

Assignment 9

- Create a *StatefulWidget* that displays an image. The image should be centered on the screen. The image should change to another image when the user presses a button. You need to add five different images in the *assets* folder. When the user reaches the last image, the image should change back to the first image.
- Reformat the code from the previous exercise to display the images in a random order. In other words, the images should be displayed in a random order every time the user presses the button.

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

void main() {
  runApp(MyApp());
}

class MyApp extends StatelessWidget {
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      home: ImageCycleScreen(),
    );
  }
}

class ImageCycleScreen extends StatefulWidget {
  @override
  _ImageCycleScreenState createState() => _ImageCycleScreenState();
}

class _ImageCycleScreenState extends State<ImageCycleScreen> {
  int currentImageIndex = 0;
  List<String> imagePaths = [
    'image11.png',
    'images-2.jpeg',
    'images-2.png',
    'images.png',
    'images-3.png',
  ];
  void changeImage() {
    setState(() {
      currentImageIndex = (currentImageIndex + 1) % imagePaths.length;
    });
  }
}
```

```
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text('Image Cycle'),
    ),
    body: Center(
      child: Column(
        mainAxisAlignment: MainAxisAlignment.center,
        children: [
          Image.asset(
            imagePaths[currentImageIndex],
            width: 200,
            height: 200,
          ),
          SizedBox(height: 20),
          ElevatedButton(
            onPressed: changeImage,
            child: Text('Change Image'),
          ),
        ],
      ),
    ),
  );
}
```

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تحرير

```

lib > main.dart > _ImageCycleScreenState
1 import 'package:flutter/material.dart';
2
3 void main() {
4   runApp(MyApp());
5 }
6
7 class MyApp extends StatelessWidget {
8   @override
9   Widget build(BuildContext context) {
10    return MaterialApp(
11      home: ImageCycleScreen(),
12    ); // MaterialApp
13  }
14 }
15
16 class ImageCycleScreen extends StatefulWidget {
17   @override
18   _ImageCycleScreenState createState() => _ImageCycleScreenState();
19 }
20
21 class _ImageCycleScreenState extends State<ImageCycleScreen> {
22   int currentIndex = 0;
23   List<String> imagePaths = [
24
25     'image1.png',
26     'images-2.jpeg',
27     'images-2.png',
28     'images.png',
29     'images-3.png',
30   ];
31
32   void changeImage() {
33     setState(() {
34       currentIndex = (currentIndex + 1) % imagePaths.length;
35     });
36 }

```

Image Cycle



Change Image

...
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تحرير

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Image Cycle



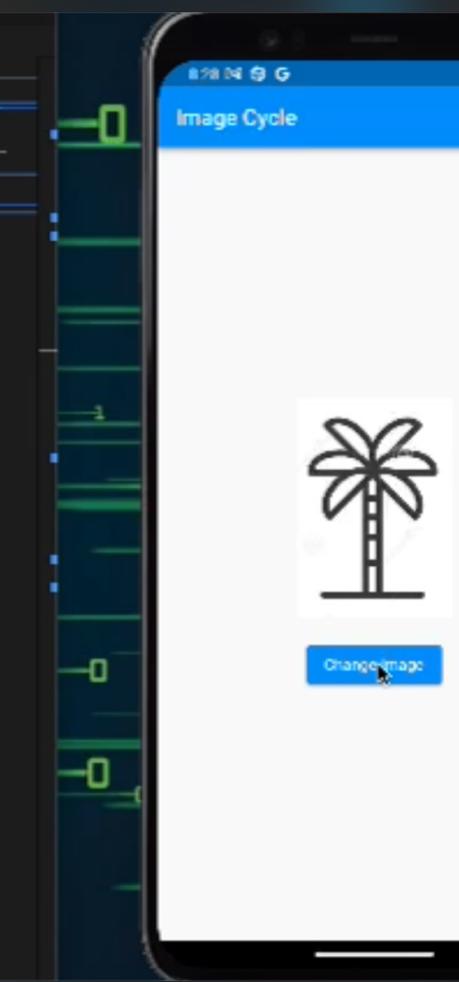
Change Image

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تحرير

```

> main.dart > _ImageCycleScreenState
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2 import 'package:flutter/material.dart';
3
4 Run | Debug | Profile
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39 
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تحرير

lib > main.dart > _ImageCycleScreenState

```

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