1. Buatlah sebuah aplikasi sederhana untuk menampilkan gambar yang diambil melalui DiceBear API. Gambar harus diambil melalui mekanisme data fetching (tidak boleh hard code secara langsung). Dokumentasi mengenai DiceBear API dapat dilihat disini:

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

Untuk mengakses halaman ini melalui drawer screen dengan titile Image DiceBear

* ImageDicebear.dart

import 'package:dio/dio.dart';

import 'package:flutter/material.dart';

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

class ImageDicebear extends StatefulWidget {

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

@override

State<ImageDicebear> createState() => \_ImageDicebearState();

}

class \_ImageDicebearState extends State<ImageDicebear> {

bool flip = false;

String imageDicebearUrl = '';

@override

void initState() {

fetchImage();

super.initState();

}

fetchImage() async {

Response response;

response = await Dio().get(

'https://api.dicebear.com/6.x/lorelei/svg?flip=${flip}',

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

if (response.statusCode == 200) {

print(response.data);

setState(() {

imageDicebearUrl = response.data;

});

}

}

@override

Widget build(BuildContext context) {

return Scaffold(

appBar: AppBar(

title: const Text('Image Dicebear'),

),

body: Column(

children: [

imageDicebearUrl.isNotEmpty

? SvgPicture.string(

imageDicebearUrl,

height: 100,

width: 100,

)

: const CircularProgressIndicator(),

ElevatedButton(

onPressed: () {

fetchImage();

setState(() {

flip = !flip;

});

},

child: const Text('Flip'))

],

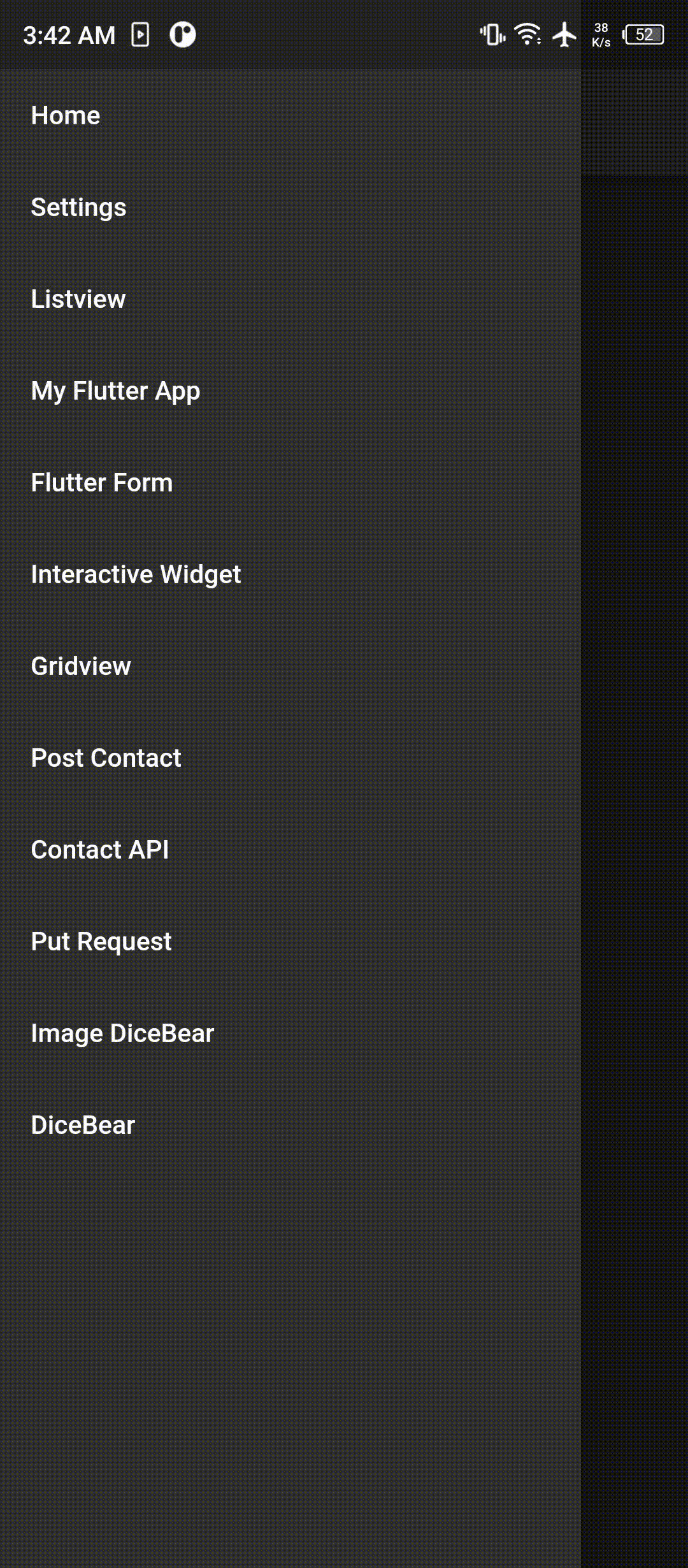
),

);

}

}

* Output :



* Penjelasan:

Sebelum data image ter load maka akan tampil CircularProgressIndicator, setelah data image terload langsung akan tampil sebagai SvgPicture. Dan ketika mengklik button flip maka data image akan ter flip.