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//ElizabethWarrenQuotapaloozaApp
//main.dart
//Please note, I make no claims about the quality of this code
//example. I am totally new at this, and a lot of it is probably
//terrible, and I'm okay with that. This is provided only for
//other new learners, and as a record so that later on I can
//facepalm jovially while marveling at how much I've progressed.
// 1) Create a new Flutter App (in this project) and output an
AppBar and some text
// below it
// 2) Add a button which changes the text (to any other text of
vour choice)
// 3) Split the app into three widgets: App, TextControl & Text
import 'package:flutter/material.dart';
import "dart:math";
import './textcontrol.dart';
import './text.dart';
void main() => runApp(MyApp());
var quoteList = [
  'What I\'ve learned is that real change is very, very hard.
But I\'ve also learned that change is possible - if you fight
for it.',
  'Part of my job is to make sense of all that I hear, and to
retell it in a forceful way so that the decision-makers at
Treasury can hear it. At least that \'s how I see it.',
  'The core of my career is my teaching and my writing.',
  'And that\'s how we build the economy of the future. An
economy with more jobs and less debt, we root it in fairness. We
grow it with opportunity. And we build it together.',
  'Writing laws based on an abstract theory, rather than
reality, is a dangerous undertaking.',
  'We cannot run a democracy without a strong middle class.',
  'I\'m willing to throw my body in front of the bus to stop bad
ideas.',
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'A good education is a foundation for a better future.',
  'There are very few people at the decision-making table to
argue for minimum-wage workers. Very few people.',
  'In America today, a young person needs more education after
high school just to have a chance to make it in the middle
class. Not a guarantee, just a chance to make it.',
  'Choose to fight only righteous fights, because then when
things get tough - and they will - you will know that there is
only one option ahead of you: Nevertheless, you must persist.',
  'Our work continues, the fight goes on, and big dreams never
die.',
  ];
final random = new Random();
var warrenQuote = 'Click for a quote from Elizabeth Warren!';
class MyApp extends StatefulWidget {
  Coverride
 MyAppState createState() => MyAppState();
class MyAppState extends State<MyApp> {
 void quoteButton() {
    setState(() {
     warrenQuote =
quoteList[ random.nextInt(quoteList.length)];
    });
   print(warrenQuote);
  Coverride
  Widget build(BuildContext context) {
    return MaterialApp (
     home: Scaffold(
        appBar: AppBar(
        title: const Text('Elizabeth Warren Quotapalooza!',
style: TextStyle(color: Colors.white, fontSize: 22,)),
        backgroundColor: Colors.teal,
      ) ,
      body: ListView(children: <Widget>[
        Padding (
          padding: const EdgeInsets.all(8.0),
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child:
Image.asset('assets/images/elizabeth warren.jpg'),
        ) ,
        Padding(
          padding: const EdgeInsets.all(8.0),
          child: Quote (warrenQuote),
        ) ,
        Padding (
          padding: const EdgeInsets.all(8.0),
          child: UpdateQuote(quoteButton),
        ) ,
      ],),
      ) ,
   );
//ElizabethWarrenQuotapaloozaApp
//textcontrol.dart
import 'package:flutter/material.dart';
import 'main.dart';
class UpdateQuote extends StatelessWidget {
  final Function updateQuote;
  UpdateQuote (this.updateQuote);
  @override
  Widget build(BuildContext context) {
    return Container (
      width: double.infinity,
      child: RaisedButton(
        color: Colors.teal,
        textColor: Colors.white,
        child: Text('Click for a new quote!', style:
TextStyle(fontSize: 22,)),
        onPressed: updateQuote,
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) ,
   ) ;
//ElizabethWarrenQuotapaloozaApp
//text.dart
import 'package:flutter/material.dart';
import 'main.dart';
class Quote extends StatelessWidget {
 final String warrenQuote;
 Quote(this.warrenQuote);
 @override
 Widget build(BuildContext context) {
   return Text(warrenQuote, style: TextStyle(fontSize: 22,));
   // floatingActionButton: FloatingActionButton(
   // onPressed: () => setState(() => count++),
   // tooltip: 'Increment Counter',
   // child: const Icon(Icons.add),
   // ),
```