

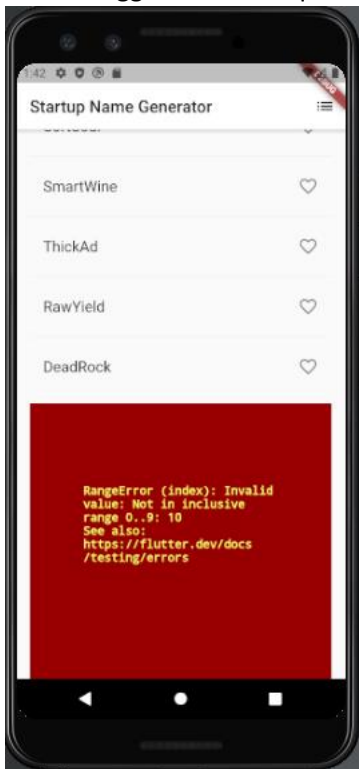
## Android Development – HW1 Dry – 312574502

### Exercise 1

1) the lines:

```
if (index >= _suggestions.length) {  
  // ...then generate 10 more and add them to the  
  // suggestions list.  
  _suggestions.addAll(generateWordPairs().take(10));  
}
```

these 2 lines are in the item builder and keeps adding 10 new list items whenever the user scrolls down to the end of the current list. Removing them, while initializing `_suggestions` to the list as suggested in the question- results in the following.



- 2) Instead of `ListView.builder`, we can use `ListView.seperated` and its `separatorBuilder` method. For a final list, where the index is not needed for creating new list items, it seems to be the better solution, as it cancels the need to separate the `itemBuilder` returned widget case by index, and thus simplifies the divider creation process.
- 3) Tapping the row, built in `_buildRow`, indeed requires a state change of the `_RandomWordsState` widget, as it means the words pair represented in the row is being added to saved suggestions, which are part of the widget state, for further use. As learned in the lectures, changing the state without calling `_setState()` does change the values responsible for the widget's state, but won't affect the shown state on the screen, `setState` rebuilds the widget and applies the changes for the user to see.

## Exercise 2

- 1) The method is `Navigator.of.push`, similar to what used in the flutter examples in Exercise 1.  
Another possible method is `Navigator.pushNamed`, requiring using named routes.
- 2) The method used is `ScaffoldMessenger.showSnackBar`.  
The widget required is the Scaffold Widget.