

Visual Studio Code interface showing a Flutter project named "home.dart". The Explorer panel on the left shows the project structure, including folders like "lib", "components", "models", "repositories", and "screens". The main editor displays the Dart code for the "Home" widget, which extends "StatefulWidget" and uses "Future" to fetch film data. The code includes imports for Flutter material, local components, models, and repositories. The "initState" method calls "getFilmes" to populate "futureFilmes". The "build" method returns a "Scaffold" with an "AppBar" titled "Filmes Studio Ghibli - João Paulo Vieira Matos".

```
1 import 'package:flutter/material.dart';
2
3 import '../components/lista_filmes.dart';
4 import '../models/filme.dart';
5 import '../repositories/repository.dart';
6
7 class Home extends StatefulWidget {
8   const Home({Key? key}) : super(key: key);
9
10  @override
11  State<Home> createState() => _HomeState();
12 }
13
14 class _HomeState extends State<Home> {
15   Future<List<Filme>>? futureFilmes;
16
17   @override
18   void initState() {
19     futureFilmes = getFilmes();
20     super.initState();
21   }
22
23   @override
24   Widget build(BuildContext context) {
25     return Scaffold(
26       appBar: AppBar(
27         title: const Text("Filmes Studio Ghibli - João Paulo Vieira Matos"),
28         centerTitle: true,
```

The bottom panel shows the "PROBLEMS" tab with 44 errors, including a warning about a blocking GC ProfileSaver. The status bar at the bottom indicates the project is running on an Android emulator (Pixel 3a XL API 30) using Dart DevTools.

