

# Assignment 1 Dry exercise- Project in Android Development

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1. The 2 lines that make the list infinitely scrolling are:

```
if (index >= _suggestions.length) {  
  _suggestions.addAll(generateWordPairs().take(10));  
}
```

Explanation: every time we reach the end of the list, 10 new pairs are added to it.

if we remove these lines, the list would be of finite length (10), and if we scroll to the end of the list, there will be an error message:



```
RangeError (index): Invalid  
value: Not in inclusive  
range 0..9: 10  
See also: https://  
flutter.dev/docs/testing/  
errors
```

2. A different method to construct such a list with dividers is the `ListView.separated` constructor.

I think that using the `ListView.separated` constructor is the better way, since it makes the code more elegant, and also makes the developing process easier by saving time and preventing the programmer from making mistakes while working with the indexes of the list.

3. We need to call `setState()` inside the `onTap()` handler because we want to update the state of `RandomWords` widget: `OnTap` is called after pressing on the heart icon, and since `RandomWords` is a stateful widget, and the UI is affected by the changes in the list, calling `setState` is necessary in order to rebuild the widget and redraw the UI that is related to the updated state (in this case- the color of the heart icon).

## Part B

1. The purpose of the `MaterialApp` widget is to wrap some widgets that are often required for applications that use Material Design.

3 examples of its properties:

- title property: a string that describes the app and the device uses it to identify the app.
- theme property: used for default visual properties for the Material widgets of the application.
- Home widget: used for the default route of the application.

2. The key property of the the Dismissible widget is associated to an element and used to identify widgets (and more), and to contro; how one widget replaces another widget in the tree. Here, the dismissible is a list item, so a key is required to distinguish an item from others that share the same parent so when onDismissed called, the item will be removed from the list.

## Memes

me waiting for the first compilation to finish:



Hot  
Restart



Hot  
Reload