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Tugas : Pengembangan Aplikasi Menggunakan Flutter

```
import 'package:flutter/material.dart';
import 'package:english words/english words.dart';
void main() => runApp(MyApp());
class MyApp extends StatelessWidget {
 @override
 Widget build(BuildContext context) {
   return MaterialApp(
     title: 'Startup Name Generator',
      home: RandomWords(),
    ); // MaterialApp
class RandomWordsState extends State<RandomWords> {
  final _suggestions = <WordPair>[];
  final _biggerFont = const TextStyle(fontSize: 18.0);
 Widget _buildSuggestions() {
    return ListView.builder(
        padding: const EdgeInsets.all(16.0),
        itemBuilder: (context, i) {
          if (i.isOdd) return Divider();
          final index = i \sim / 2;
          if (index >= _suggestions.length) {
            _suggestions.addAll(generateWordPairs().take(10));
          return _buildRow(_suggestions[index]);
        }); // ListView.builder
```

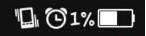
Aplikasi ini menggunakan paket tambahan berupa english word untuk menggenerate nama secara random.

Main function yang dieksekusi ketika aplikasi di jalankan adalah method build() pada class MyApp.

```
Widget _buildRow(WordPair pair) {
   return ListTile(
     title: Text(
       pair.asPascalCase,
       style: _biggerFont,
      ), // Text
   ); // ListTile
 @override
 Widget build(BuildContext context) {
   return Scaffold(
     appBar: AppBar(
      title: Text('Startup Name Generator'),
     ), // AppBar
     body: _buildSuggestions(),
   ); // Scaffold
class RandomWords extends StatefulWidget {
 @override
 RandomWordsState createState() => new RandomWordsState();
```

method buildRow berguna untuk membentuk layout list.





Startup Name Generator

FullBay

FlatSteak

GhostWood

DeckCheck

MainPop

FitGrade

DeadLife

Tampilan Aplikasi pada smartphone