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| **Experiment** | Shining Star |
| **Aim** | To Debug the app |
| **Objective** | To Debug the app. |
| **Name** | Atharva Vasant Angre |
| **UCID** | 2024510001 |
| **Class** | FYMCA |
| **Batch** | A |
| **Date of Submission** | 13.05.2025 |

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| **Technology used** | **Flutter** |
| **Task** | **To solve the error and debug it.** |
| **Code with proper label** | **Given code :**  **main.dart**  import 'package:flutter/material.dart';  void main() {    runApp(MyApp());  }  class MyApp extends StatelessWidget {    @override    Widget build(BuildContext context) {      return MaterialApp(        title: 'Buggy Notes App',        home: NotesScreen(),      );    }  }  class NotesScreen extends StatefulWidget {    @override    \_NotesScreenState createState() => \_NotesScreenState();  }  class \_NotesScreenState extends State<NotesScreen> {    List<String> notes = []; // TODO: Replace with NoteModel later    void addNote(String note) {      notes.add(note); // BUG: This does not trigger UI update    }    @override    Widget build(BuildContext context) {      return Scaffold(        appBar: AppBar(title: Text("Notes")),        body: ListView.builder(          itemCount: notes.length,          itemBuilder: (context, index) {            return ListTile(title: Text(notes[index]));          },        ),        floatingActionButton: FloatingActionButton(          onPressed: () {            addNote("Sample Note"); // TODO: Replace with note input dialog          },          child: Icon(Icons.add),        ),      );    }  }  **Modified Code:**  **Main.dart**  import 'package:flutter/material.dart';  void main() {  runApp(MyApp()); }  class MyApp extends StatelessWidget {  @override  Widget build(BuildContext context) {  return MaterialApp(  title: 'Buggy Notes App',  home: NotesScreen(),  );  } }  class NotesScreen extends StatefulWidget {  @override  \_NotesScreenState createState() => \_NotesScreenState(); }  class \_NotesScreenState extends State<NotesScreen> {  List<String> notes = []; // *TODO: Replace with NoteModel later* void addNote(String note) {  setState(() {  notes.add(note);// BUG: This does not trigger UI update  });  }   @override  Widget build(BuildContext context) {  return Scaffold(  appBar: AppBar(title: Text("Notes")),  body: ListView.builder(  itemCount: notes.length,  itemBuilder: (context, index) {  return ListTile(title: Text(notes[index]));  },  ),  floatingActionButton: FloatingActionButton(  onPressed: () {  addNote("Sample Note"); // *TODO: Replace with note input dialog* },  child: Icon(Icons.*add*),  ),  );  } } |
| **Screenshots** | Original Code:  After Updated code: |
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| **Conclusion** | The State of the app was not updating and that was the bug, used setState() to solve the error. |