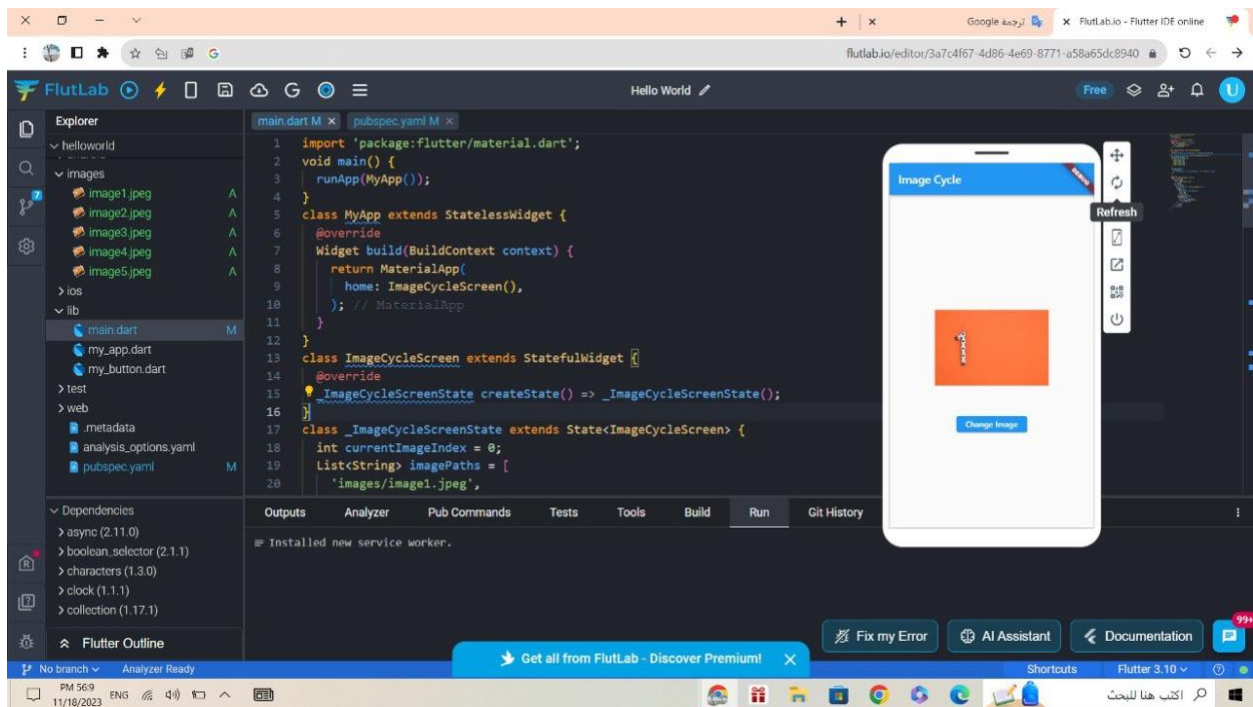
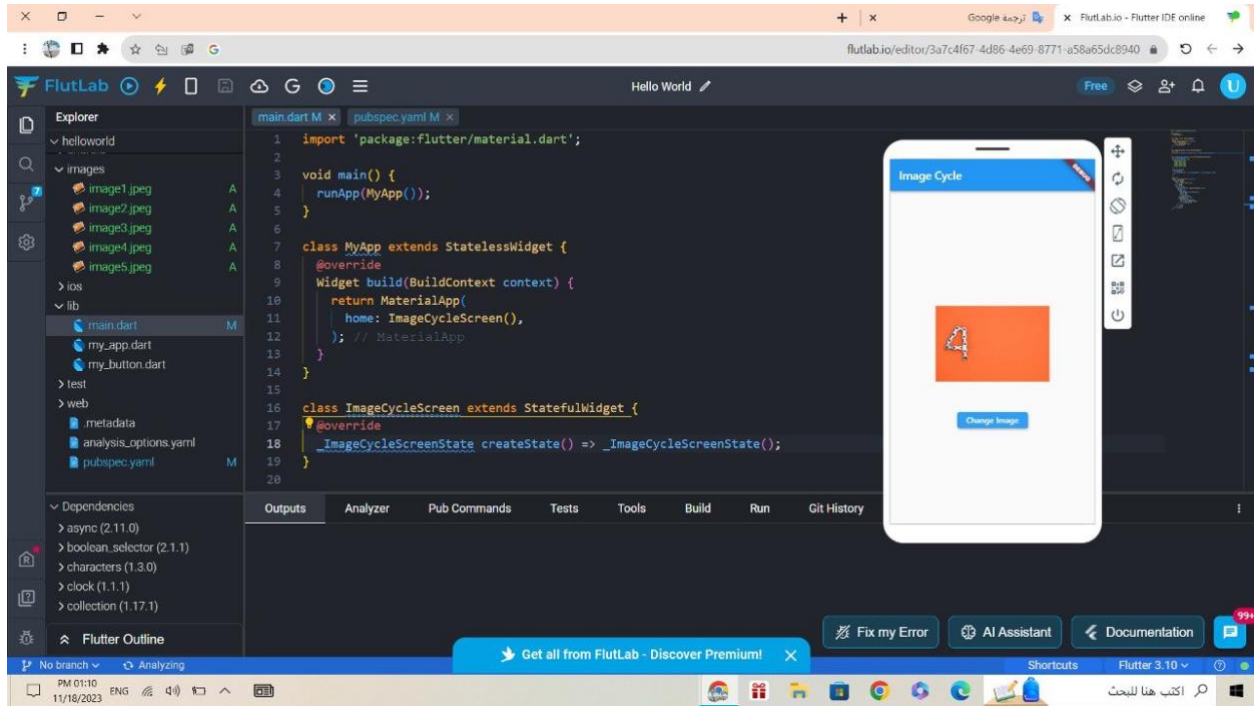
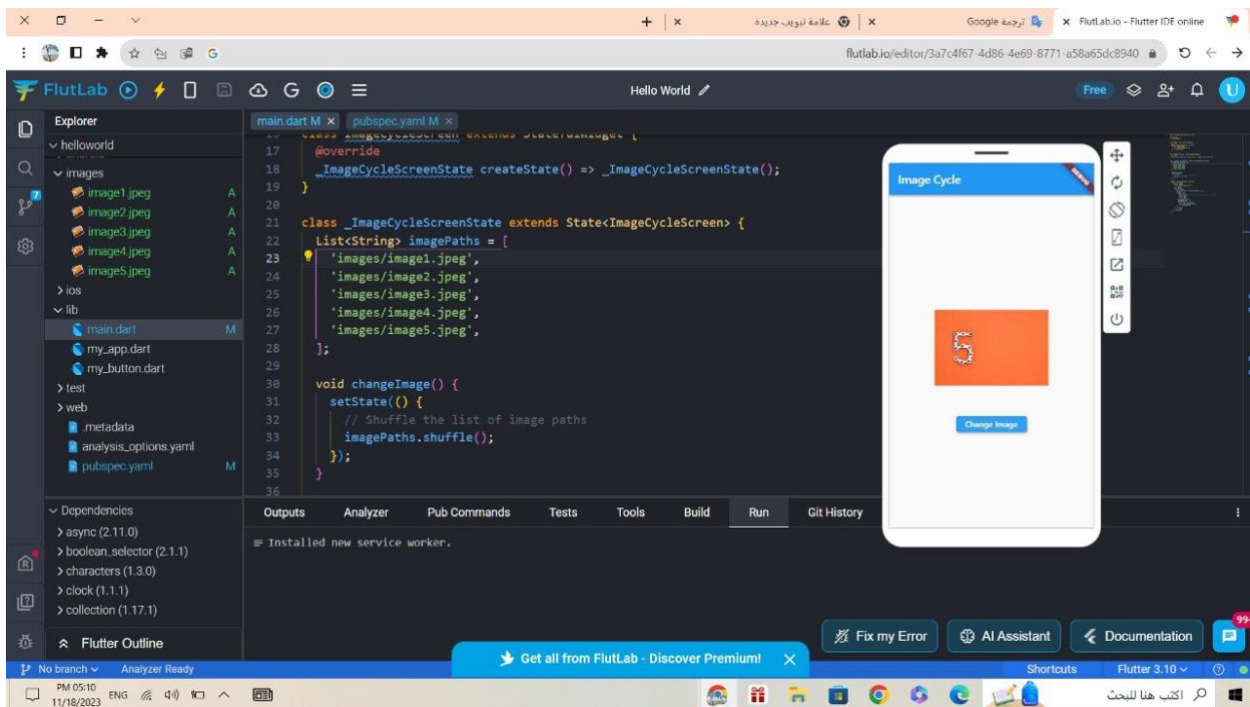


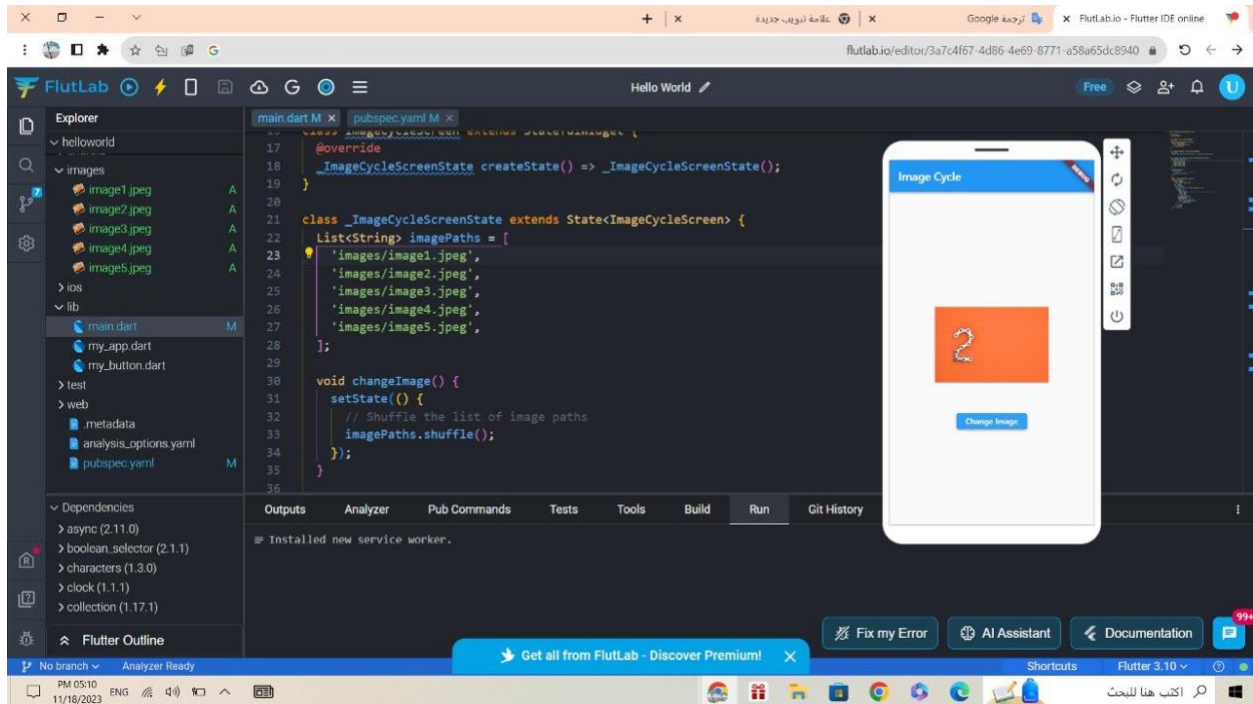
Assignment 9

- 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.









الكود الأول :

```
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 = [
    'images/image1.jpeg',
    'images/image2.jpeg',
    'images/image3.jpeg',
    'images/image4.jpeg',
    'images/image5.jpeg',
  ];

  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'),
          ),
        ],
      ),
    ),
  );
}
}

```

الكود الثاني:

```

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> {
  List<String> imagePaths = [

```

```

    'images/image1.jpeg',
    'images/image2.jpeg',
    'images/image3.jpeg',
    'images/image4.jpeg',
    'images/image5.jpeg',
  ];

  void changeImage() {
    setState(() {
      // Shuffle the list of image paths
      imagePaths.shuffle();
    });
  }

  Widget build(BuildContext context) {
    return Scaffold(
      appBar: AppBar(
        title: Text('Image Cycle'),
      ),
      body: Center(
        child: Column(
          mainAxisAlignment: MainAxisAlignment.center,
          children: [
            Image.asset(
              imagePaths[0], // Display the first image after shuffling
              width: 200,
              height: 200,
            ),
            SizedBox(height: 20),
            ElevatedButton(
              onPressed: changeImage,
              child: Text('Change Image'),
            ),
          ],
        ),
      ),
    );
  }
}

```