

The screenshot shows a mobile application development environment with the following details:

- Top Bar:** Shows five open files: `photo_service.dart`, `folder_screen.dart`, `camera_screen.dart`, `custom_drawer.dart`, and `gallery_scre`.
- Code Editor:** The `photo_service.dart` file is open, displaying code related to file upload. A cursor is positioned at line 428.
- Code Snippet:**

```
13     class PhotoService {  
380         static Future<void> uploadImagesToServer(  
422     }  
423  
424     // Collect media files and folder names  
425     List<File> files = [];  
426     List<String> folderNames = [];  
427  
428     for (var entity in baseDir.listSync(recursive: true)) {  
429         if (entity is File && !entity.path.toLowerCase().endsWith('.pdf')) {  
430             final relativeFolder = entity.parent.path.replaceFirst(  
431                 baseDir.path + '/',  
432                 ''  
433             );  
434             folderNames.add(relativeFolder);  
435             files.add(entity);  
436         }  
    }
```
- Log Output:** The bottom section shows a terminal window with log output from `DVRI` and `MainActivity`. The log includes several `I/gralloc4` entries indicating memory allocations and deallocations.
- Bottom Bar:** Includes tabs for **OUTPUT**, **PROBLEMS** (with 21 issues), **DEBUG CONSOLE**, **TERMINAL**, and **PORTS**. There is also a **Filter** field and a set of icons for search, refresh, and exit.

Debug my code Ln 425, Col 5 (S8 selected) Spaces: 2 UTF-8 CR/LF { Dart Go Live RMX3511 (android-arm64) Prettier 3:59 PM 1/28/2026