

Programmazione Mobile

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Lezione: Flutter e Dart - Funzionalità avanzate (parte prima)

- Rendering dei contenuti in base a criteri condizionali
- Approfondimento del ciclo di vita di un Widget Stateful
- Espressioni ternarie e operatori condizionali
- Data Model
- Stili, Allineamento, Margini e Padding
- Integrazione con Package di terze parti
- Contenuti Scrollabili



The background is a solid pink color. In the top right corner, there is a decorative pattern of overlapping triangles in various shades of pink and magenta, creating a geometric, abstract design.

Realizziamo un'App
per quiz e sondaggi

Il progetto di partenza

```
lib > main.dart > ...
1  import 'package:flutter/material.dart';
2  import 'package:lezione7/start_screen.dart';
3
   Run | Debug | Profile
4  void main() {
5      runApp(
6          MaterialApp(
7              home: Scaffold(
8                  body: Container(
9                      decoration: const BoxDecoration(
10                         gradient: LinearGradient(
11                             begin: Alignment.bottomRight,
12                             end: Alignment.topLeft,
13                             colors: [Colors.white, Color.fromARGB(255, 22, 60, 118)],
14                         ), // LinearGradient
15                     ), // BoxDecoration
16                     child: const StartScreen(),
17                 ), // Container
18             ), // Scaffold
19         ), // MaterialApp
20     );
21 }
22
```

Il progetto di partenza

```
2
3 class StartScreen extends StatelessWidget {
4   const StartScreen({super.key});
5
6   @override
7   Widget build(BuildContext context) {
8     return Center(
9       child: Column(
10        mainAxisAlignment: MainAxisAlignment.center,
11        children: [
12          Image.asset('assets/unimol_logo.png', width: 300.0),
13          const SizedBox(height: 40.0),
14          const Text(
15            'App Unimol per i Quiz!',
16            style: TextStyle(
17              fontSize: 24.0,
18              // fontWeight: FontWeight.bold,
19              color: Colors.white,
20            ), // TextStyle
21          ), // Text
22          const SizedBox(height: 60.0),
23          OutlinedButton(
24            onPressed: () {},
25            style: OutlinedButton.styleFrom(
26              shape: RoundedRectangleBorder(
27                borderRadius: BorderRadius.circular(20.0),
28              ), // RoundedRectangleBorder
29              side: const BorderSide(color: Colors.white),
30              foregroundColor: Colors.white,
31            ),
32            child: const Text('Inizia a giocare'),
33          ), // OutlinedButton
34        ],
35      ), // Column
36    );
37  }
```

Il progetto di partenza





Si comincia

OutlinedButton e Costruttori Multipli

Voglio
aggiungere
un'icona, quali
opzioni ho?

```
2
3 class StartScreen extends StatelessWidget {
4   const StartScreen({super.key});
5
6   @override
7   Widget build(BuildContext context) {
8     return Center(
9       child: Column(
10        mainAxisAlignment: MainAxisAlignment.center,
11        children: [
12          Image.asset('assets/unimol_logo.png', width: 300.0),
13          const SizedBox(height: 40.0),
14          const Text(
15            'App Unimol per i Quiz!',
16            style: TextStyle(
17              fontSize: 24.0,
18              // fontWeight: FontWeight.bold,
19              color: Colors.white,
20            ), // TextStyle
21          ), // Text
22          const SizedBox(height: 60.0),
23          OutlinedButton(
24            onPressed: () {},
25            style: OutlinedButton.styleFrom(
26              shape: RoundedRectangleBorder(
27                borderRadius: BorderRadius.circular(20.0),
28              ), // RoundedRectangleBorder
29              side: const BorderSide(color: Colors.white),
30              foregroundColor: Colors.white,
31            ),
32            child: const Text('Inizia a giocare'),
33          ), // OutlinedButton
34        ],
35      ), // Column
36    );
37  }
38}
```


OutlinedButton e Costruttori Multipli

factory viene utilizzato per creare un meccanismo di creazione alternativo per una classe, consentendo la creazione di istanze della classe in modo non necessariamente legato al costruttore standard. Quando si definisce un metodo **factory** all'interno di una classe, questo metodo è responsabile della creazione di nuove istanze della classe e può restituire istanze della classe stesse o di sottoclassi

Open online interactive samples for OutlinedButton

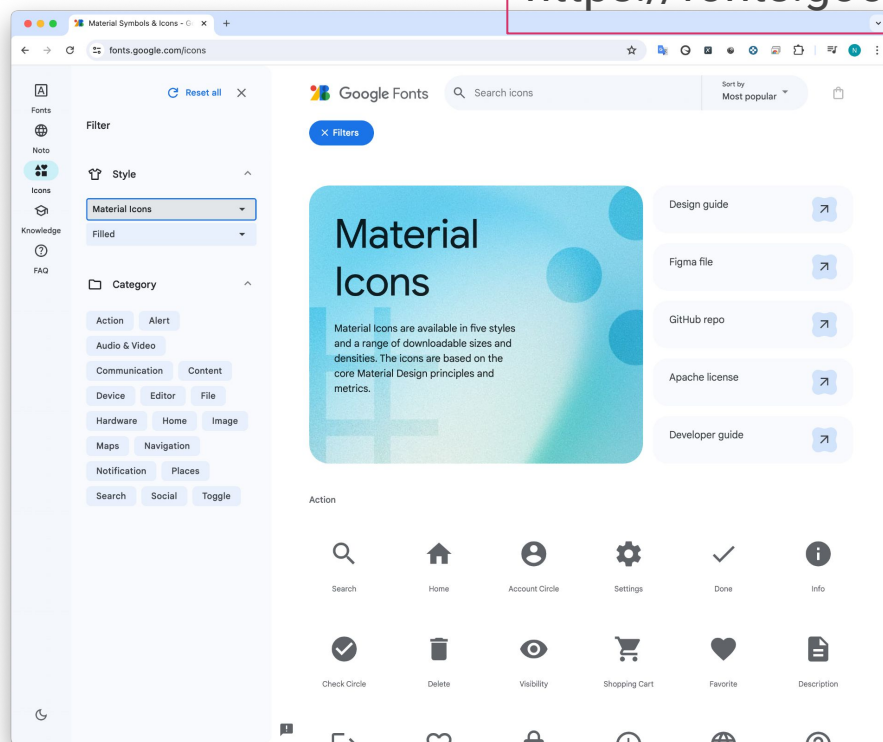
```
class OutlinedButton extends ButtonStyleButton {  
  /// Create an OutlinedButton.  
  const OutlinedButton({  
    super.key,  
    required super.onPressed,  
    super.onLongPress,  
    super.onHover,  
    super.onFocusChange,  
    super.style,  
    super.focusNode,  
    super.autofocus = false,  
    super.clipBehavior = Clip.none,  
    super.statesController,  
    required super.child,  
  });  
  
  /// Create a text button from a pair of widgets that serve as the button's  
  /// [icon] and [label].  
  ///  
  /// The icon and label are arranged in a row and padded by 12 logical pixels  
  /// at the start, and 16 at the end, with an 8 pixel gap in between.  
  factory OutlinedButton.icon({  
    Key? key,  
    required VoidCallback? onPressed,  
    VoidCallback? onLongPress,  
    ButtonStyle? style,
```

OutlinedButton.icon

```
OutlinedButton.icon(  
  onPressed: () {},  
  icon: const Icon(Icons.play_arrow),  
  style: OutlinedButton.styleFrom(  
    shape: RoundedRectangleBorder(  
      borderRadius: BorderRadius.circular(20.0),  
    ), // RoundedRectangleBorder  
    side: const BorderSide(color: Colors.white),  
    foregroundColor: Colors.white,  
  ),  
  label: const Text('Inizia a giocare!'),  
), // OutlinedButton.icon
```


Material Icons

<https://fonts.google.com/icons>



Integriamo trasparenza nell'immagine



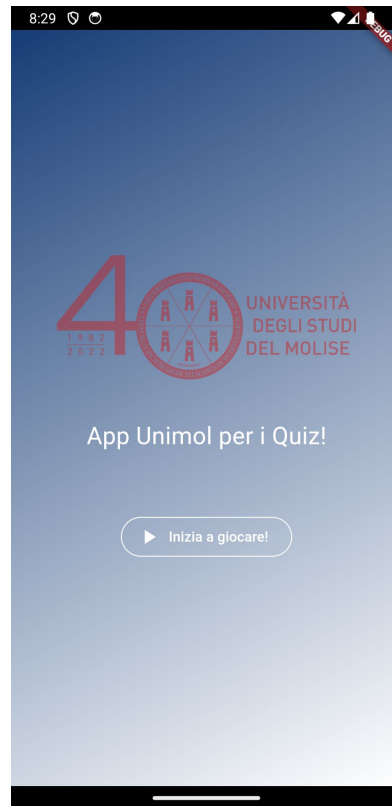
```
Image.asset(  
  'assets/logomonocromo.png',  
  width: 300.0,  
  color:  Color.fromARGB(120, 255, 255, 255),  
) , // Image.asset
```



Integriamo trasparenza nell'immagine

```
Image.asset(  
  'assets/logomonocromo.png',  
  width: 300.0,  
  color: ■ Color.fromARGB(120, 201, 32, 32),  
) , // Image.asset
```

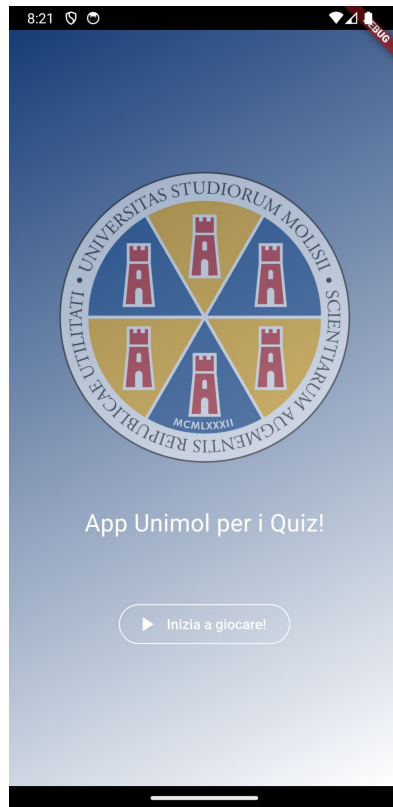
La nostra immagine però non è adattabile a questa tecnica 🥵



Integriamo trasparenza nell'immagine

```
Opacity(  
  opacity: 0.5,  
  child: Image.asset('assets/unimol_logo.png', width: 300.0),  
) , // Opacity
```

Per un'immagine non fa niente, ma lavorare con il canale alpha in tempo reale è tremendamente esoso in termini di risorse 🦴 quindi bisogna scegliere con criterio le immagini da utilizzare





Creiamo un nuovo Widget Stateful per la pagina che conterrà le domande

Usiamo sempre i plugin

```
lib > questions_screen.dart > [?] stf
1  stf
2  [?] Flutter Stateful Widget
3  [?] StackFilter package:flutter/foundation.dart
4  [?] StackFit package:flutter/material.dart
5  [?] StackFit package:flutter/widgets.dart
6  [?] StackFit package:flutter/rendering.dart
   [?] StackFit package:flutter/cupertino.dart
   [?] StackFrame package:flutter/foundation.dart
   [?] StandardFabLocation package:flutter/material.dart
   [?] StatefulWidget package:flutter/material.dart
   [?] StatefulWidget package:flutter/widgets.dart
   [?] StatefulWidget package:flutter/cupertino.dart
   [?] StatefulWidget package:flutter/material.dart
```


Creiamo un nuovo Widget Stateful per la pagina che conterrà le domande

Al momento usiamo solo un Placeholder

```
lib > questions_screen.dart > ...
1  import 'package:flutter/material.dart';
2
3  class QuestionsWidget extends StatefulWidget {
4    const QuestionsWidget({super.key});
5
6    @override
7    State<QuestionsWidget> createState() => _QuestionsWidgetState();
8  }
9
10 class _QuestionsWidgetState extends State<QuestionsWidget> {
11   @override
12   Widget build(BuildContext context) {
13     return const Placeholder();
14   }
15 }
16
17
```

Portiamo il blocco principale in un Widget Stateful

Perché? La nostra App non ha più dei contenuti statici...

```
lib > first_screen.dart > ...
1  import 'package:flutter/material.dart';
2  import 'package:lezione7/start_screen.dart';
3
4  class FirstScreen extends StatefulWidget {
5    const FirstScreen({super.key});
6
7    @override
8    State<FirstScreen> createState() => _FirstScreenState();
9  }
10
11  class _FirstScreenState extends State<FirstScreen> {
12    @override
13    Widget build(BuildContext context) {
14      return MaterialApp(
15        home: SafeArea(
16          child: Scaffold(
17            body: Container(
18              decoration: const BoxDecoration(
19                gradient: LinearGradient(
20                  begin: Alignment.bottomRight,
21                  end: Alignment.topLeft,
22                  colors: [Colors.white, Color.fromARGB(255, 22, 60, 118)],
23                ), // LinearGradient
24              ), // BoxDecoration
25            child: const StartScreen(),
26          ), // Container
27        ), // Scaffold
28      ), // SafeArea
29    ); // MaterialApp
30  }
31 }
32
```


Portiamo il blocco principale in un Widget Stateful

```
lib > main.dart > ...  
1  import 'package:flutter/material.dart';  
2  import 'package:lezione7/first_screen.dart';  
3  
   Run | Debug | Profile  
4  void main() {  
5      runApp(  
6          const FirstScreen(),  
7      );  
8  }  
9
```

Una volta adeguati gli import sembra comunque non cambiare nulla. Perché? Cosa manca?

Definiamo i Widget per cambiare schermata

```
class _FirstScreenState extends State<FirstScreen> {  
  var activeScreen = const StartScreen();  
  @override  
  Widget build(BuildContext context) {  
    return MaterialApp(  
      home: SafeArea(  
        child: Scaffold(  
          body: Container(  
            decoration: const BoxDecoration(  
              gradient: LinearGradient(  
                begin: Alignment.bottomRight,  
                end: Alignment.topLeft,  
                colors: [Colors.white, Color.fromARGB(255, 22, 60, 118)],  
              ), // LinearGradient  
            ), // BoxDecoration  
            child: activeScreen,  
          ), // Container  
        ), // Scaffold  
      ),  
    );  
  }  
}
```



Definiamo i Widget per cambiare schermata

```
class _FirstScreenState extends State<FirstScreen> {  
  var activeScreen = const StartScreen();  
  
  void switchNewScreen() {  
    setState(() {  
      activeScreen = const QuestionsWidget();  
    });  
  }  
}
```

Dovrebbe funzionare, perché questo errore?

Definiamo i Widget per cambiare schermata

```
FirstScreen> A value of type 'QuestionsWidget' can't be assigned to a variable of type 'StartScreen'.  
Try changing the type of the variable, or casting the right-hand type to  
'StartScreen'. dart(invalid_assignment)  
FirstScreenState = QuestionsWidget QuestionsWidget({Key? key})  
package:lezione7/questions_screen.dart  
SwitchNewScreen  
state(() { View Problem (\F8) Quick Fix... (%.)  
FirstScreenState = const QuestionsWidget();
```

Siamo stati troppo restrittivi...

Definiamo i Widget per cambiare schermata

```
class _FirstScreenState extends State<FirstScreen> {  
  Widget activeScreen = const StartScreen();  
  
  void switchNewScreen() {  
    setState(() {  
      activeScreen = const QuestionsWidget();  
    });  
  }  
}
```

Abbiamo implementato il **Rendering condizionale**
di un contenuto

Situazione attuale

StartScreen

Pagina di benvenuto con
immagine e pulsante

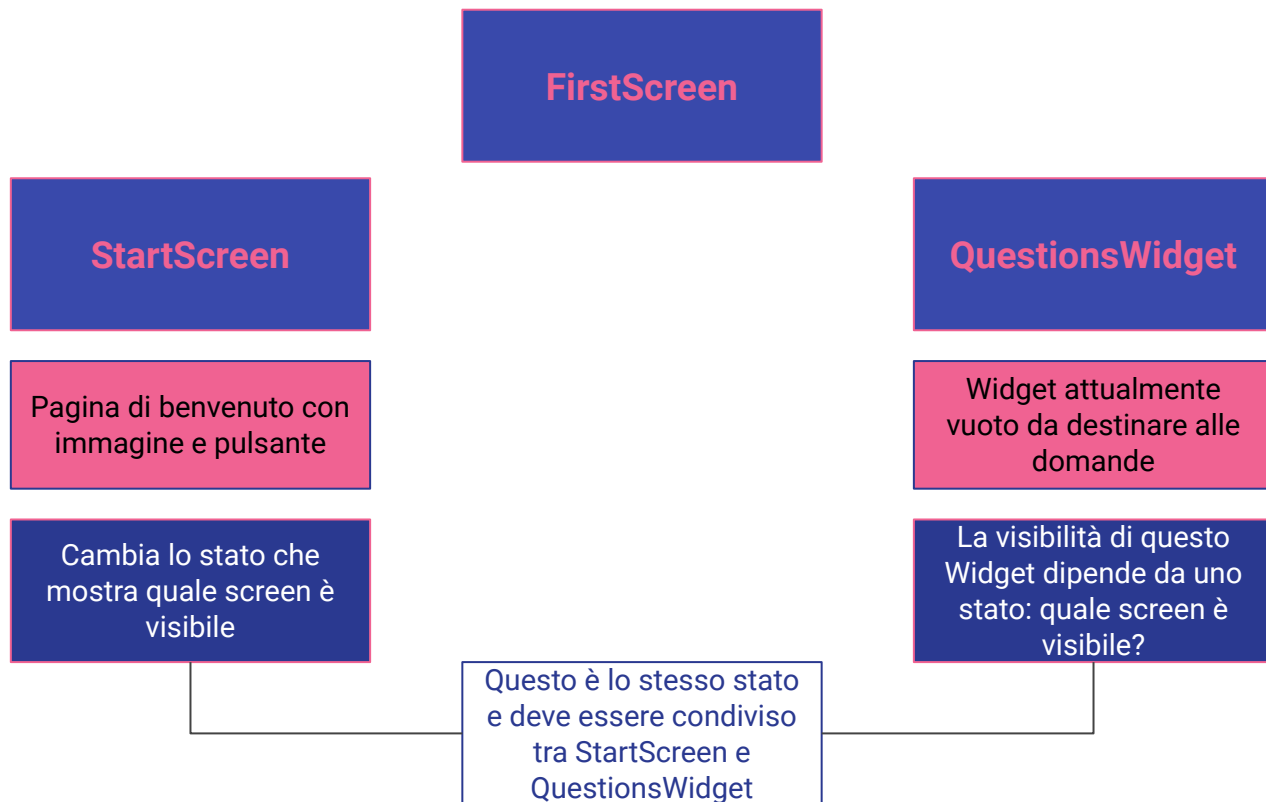
FirstScreen

Il main.dart trasformato
in StatefulWidget che di
fatto ha solo un
Container con gradiente

QuestionsWidget

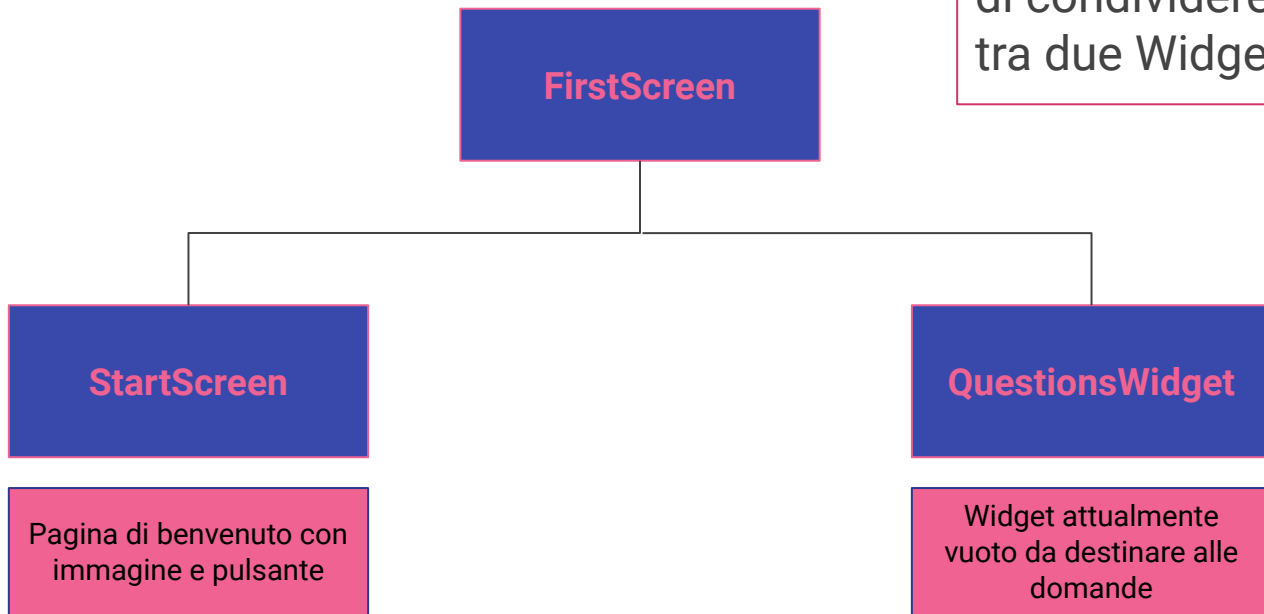
Widget attualmente
vuoto da destinare alle
domande

Situazione attuale



Lifting Up State - Design Pattern

Andiamo a creare un Widget “padre” in grado di condividere lo stato tra due Widget figli



Definiamo i Widget per cambiare schermata

```
class _FirstScreenState extends State<FirstScreen> {  
  Widget activeScreen = const StartScreen();  
  
  void switchNewScreen() {  
    setState(() {  
      activeScreen = const QuestionsWidget();  
    });  
  }  
}
```

Quindi quello che manca è capire come chiamare `switchNewScreen()` per cambiare effettivamente schermata

Switch tra schermate

```
main.dart • first_screen.dart 3 • start_screen.dart • questions_screen.dart • logomonocromo.png • outlined_button.dart
```

```
> first_screen.dart > _FirstScreenState > switch
```

```
1 import 'package:flutter/material.dart';
2 import 'package:lezione7/questions_screen.
3 import 'package:lezione7/start_screen.dart
4
5 class FirstScreen extends StatefulWidget {
6   const FirstScreen({super.key});
7
8   @override
9   State<FirstScreen> createState() => _Fir
10 }
11
12 class _FirstScreenState extends State<Firs
13   Widget activeScreen = const StartScreen(switchNewScreen);
14
15   void switchNewScreen() {
16     setState(() {
17       activeScreen = const QuestionsWidget();
18     });
19   }
20 }
```

Too many positional arguments: 0 expected, but 1 found.
Try removing the extra positional arguments, or specifying the name for named arguments. dart([extra_positional_arguments_could_be_named](#))

Arguments of a constant creation must be constant expressions.
Try making the argument a valid constant, or use 'new' to call the constructor. dart([const_with_non_constant_argument](#))

The instance member 'switchNewScreen' can't be accessed in an initializer.
Try replacing the reference to the instance member with a different expression dart([implicit_this_reference_in_initializer](#))

void switchNewScreen()
package:lezione7/first_screen.dart

Funzione privata - non definita la funzione nel costruttore

Switch tra schermate

```
lib > start_screen.dart > StartScreen > build
1 import 'package:flutter/material.dart';
2
3 class StartScreen extends StatelessWidget {
4   const StartScreen(this.switchScreen, {super.key});
5   final Function() switchScreen;
6
7   @override
8   Widget build(BuildContext context) {
9     return Center(
10       child: Column(
11         mainAxisAlignment: MainAxisAlignment.center,
12         children: [
13           Opacity(
14             opacity: 0.5,
15             child: Image.asset('assets/unimol_logo.png', width: 300.0),
16           ), // Opacity
17           // Image.asset(
18           //   'assets/logomonocromo.png',
19           //   width: 300.0,
20           //   color: Color.fromARGB(120, 255, 255, 255),
21           // ),
22           const SizedBox(height: 40.0),
23           const Text(
24             'App Unimol per i Quiz!',
25             style: TextStyle(
26               fontSize: 24.0,
27               // fontWeight: FontWeight.bold,
28               color: Colors.white,
29             ), // TextStyle
30           ), // Text
31           const SizedBox(height: 60.0),
32           OutlinedButton.icon(
33             onPressed: switchScreen,
34             icon: const Icon(Icons.play_arrow),
```

Switch tra schermate

```
class FirstScreen extends StatefulWidget {  
  const FirstScreen({super.key});  
  
  @override  
  State<FirstScreen> createState() =>  
}
```

```
class _FirstScreenState extends State<FirstScreen> {
```

```
  Widget activeScreen = StartScreen(switchNewScreen);
```

```
  void switchNewScreen() {  
    setState(() {  
      activeScreen = const QuestionsWidget();  
    });  
  }  
}
```

The instance member 'switchNewScreen' can't be accessed in an initializer.
Try replacing the reference to the instance member with a different
expression [dart\(implicit_this_reference_in_initializer\)](#)

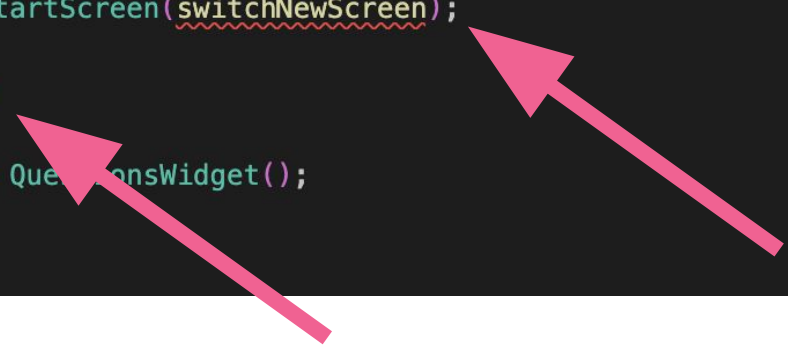
```
void switchNewScreen()
```

package:lezione7/first_screen.dart

[View Problem \(\F8\)](#) [Quick Fix... \(%.\)](#)

initState

```
class _FirstScreenState extends State<FirstScreen> {  
  Widget activeScreen = StartScreen(switchNewScreen);  
  
  void switchNewScreen() {  
    setState(() {  
      activeScreen = const QuestionsWidget();  
    });  
  }  
}
```



Vengono eseguiti in contemporanea. Dobbiamo usare quindi un “workaround”

Usare initState()

OneObject()

Inizializzo la classe

Il costruttore di
OneObject viene
eseguito

OneObject viene
creato e messo in
memoria

Variabili e metodi vengono
creati

Flutter esegue initState()

Posso usare ulteriori task di
inizializzazione

initState

```
class _FirstScreenState extends State<FirstScreen> {  
  Widget? activeScreen;  
  
  @override  
  void initState() {  
    activeScreen = StartScreen(switchNewScreen);  
    super.initState();  
  }  
  
  void switchNewScreen() {  
    setState(() {  
      activeScreen = const QuestionsWidget();  
    });  
  }  
  
  @override
```

Ciclo di vita dei Widget Stateful

Ogni Widget di Flutter ha un ciclo di vita integrato: una serie di metodi eseguiti automaticamente da Flutter (in determinati momenti).

Ci sono tre metodi estremamente importanti del ciclo di vita di un **Widget Stateful**:

- **initState()**: Eseguito da Flutter quando lo State object del **Widget Stateful** viene **inizializzato**
- **build()**: Eseguito da Flutter quando il Widget viene costruito per la **prima volta** e ogni altra volta quando viene chiamato il metodo **setState()**
- **dispose()**: Eseguito da Flutter proprio prima che il Widget venga eliminato (ad es., perché è stato visualizzato condizionalmente)



Operatore Ternario

```
class _FirstScreenState extends State<FirstScreen> {  
  // void initState() {  
  //   activeScreen = StartScreen(switchNewScreen);  
  //   super.initState();  
  // }  
  var activeScreen = 'start-screen';  
  void switchNewScreen() {  
    setState(() {  
      activeScreen = 'questions-screen';  
    });  
  }  
}  
  
@override  
Widget build(BuildContext context) {  
  return MaterialApp(  
    home: SafeArea(  
      child: Scaffold(  
        body: Container(  
          decoration: const BoxDecoration(  
            gradient: LinearGradient(  
              begin: Alignment.bottomRight,  
              end: Alignment.topLeft,  
              colors: [Colors.white, Color.fromARGB(255, 22, 60, 118)],  
            ), // LinearGradient  
          ), // BoxDecoration  
          // da usare in caso di initState  
          // child: activeScreen,  
          child: activeScreen == "start-screen"  
            ? StartScreen(switchNewScreen)  
            : const QuestionsWidget(),  
        ), // Container  
      ),  
    ),  
  );  
}
```

Esercizio 1

La funzionalità implementata con un semplice if può essere anche fatta dall'operatore ternario. Scaricate lo zip con il nome esercizio1, provate il codice visto a lezione ed implementate in autonomia una vostra soluzione utilizzando l'if

Uso degli operatori per la costruzione dinamica di liste

```
1 void main() {  
2     bool condition = true;  
3     final myList = [1, 2, if (condition) 3];  
4     print(myList);  
5 }  
6
```



▶ Run

[1, 2, 3]

Uso degli operatori per la costruzione dinamica di liste

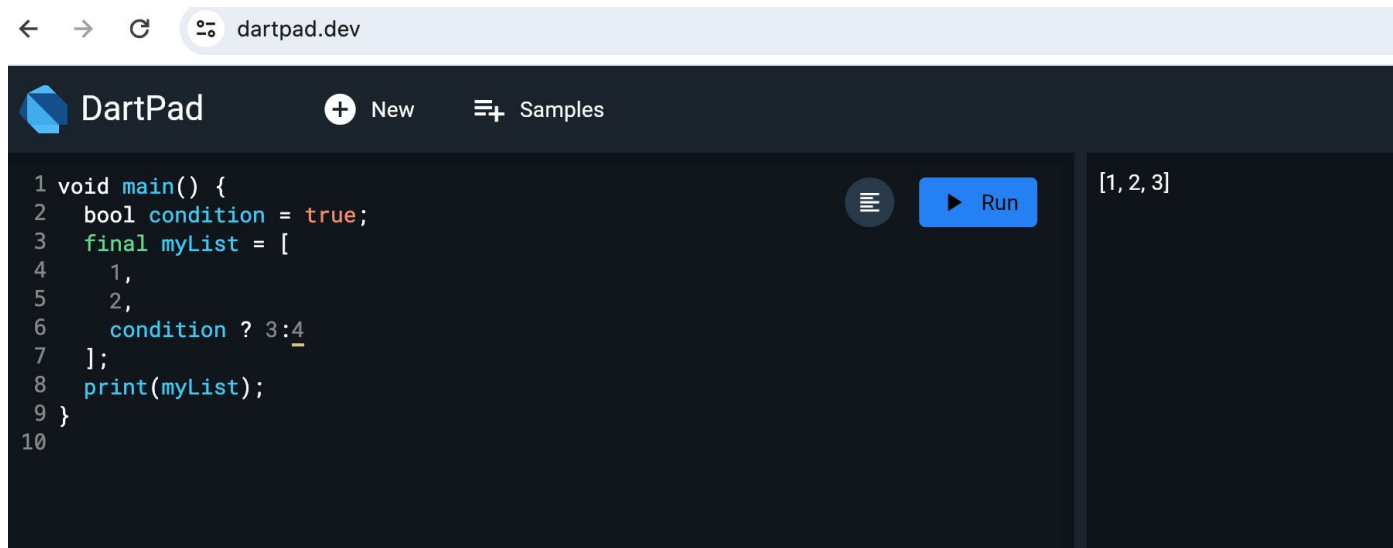
```
1 void main() {  
2     bool condition = false;  
3     final myList = [  
4         1,  
5         2,  
6         if (condition)  
7             3  
8         else  
9             4  
10    ];  
11    print(myList);  
12 }  
13
```



▶ Run

[1, 2, 4]

Uso degli operatori per la costruzione dinamica di liste



The screenshot shows the DartPad web interface in a browser. The address bar displays 'dartpad.dev'. The interface has a dark theme. At the top, there's a 'DartPad' logo, a '+ New' button, and a '≡+ Samples' button. The main area contains a code editor with the following Dart code:

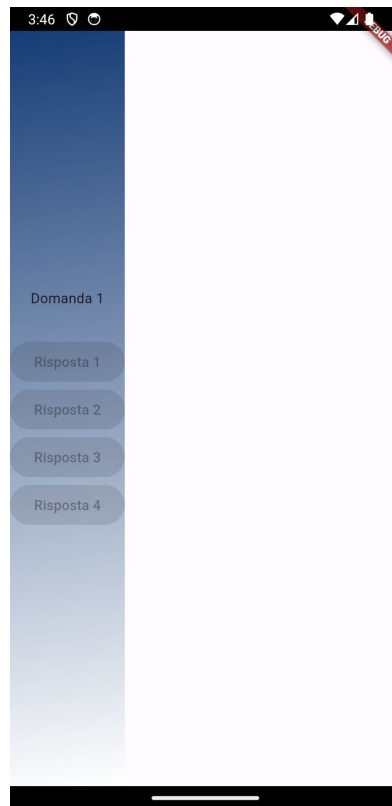
```
1 void main() {  
2   bool condition = true;  
3   final myList = [  
4     1,  
5     2,  
6     condition ? 3:4  
7   ];  
8   print(myList);  
9 }  
10
```

To the right of the code editor is a 'Run' button. Below the code editor, the output of the program is displayed as '[1, 2, 3]'.

[Documentazione sull'uso di if e for per costruire collection](#)

Struttura di QuestionsWidget

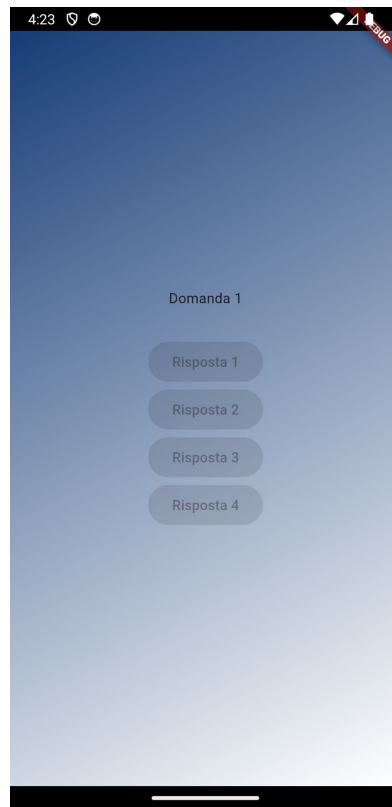
```
class _QuestionsWidgetState extends State<QuestionsWidget> {  
  @override  
  Widget build(BuildContext context) {  
    return const Column(  
      mainAxisAlignment: MainAxisAlignment.center,  
      children: [  
        Text('Domanda 1'),  
        SizedBox(height: 30.0),  
        ElevatedButton(  
          onPressed: null,  
          child: Text('Risposta 1'),  
        ), // ElevatedButton  
        ElevatedButton(  
          onPressed: null,  
          child: Text('Risposta 2'),  
        ), // ElevatedButton  
        ElevatedButton(  
          onPressed: null,  
          child: Text('Risposta 3'),  
        ), // ElevatedButton  
        ElevatedButton(  
          onPressed: null,  
          child: Text('Risposta 4'),  
        ), // ElevatedButton  
      ],  
    ); // Column  
  }  
}
```



Struttura di QuestionsWidget

```
class _QuestionsWidgetState extends State<QuestionsWidget> {  
  @override  
  Widget build(BuildContext context) {  
    return const SizedBox(  
      width: double.infinity, // allargamento massimo  
      child: Column( // Column ...  
    ); // SizedBox  
  }  
}
```

Un'alternativa al Center



Astrazione del bottone delle risposte

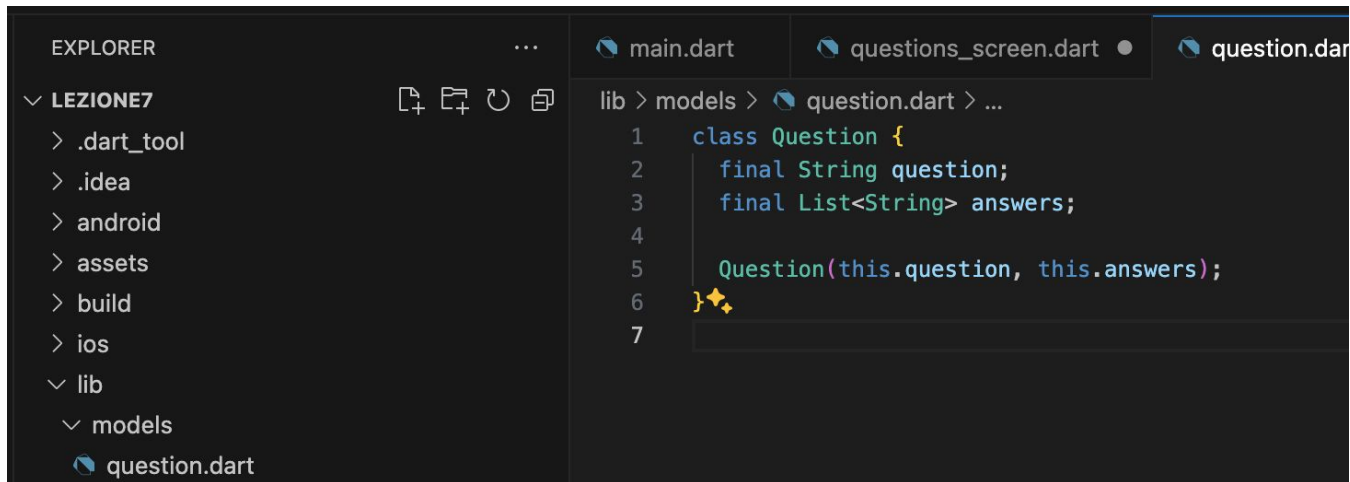
Ovviamente da un'altra parte dobbiamo usare `AnswerButton()` al posto di `ElevatedButton...`

```
lib > answer_button.dart > AnswerButton > build
1 import 'package:flutter/material.dart';
2
3 class AnswerButton extends StatelessWidget {
4   const AnswerButton({
5     super.key,
6     required this.answerText,
7     required this.onTap,
8   });
9   final String answerText;
10  final void Function() onTap;
11  @override
12  Widget build(BuildContext context) {
13    return ElevatedButton(
14      onPressed: onTap,
15      style: ElevatedButton.styleFrom(
16        padding: const EdgeInsets.symmetric(
17          vertical: 10.0,
18          horizontal: 50.0,
19        ), // EdgeInsets.symmetric
20        shape: RoundedRectangleBorder(
21          borderRadius: BorderRadius.circular(10.0),
22        ), // RoundedRectangleBorder
23        side: const BorderSide(
24          color: Color.fromARGB(255, 176, 43, 33),
25        ), // BorderSide
26        backgroundColor: const Color.fromARGB(255, 22, 60, 118),
27        foregroundColor: const Color.fromARGB(255, 239, 167, 53),
28      ),
29      child: Text(answerText),
30    ); // ElevatedButton
31  }
32 }
33
```

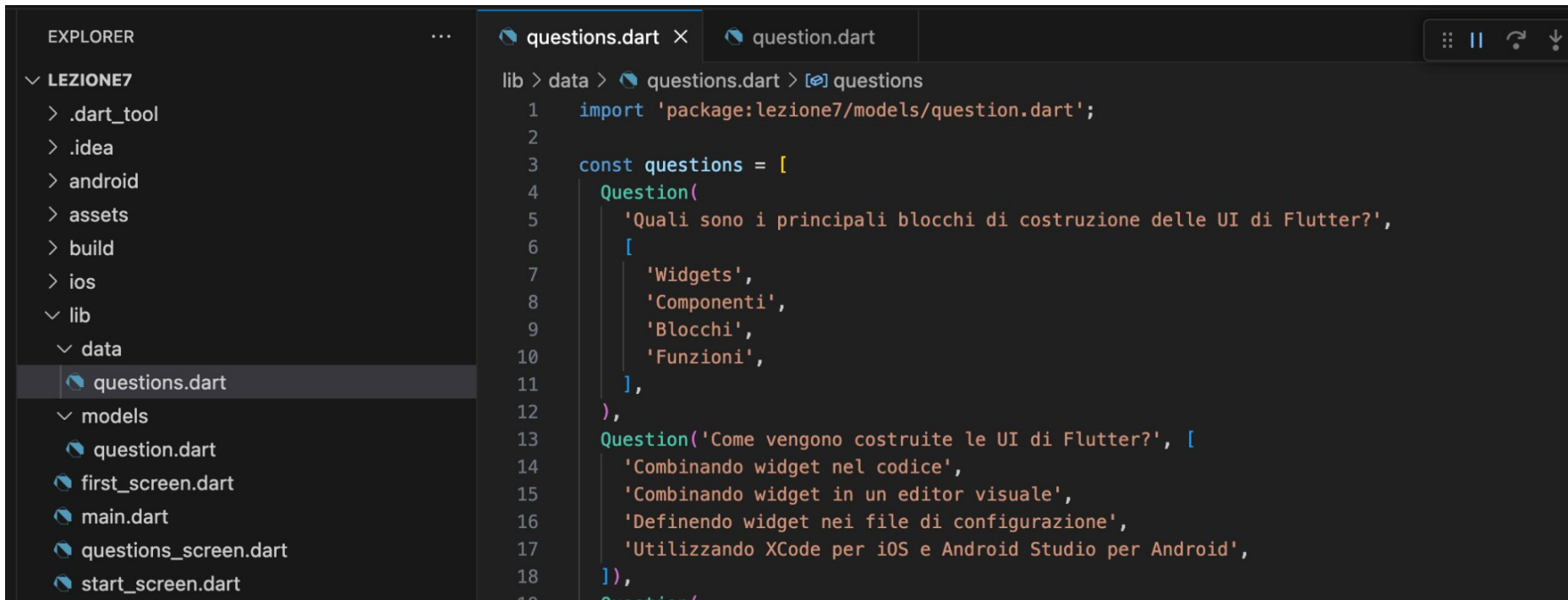


Parliamo di dati

Data Model



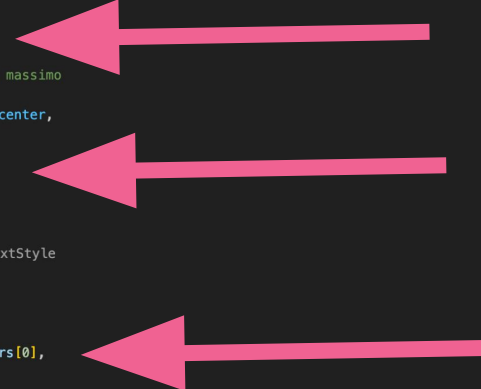
Data



```
lib > data > questions.dart > [?] questions
1  import 'package:lezione7/models/question.dart';
2
3  const questions = [
4    Question(
5      'Quali sono i principali blocchi di costruzione delle UI di Flutter?',
6      [
7        'Widgets',
8        'Componenti',
9        'Blocchi',
10       'Funzioni',
11     ],
12   ),
13   Question('Come vengono costruite le UI di Flutter?', [
14     'Combinando widget nel codice',
15     'Combinando widget in un editor visuale',
16     'Definendo widget nei file di configurazione',
17     'Utilizzando XCode per iOS e Android Studio per Android',
18   ]),
19   Question(
```

Integrazione dei dati in maniera statica

```
lib > questions_screen.dart > _QuestionsWidgetState > build
1 import 'package:flutter/material.dart';
2 import 'package:lezione7/answer_button.dart';
3 import 'package:lezione7/data/questions.dart';
4
5 class QuestionsWidget extends StatefulWidget {
6   const QuestionsWidget({super.key});
7
8   @override
9   State<QuestionsWidget> createState() => _QuestionsWidgetState();
10 }
11
12 class _QuestionsWidgetState extends State<QuestionsWidget> {
13   @override
14   Widget build(BuildContext context) {
15     final currentQuestion = questions[0];
16     return SizedBox(
17       width: double.infinity, // allargamento massimo
18       child: Column(
19         mainAxisAlignment: MainAxisAlignment.center,
20         children: [
21           Text(
22             currentQuestion.question,
23             style: const TextStyle(
24               fontSize: 15.0,
25               fontWeight: FontWeight.bold,
26               color: Colors.white), // TextStyle
27             textAlign: TextAlign.center,
28           ), // Text
29           const SizedBox(height: 30.0),
30           AnswerButton(
31             answerText: currentQuestion.answers[0],
32             onTap: () {},
33           ), // AnswerButton
34           AnswerButton(
35             answerText: currentQuestion.answers[1],
36             onTap: () {},
37           ), // AnswerButton
38           AnswerButton(
39             answerText: currentQuestion.answers[2],
40             onTap: () {},
41           ), // AnswerButton
42         ],
43       ),
44     );
45   }
46 }
```

Three pink arrows are drawn on the right side of the code editor, pointing to specific lines of code. The first arrow points to line 15, where 'questions' is accessed as a static variable. The second arrow points to line 22, where 'currentQuestion' is accessed as a static variable. The third arrow points to line 31, where 'currentQuestion' is accessed as a static variable.

Iteratori

```
23     style: const TextStyle(  
24       fontSize: 15.0,  
25       fontWeight: FontWeight.bold,  
26       color: Colors.white), // TextStyle  
27     textAlign: TextAlign.center,  
28   ), // Text  
29   const SizedBox(height: 30.0),  
30   currentQuestion.answers  
31     .map((answer) => AnswerButton(  
32       answerText: answer,  
33       onTap: () {},  
34     )), // AnswerButton  
35   // AnswerButton(...  
51   ],  
52   ), // Column  
53 ); // SizedBox  
54 }  
55 }  
56
```

Iteratori

```
20     children: [
21       Text(
22         currentQuestion.question,
23         style: const TextStyle(
24           // ...
25           // ...
26           // ...
27         ),
28       ),
29       // ...
30       // ...
31       // ...
32       // ...
33       // ...
34       // ...
35       // ...
36       // ...
37       // ...
38       // ...
39       // ...
40       // ...
41       // ...
42       // ...
43       // ...
44       // ...
45       // ...
46       // ...
47       // ...
48       // ...
49       // ...
50       // ...
51     ],
52   ), // Column
53 ); // SizedBox
54 }
55 }
56 |
```

The element type 'Iterable<AnswerButton>' can't be assigned to the list type 'Widget'. dart(list_element_type_not_assignable)

String answer

Type: String

View Problem (⌘F8) Quick Fix... (⌘.)

.map((answer) => AnswerButton(
 answerText: answer,
 onTap: () {},
), // AnswerButton
// AnswerButton(...

Restituisce un Iterable, ma noi abbiamo bisogno di Widget, dobbiamo adottare quindi una tecnica che viene definita spreading

Spreading Values

```
const numbers = [ 1,2,3];
```

```
const moreNum = [numbers, 4];
```

```
[ [1,2,3], 4 ]
```

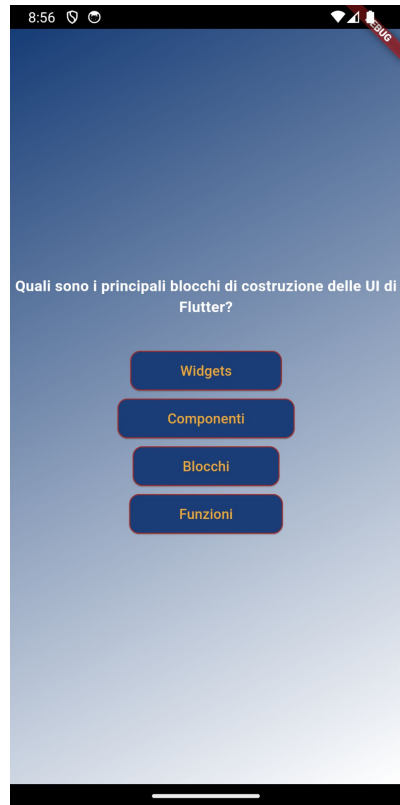
```
const moreNum = [...numbers, 4];
```

```
[ 1,2,3,4 ]
```

operator Spread

Spread

```
), // Text
const SizedBox(height: 30.0),
...currentQuestion.answers
  .map((answer) => AnswerButton(
    answerText: answer,
    onTap: () {},
  )), // AnswerButton
// AnswerButton( ...
],
```



Esercizio 2

Scaricate lo zip con il nome esercizio2, provate a trasformare il quiz testuale in un quiz con delle immagini come risposta