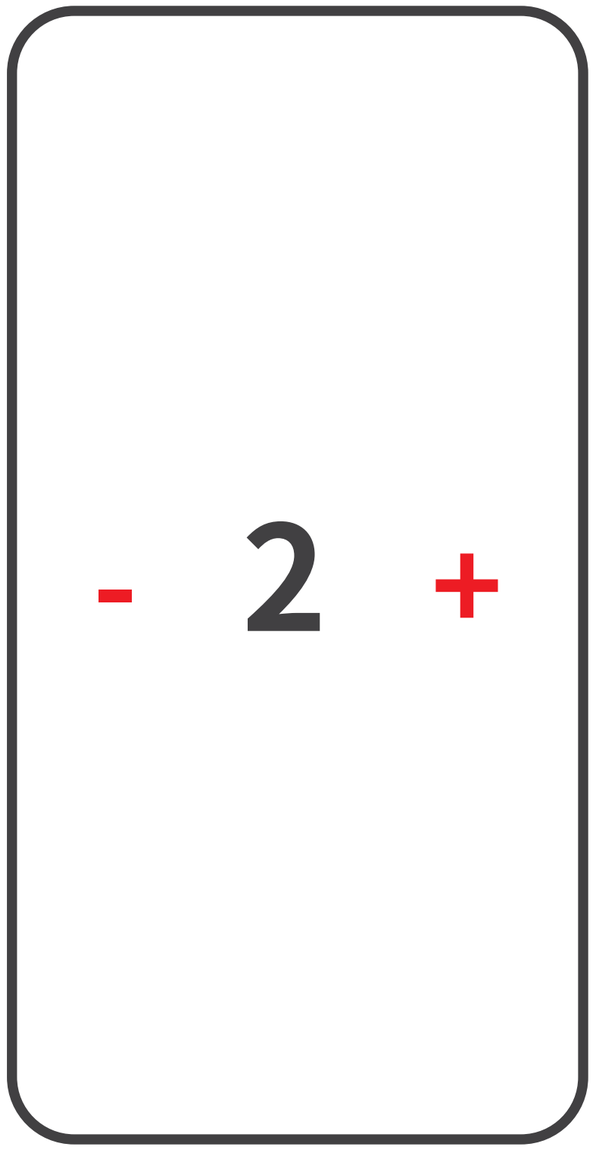
Statefull widget



set state

refresh

Cubit

- 3 +

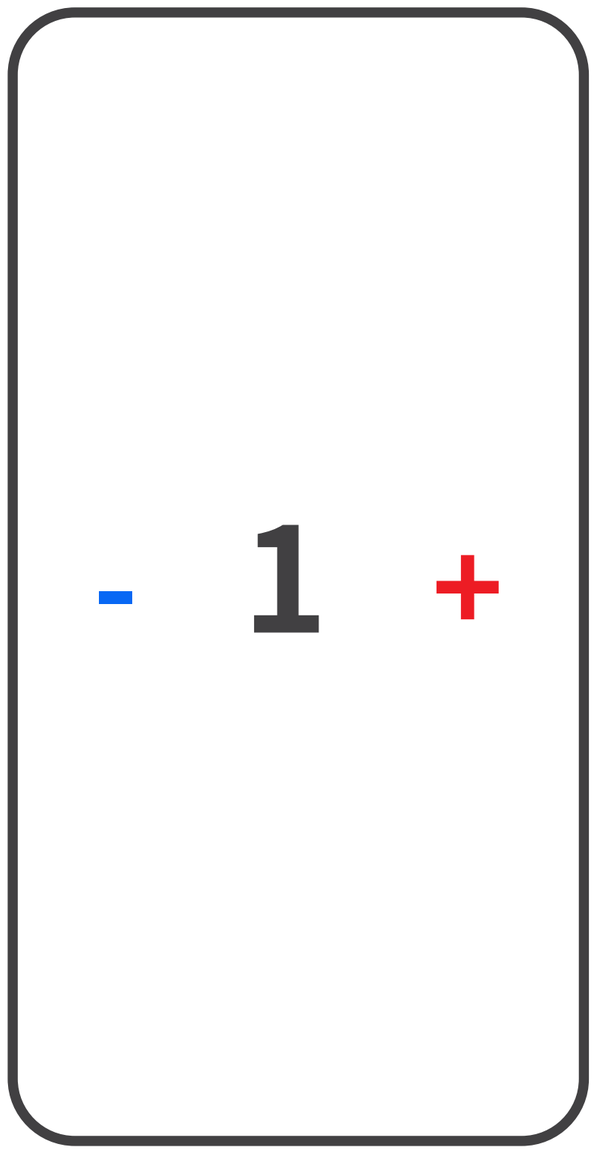
int number = 3 ;

<get> method;

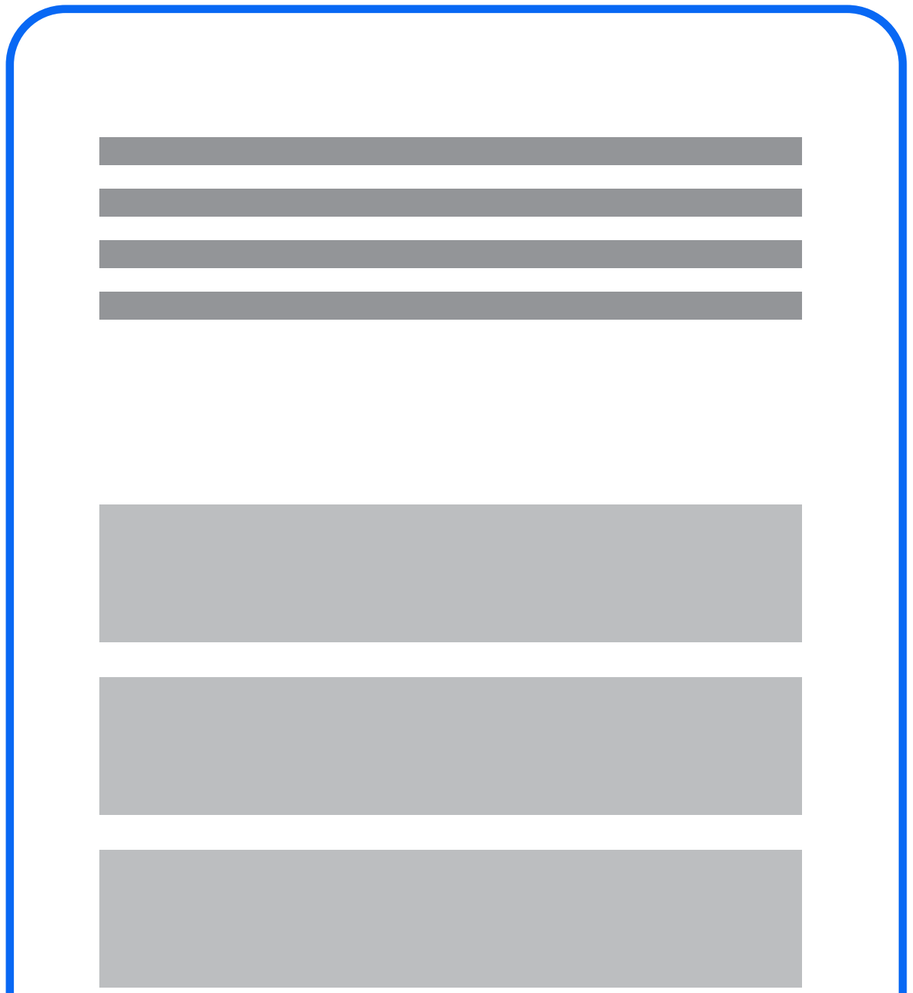
number++;
emit();

number--;
emit();

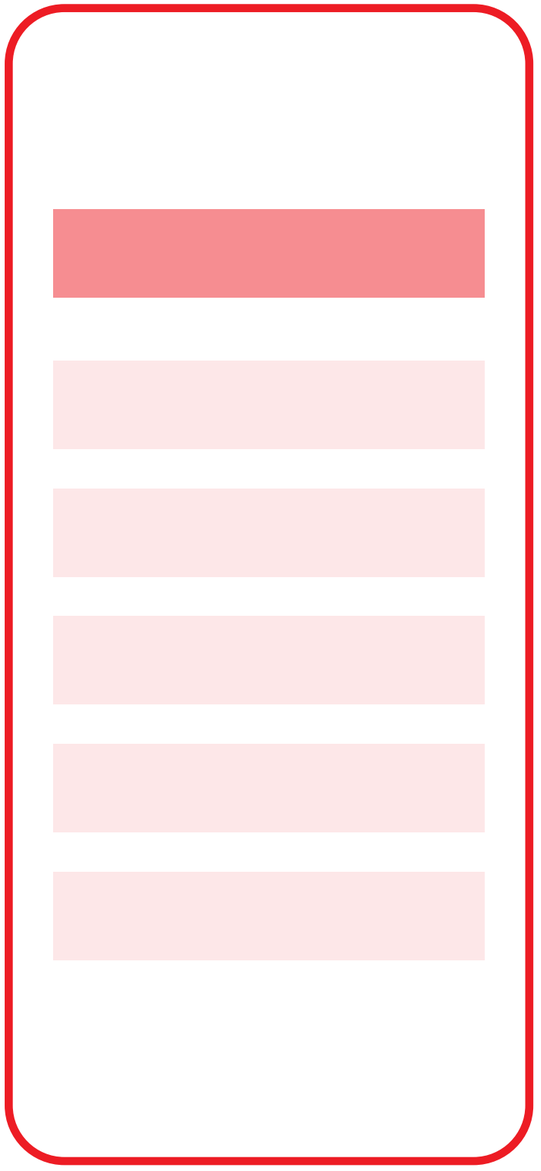
Screen



Cubit

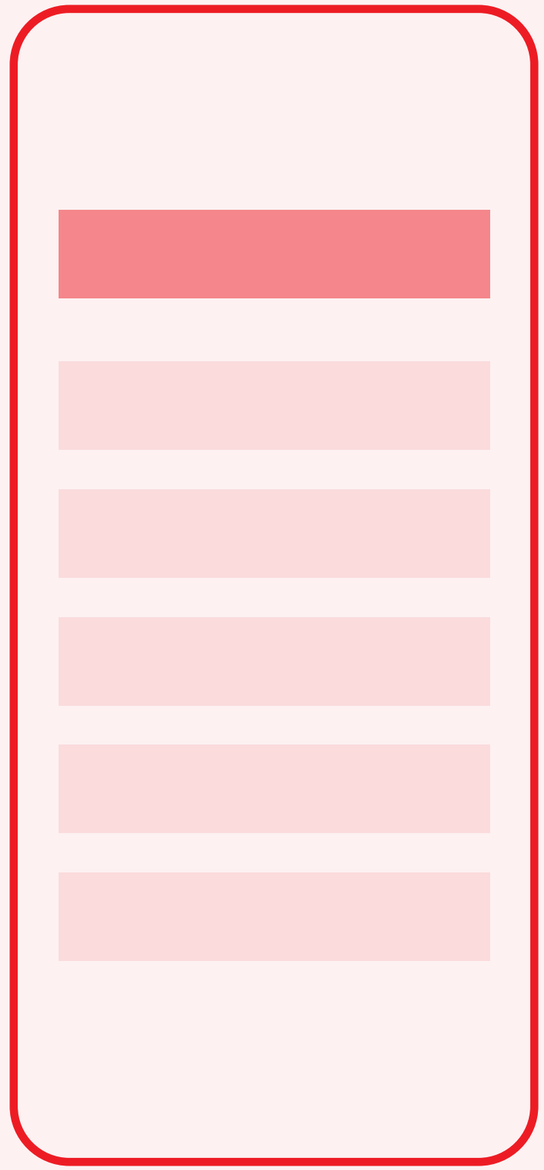


States



1. Create abstract class.
2. Create initial state from abstract class.
3. Create class for each state.

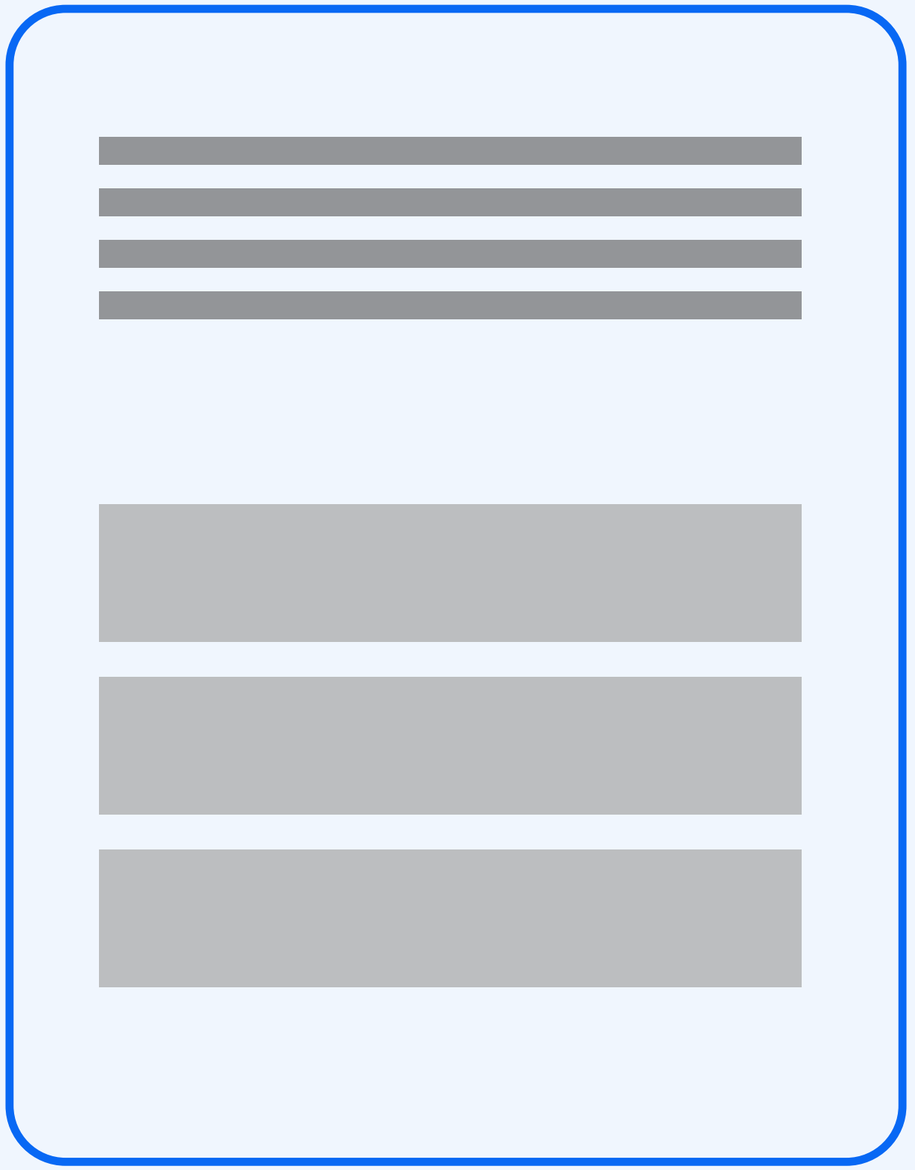
States



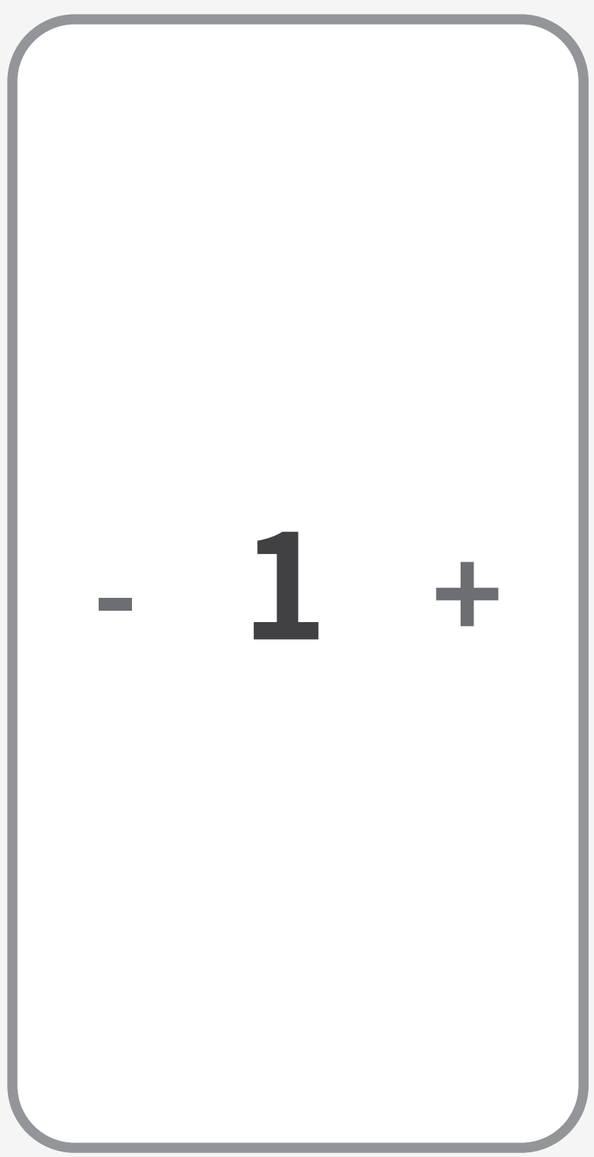
1. Create class extends Cubit<states>.
2. Pass init state to super.
3. Create function to get object from the cubit.
4. Create functions.

Create BlocObserver Class

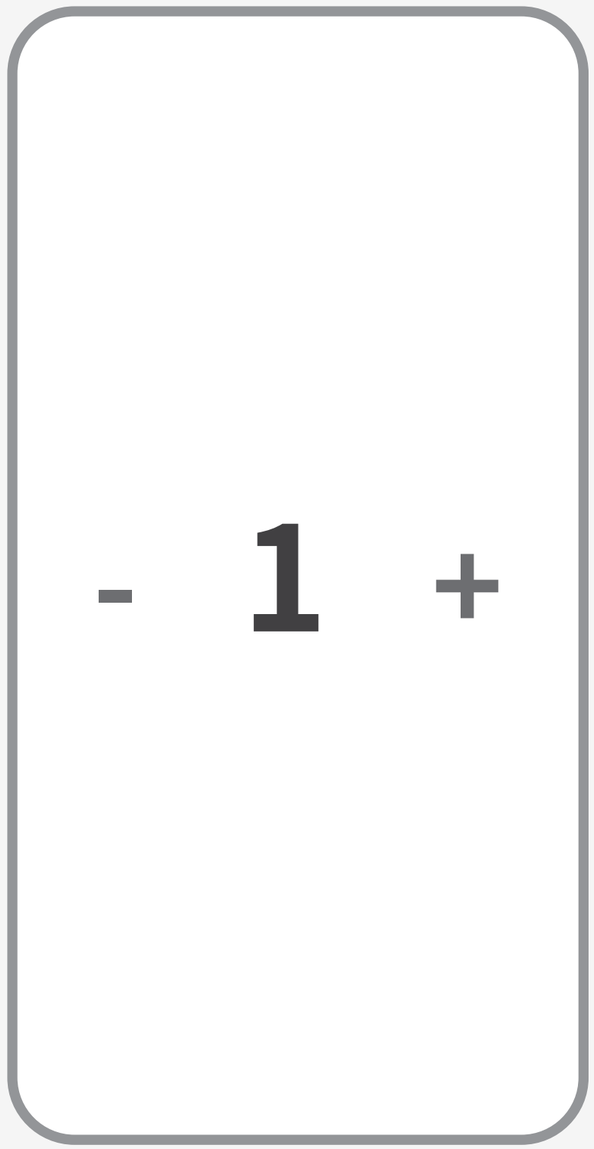
Cubit



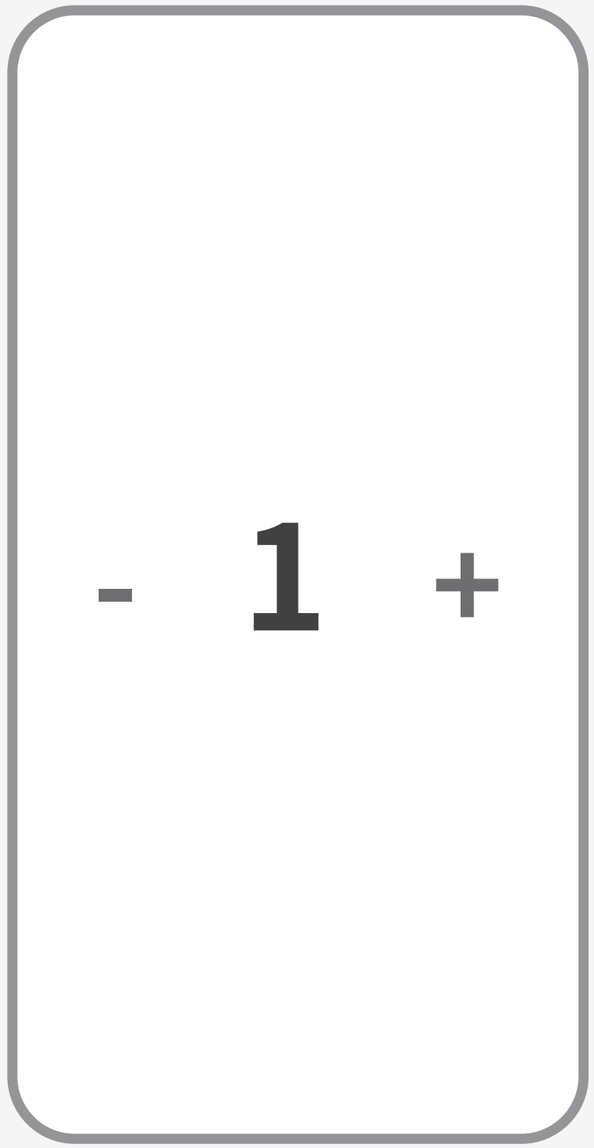
1. Create BlocProvider.
2. Create the cubit inside BlocProvider.
3. Pass BlocConsumer to BlocProvider' child.
5. Create listener & builder.
6. Return the screen widget inside builder.



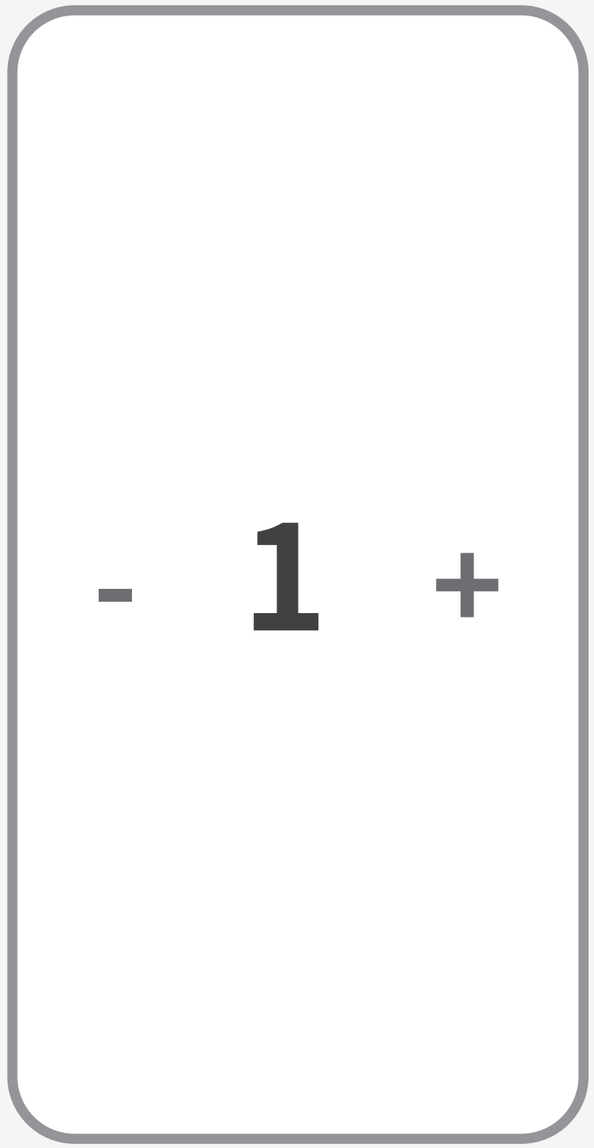
```
@override
Widget build(BuildContext context){
    return Widget();
 }
```



```
@override
Widget build(BuildContext context){
    return BlocProvider(
        create: () => Cubit(),
    );
 }
```

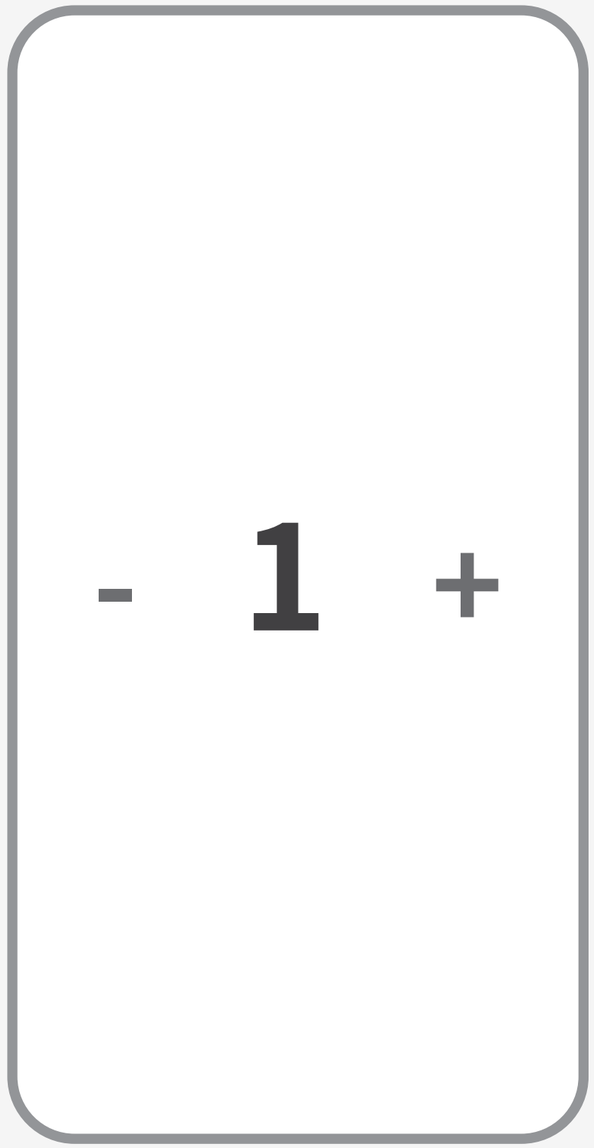


```dart
@override
Widget build(BuildContext context){
    return BlocProvider(
        create: () => Cubit(),
        child: BlocConsumer<Cubit, States>(),
    );
}
```



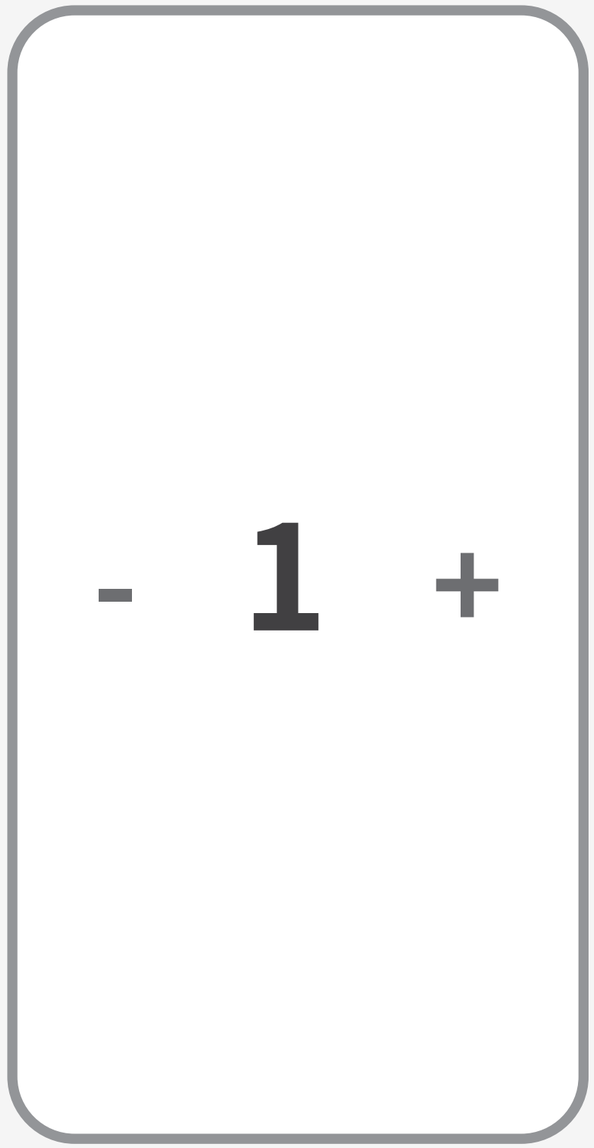
```dart
@override
Widget build(BuildContext context){
    return BlocProvider(
        create: () => Cubit(),
        child: BlocConsumer<Cubit, States>(
            listener: (context, state){},
            builder: (context, state){},
        ),
    );
}
```

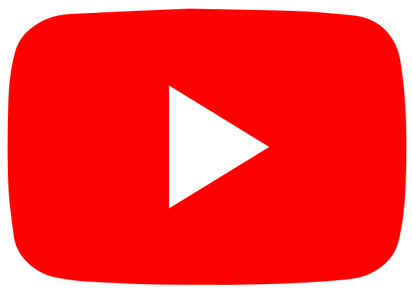
Screen



```dart
@override
Widget build(BuildContext context){
    return BlocProvider(
        create: () => Cubit(),
        child: BlocConsumer<Cubit, States>(
            listener: (context, state){},
            builder: (context, state){
                return Widget();
            },
        ),
    );
}
```


Screen





Watch the videos
on YouTube *here*