



Visual Studio Code interface showing the development of a Flutter application. The Explorer panel on the left displays the project structure, including the `lib` directory and the `views` subdirectory. The main editor displays the `list.dart` file, which defines the `AnimeList` widget and its stateful subclass `_AnimeListState`. The code includes imports for Flutter, the application's database helper, and other views. The `build` method of `_AnimeListState` uses a `Scaffold` with a `AppBar` and a `Column` of `Expanded` widgets, each containing a `ListView.builder` to display a list of items.

```
import 'dart:convert';
import 'dart:typed_data';

import 'package:flutter/material.dart';
import 'package:flutter_crud_operations/views/edit.dart';
import '../drawal.dart';

import '../colors.dart';
import '../db_manager.dart';

class AnimeList extends StatefulWidget {
  const AnimeList({Key? key}) : super(key: key);

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

class _AnimeListState extends State<AnimeList> {
  final dbHelper = DatabaseHelper.instance;
  List<Map<String, dynamic>> allCategoryData = [];

  @override
  void initState() {
    super.initState();
    _query();
  }

  @override
  Widget build(BuildContext context) {
    return SafeArea(
      child: Scaffold(
        drawer: Drawal(),
        appBar: AppBar(
          backgroundColor: MyColors.primaryColor,
          title: Text("Lista de Animes"),
          centerTitle: true,
        ), // AppBar
        body: Column(
          children: [
            Text(""),
            Expanded(
              child: ListView.builder(
                itemCount: allCategoryData.length,
                padding: EdgeInsets.zero,
                itemBuilder: (_, index) {
```

The bottom panel shows the PROBLEMS view, indicating 1K+ errors. The output shows a series of asynchronous suspensions and database operations performed by the application.

```
E/flutter ( 6990): #1 SqliteDatabaseMixin.txnRawInsert.<anonymous closure>
E/flutter ( 6990): <asynchronous suspension>
E/flutter ( 6990): #2 BasicLock.synchronized
E/flutter ( 6990): <asynchronous suspension>
E/flutter ( 6990): #3 SqliteDatabaseMixin.txnSynchronized
E/flutter ( 6990): <asynchronous suspension>
E/flutter ( 6990): #4 DatabaseHelper.insert
E/flutter ( 6990): <asynchronous suspension>
E/flutter ( 6990): #5 _AddAnimeState._insert
E/flutter ( 6990): <asynchronous suspension>
E/flutter ( 6990):
```

Mobile emulator view showing the application's UI. The screen displays a green header with the title "Add Anime". Below the header, there are six text input fields, each containing the letter "a". At the bottom of the screen, there is a green "Save" button. The emulator interface includes a top bar with "Arquivo", "Editar", and "Exibir" menus, and a bottom status bar showing "Ln 7, Col 9", "100%", "Windows (CRLF)", and "UTF-8".

Visual Studio Code interface showing the Dart code for the 'list.dart' file. The code defines the 'Animelist' class and its stateful widget logic.

```
import 'dart:convert';
import 'dart:typed_data';

import 'package:flutter/material.dart';
import 'package:flutter_crud_operations/views/edit.dart';
import '../drawal.dart';

import '../colors.dart';
import '../db_manager.dart';

class Animelist extends StatefulWidget {
  const Animelist({Key? key}) : super(key: key);

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

class _AnimelistState extends State<Animelist> {
  final dbHelper = DatabaseHelper.instance;
  List<Map<String, dynamic>> allCategoryData = [];

  @override
  void initState() {
    super.initState();
    _query();
  }

  @override
  Widget build(BuildContext context) {
    return SafeArea(
      child: Scaffold(
        drawer: Drawal(),
        appBar: AppBar(
          backgroundColor: MyColors.primaryColor,
          title: Text("Lista de Animes"),
          centerTitle: true,
        ), // AppBar
        body: Column(
          children: [
            Text(""),
            Expanded(
              child: ListView.builder(
                itemCount: allCategoryData.length,
                padding: EdgeInsets.zero,
                itemBuilder: (_, index) {
```

The bottom status bar shows: main* 844 73 101 Debug my code Ln 7, Col 1 Spaces: 2 UTF-8 CRLF Dart Dart DevTools Go Live Flutter: 3.13.6 Pixel 3a XL API 30 (android-x86 emulator) tabnine starter

Mobile emulator view showing the 'About' screen. The screen displays the text 'Desenvolvido por Diego e Fabio'.

Atividade \$columnl

Arquivo Editar Exibir

8:55 About

Desenvolvido por Diego e Fabio

Ln 7, Col 9 100% Windows (CRLF) UTF-8

Visual Studio Code interface showing the Dart code for the `list.dart` file. The code defines the `Animelist` class and its stateful widget `_AnimelistState`.

```
import 'dart:convert';
import 'dart:typed_data';

import 'package:flutter/material.dart';
import 'package:flutter_crud_operations/views/edit.dart';
import '../drawal.dart';

import '../colors.dart';
import '../db_manager.dart';

class Animelist extends StatefulWidget {
  const Animelist({Key? key}) : super(key: key);

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

class _AnimelistState extends State<Animelist> {
  final dbHelper = DatabaseHelper.instance;
  List<Map<String, dynamic>> allCategoryData = [];

  @override
  void initState() {
    super.initState();
    _query();
  }

  @override
  Widget build(BuildContext context) {
    return SafeArea(
      child: Scaffold(
        drawer: Drawal(),
        appBar: AppBar(
          backgroundColor: MyColors.primaryColor,
          title: Text("Lista de Animes"),
          centerTitle: true,
        ), // AppBar
        body: Column(
          children: [
            Text(""),
            Expanded(
              child: ListView.builder(
                itemCount: allCategoryData.length,
                padding: EdgeInsets.zero,
                itemBuilder: (_, index) {
```

The bottom status bar shows: `Ln 78, Col 35 Spaces: 2 UTF-8 CRLF Dart Dart DevTools Go Live Flutter: 3.13.6 Pixel 3a XL API 30 (android-x86 emulator) tabnine starter`

Mobile emulator interface showing the application running on a virtual device. The app displays a green header with the text "Home -> Diego & Fábio" and a white body with the text "Bem vindo a aplicação".

The bottom status bar shows: `Ln 7, Col 9 100% Windows (CRLF) UTF-8`