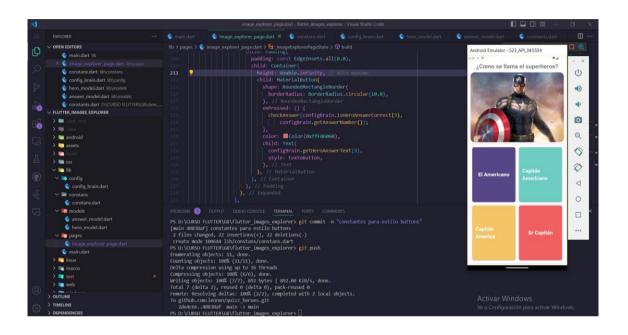
RETO QUIZZAPP SUPERHEROES

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Link github: https://github.com/leonxn/quizz_heroes.git

CAPTURAS (CÓDIGO Y RESULTADO):



```
import 'package:flutter/material.dart';
import 'package:flutter_images_explorer/config/config_brain.dart';
import 'package:rflutter alert/rflutter alert.dart';
import 'package:flutter_images_explorer/constans/constans.dart';
class ImageExplorerPage extends StatefulWidget {
  @override
  State<ImageExplorerPage> createState() => _ImageExplorerPageState();
class _ImageExplorerPageState extends State<ImageExplorerPage> {
  ConfigBrain configBrain = ConfigBrain();
  List<Widget> score = [];
  void checkAnswer(bool userAnswer, String numberQuestion) {
    if (configBrain.isFinished() == true) {
      int totalpuntaje = configBrain.puntaje;
      Alert(
          context: context,
          type: totalpuntaje == 0 ? AlertType.error : AlertType.success,
          title: "QuizApp Heroes",
          desc:
```

```
"El cuestionario ha llegado a su fin, obtuviste
$totalpuntaje puntos.",
          buttons: [
            DialogButton(
                color: Color(0xff564788),
                child: Text(
                  "Aceptar",
                  style: TextStyle(
                    color: Colors.white,
                    fontSize: 18,
                    fontWeight: FontWeight.bold,
                onPressed: () {
                  configBrain.restarQuizz();
                  score.clear();
                  Navigator.pop(context);
                  setState(() {});
                }),
          ]).show();
      if (true == userAnswer) {
        score.add(itemScore(numberQuestion, true));
        configBrain.updatePuntaje(true);
        int totalpuntaje = configBrain.puntaje;
        print("total puntaje=$totalpuntaje");
        print("CORRECTO");
        score.add(itemScore(numberQuestion, false));
        configBrain.updatePuntaje(false);
        int totalpuntaje = configBrain.puntaje;
        print("total puntaje=$totalpuntaje");
        print("INCORRECTO");
      configBrain.nextQuestion();
    setState(() {});
  Widget itemScore(String numberQuestion, bool isCorrect) {
    return Row(
      children: [
        Text(
          "$numberQuestion: ",
          style: TextStyle(
            color: Colors.black,
            fontSize: 20,
```

```
Icon(
        isCorrect ? Icons.check : Icons.close,
        color: isCorrect ? Colors.greenAccent : Colors.redAccent,
 );
@override
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text(
        "¿Como se llama el superheroe?",
        style: TextStyle(
          fontSize: 28,
          fontWeight: FontWeight.bold,
          color: Colors.black54,
      centerTitle: true,
      backgroundColor: Colors.white,
    body: Padding(
      padding: const EdgeInsets.symmetric(horizontal: 16),
      child: Column(
        mainAxisAlignment: MainAxisAlignment.spaceAround,
        children: [
          Container(
            width: MediaQuery.of(context).size.width,
            height: MediaQuery.of(context).size.height / 3,
            decoration: BoxDecoration(
              borderRadius: BorderRadius.circular(20),
              color: Colors.red,
              image: DecorationImage(
                image: AssetImage(
                  configBrain.getHeroImg(),
                // heroList[indexHeroList].imageUrl,
                fit: BoxFit.cover,
```

```
Divider(),
Expanded(
  flex: 1,
  child: Row(
    children: [
      Expanded (
        child: Padding(
          padding: const EdgeInsets.all(8.0),
          child: Container(
            height: double.infinity, // Alto máximo
            child: MaterialButton(
              shape: RoundedRectangleBorder(
                borderRadius: BorderRadius.circular(10.0),
              onPressed: () {
                checkAnswer(configBrain.isHeroAnswerCorrect(0)
                    configBrain.getAnswerNumber());
              color: Color(0xff564788),
              child: Text(
                configBrain.getHeroAnswerText(0),
                style: textoButton,
        ),
      Expanded (
        child: Padding(
          padding: const EdgeInsets.all(8.0),
          child: Container(
            height: double.infinity, // Alto máximo
            child: MaterialButton(
              shape: RoundedRectangleBorder(
                borderRadius: BorderRadius.circular(10.0),
```

```
onPressed: () {
                checkAnswer(configBrain.isHeroAnswerCorrect(1)
                    configBrain.getAnswerNumber());
              color: Color(0xff6CCDC3),
              child: Text(
                configBrain.getHeroAnswerText(1),
                style: textoButton,
        ),
),
Expanded(
 flex: 1,
 child: Row(
    children: [
      Expanded (
        child: Padding(
          padding: const EdgeInsets.all(8.0),
          child: Container(
            height: double.infinity, // Alto máximo
            child: MaterialButton(
              shape: RoundedRectangleBorder(
                borderRadius: BorderRadius.circular(10.0),
              onPressed: () {
                checkAnswer(configBrain.isHeroAnswerCorrect(2)
                    configBrain.getAnswerNumber());
              color: Color(0xffF3C566),
              child: Text(
                configBrain.getHeroAnswerText(2),
                style: textoButton,
          ),
      Expanded (
        child: Padding(
          padding: const EdgeInsets.all(8.0),
          child: Container(
```

```
height: double.infinity, // Alto máximo
            child: MaterialButton(
              shape: RoundedRectangleBorder(
                borderRadius: BorderRadius.circular(10.0),
              onPressed: () {
                checkAnswer(configBrain.isHeroAnswerCorrect(3)
                    configBrain.getAnswerNumber());
              color: Color(0xffF06060),
              child: Text(
                configBrain.getHeroAnswerText(3),
                style: textoButton,
),
Divider(),
Row(
 mainAxisAlignment: MainAxisAlignment.center,
 children: score,
```

```
),
),
);
}
}
```

```
import 'package:flutter_images_explorer/models/answer_model.dart';

class HeroModel {
   String name;
   String imageUrl;
   List<AnswerModel> answer;

   //COSTRUCTOR POR DEFECTO
   // HeroModel(this.name, this.imageUrl);

   //CONSTRUCTOR CON PARAMETROS
   // HeroModel.conParametros({required this.name, required this.imageUrl});

   HeroModel({
      required this.name,
      required this.imageUrl,
      required this.answer,
   }); //PARAMETROS REQUIRED O SEA SON NECESARIOS SI O SI
}
```

```
class AnswerModel {
   String textAnswer;
   bool isCorrect;

AnswerModel({
    required this.textAnswer,
    required this.isCorrect,
   });
}
```

```
import 'package:flutter/material.dart';
final TextStyle textoButton = TextStyle(
  fontSize: 25,
```

```
color: Colors.white,
  fontWeight: FontWeight.bold,
);
```

```
import 'package:flutter images explorer/models/hero model.dart';
import 'package:flutter_images_explorer/models/answer_model.dart';
class ConfigBrain {
  List<HeroModel> heroList = [
    HeroModel(
      name: "Capitán América",
      imageUrl: "assets/image/capitan.png",
      answer: [
        AnswerModel(textAnswer: "El Americano", isCorrect: false),
        AnswerModel(textAnswer: "Capitán Americano", isCorrect: false),
        AnswerModel(textAnswer: "Capitán America", isCorrect: true),
        AnswerModel(textAnswer: "Sr Capitán", isCorrect: false),
    HeroModel(
      name: "Iron Man",
      imageUrl: "assets/image/ironman.png",
      answer: [
        AnswerModel(textAnswer: "Iron Trooper", isCorrect: false),
        AnswerModel(textAnswer: "Hombre de Acero", isCorrect: false),
        AnswerModel(textAnswer: "Iron Man", isCorrect: true),
        AnswerModel(textAnswer: "Iron Maiden", isCorrect: false),
    HeroModel(
      name: "Hulk",
      imageUrl: "assets/image/hulk.png",
      answer: [
        AnswerModel(textAnswer: "Hulk", isCorrect: true),
        AnswerModel(textAnswer: "Hombre Verde", isCorrect: false),
        AnswerModel(textAnswer: "Super Hulk", isCorrect: false),
        AnswerModel(textAnswer: "Hulk Hogan", isCorrect: false),
    HeroModel(
      name: "Spiderman",
      imageUrl: "assets/image/spiderman.png",
      answer: [
        AnswerModel(textAnswer: "Mr Araña", isCorrect: false),
        AnswerModel(textAnswer: "El hombre tarantula", isCorrect: false),
        AnswerModel(textAnswer: "Spidermen", isCorrect: false),
```

```
AnswerModel(textAnswer: "Spiderman", isCorrect: true),
 HeroModel(
   name: "Mujer maravilla",
   imageUrl: "assets/image/mujer maravilla.png",
   answer: [
      AnswerModel(textAnswer: "Mujer Maravilla", isCorrect: true),
      AnswerModel(textAnswer: "Srta Maravilla", isCorrect: false),
      AnswerModel(textAnswer: "Sra Maravilla", isCorrect: false),
     AnswerModel(textAnswer: "Super Maravilla", isCorrect: false),
 HeroModel(
   name: "Antman",
   imageUrl: "assets/image/antman.png",
   answer: [
      AnswerModel(textAnswer: "Araña Grande", isCorrect: false),
     AnswerModel(textAnswer: "El Insecto", isCorrect: false),
      AnswerModel(textAnswer: "Antman", isCorrect: true),
      AnswerModel(textAnswer: "El abejorro", isCorrect: false),
 HeroModel(
   name: "Pantera Negra",
   imageUrl: "assets/image/pantera.png",
   answer: [
      AnswerModel(textAnswer: "Gato Negro", isCorrect: false),
      AnswerModel(textAnswer: "Pantera Negra", isCorrect: true),
      AnswerModel(textAnswer: "Don Gato", isCorrect: false),
      AnswerModel(textAnswer: "Black Tiger", isCorrect: false),
int heroIndex = 0;
int puntaje = 0;
String getHeroImg() {
  return heroList[heroIndex].imageUrl;
String getHeroAnswerText(int index) {
  return heroList[heroIndex].answer[index].textAnswer;
 //return heroList[heroIndex].answer[0].textAnswer;
 // return heroList
```

```
bool isHeroAnswerCorrect(int index) {
  return heroList[heroIndex].answer[index].isCorrect;
String getAnswerNumber() {
  return (heroIndex + 1).toString();
void nextQuestion() {
  if (heroIndex < heroList.length - 1) {</pre>
    heroIndex++;
bool isFinished() {
  print(heroIndex);
  print(heroList.length - 1);
  return heroIndex > heroList.length - 2 ? true : false;
void restarQuizz() {
  heroIndex = 0;
  puntaje = 0;
void updatePuntaje(bool isCorrect) {
  if (isCorrect) {
    puntaje++;
```