1. Buatlah sebuah aplikasi untuk menampilkan gambar berdasarkan teks yang dimasukkan oleh user. Kriteria dari aplikasi yang dikembangkan adalah sebagai berikut:
2. Gambar diambil melalui mekanisme data fetching ke DiceBear API. Dokumentasi mengenai DiceBear API dapat dilihat disini:

<https://www.dicebear.com/how-to-use/http-api>

* DiceBearPage.dart

import 'package:dio/dio.dart';

import 'package:flutter/material.dart';

import 'package:flutter\_svg/flutter\_svg.dart';

class DiceBearPage extends StatefulWidget {

const DiceBearPage({Key? key}) : super(key: key);

@override

State<DiceBearPage> createState() => \_DiceBearPageState();

}

class \_DiceBearPageState extends State<DiceBearPage> {

final \_formKey = GlobalKey<FormState>();

final TextEditingController styleNameController = TextEditingController();

String \_diceBearImageUrl = '';

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: const Text('Image Generator'),

centerTitle: true,

),

body: Column(

mainAxisAlignment: MainAxisAlignment.start,

children: [

// const DiceBear(),

\_diceBearImageUrl.isNotEmpty

? SvgPicture.string(

\_diceBearImageUrl,

height: 100,

width: 100,

)

: const CircularProgressIndicator(),

Form(

key: \_formKey,

child: TextFormField(

controller: styleNameController,

validator: (value) {

if (value!.isEmpty) {

return 'Name harus di isi';

}

},

decoration: const InputDecoration(

labelText: 'Name',

),

),

),

ElevatedButton(

onPressed: () async {

if (\_formKey.currentState!.validate()) {

Response response;

response = await Dio().get(

'https://api.dicebear.com/6.x/${styleNameController.text}/svg',

options: Options(validateStatus: (\_) => true));

if (response.statusCode == 200) {

setState(() {

\_diceBearImageUrl = response.data;

});

print(\_diceBearImageUrl.toString());

}

}

},

child: const Text('GENERATE'),

),

],

),

);

}

}

1. Ketika tombol generate ditekan. Maka gambar ditampilkan.

