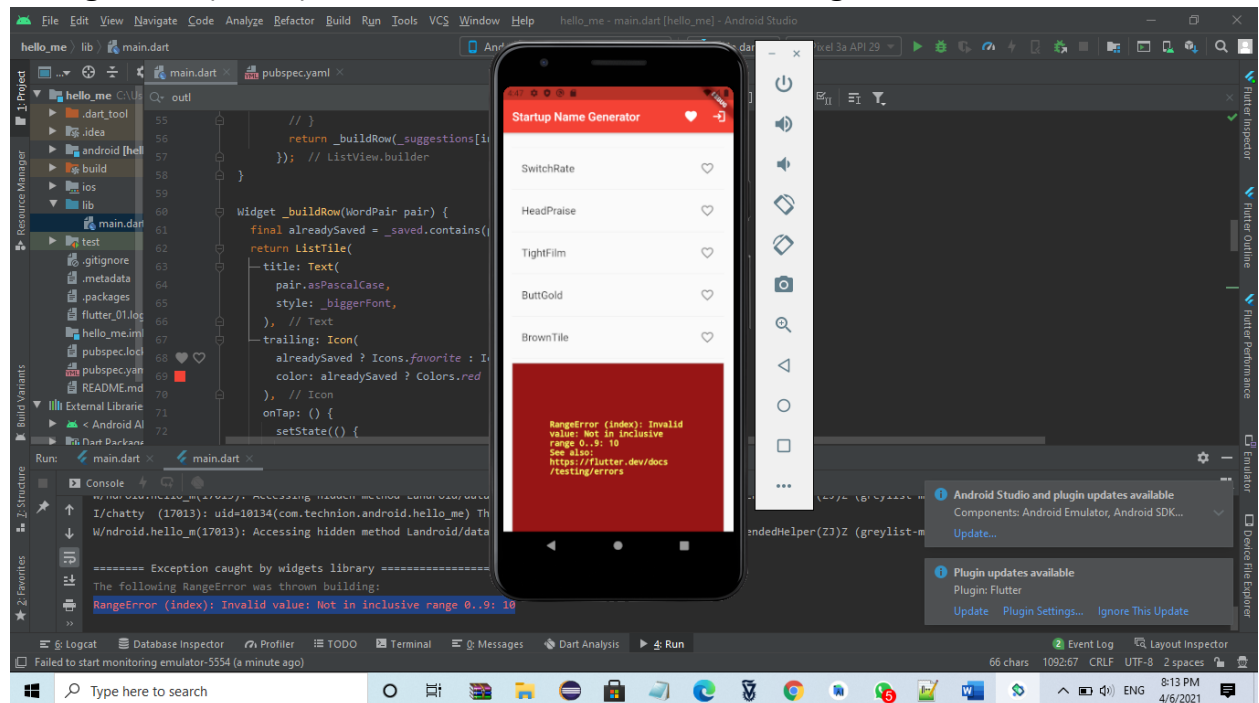## Dry Exercise1:

1. the 2 lines of code are:

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

if we remove these lines, and scroll to the end of the list we will get the following error:

"RangeError (index): Invalid value: Not in inclusive range 0..9: 10"

2. A different method to construct a list with dividers is the **ListView.separated** constructor which takes two IndexedWidgetBuilders: itemBuilder builds child items on demand, and separatorBuilder similarly builds separator children which appear in between the child items. I think that **ListView.separated** is better because it is doing our work, easier to use and clear especially if the list is finite.

3. I need it there to make the heart icons tappable, such that when a tile has been tapped, the function calls setState() to notify the framework that state has changed. Calling setState() triggers a call to the build() method for the State object, resulting in an update to the UI.

Dry Exercise2:

1. The method that I used to implement navigation from the main screen to the login screen is **Navigator.of(context).push**. Another method to achieve the same result is **Navigator.pushNamed**.

2. The method that I used to show the Snackbar is **ScaffoldMessenger.of(context).showSnackBar**. The other widget which is required in order to show the Snackbar is the current Scaffold (where the Snackbar will be displayed).