



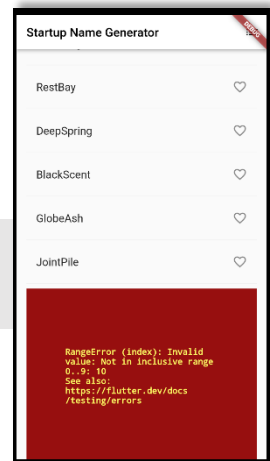
236271/2 – Android Development – Technion

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Exercise 1:

1. These lines of code make the list infinitely scrolling, by making sure that each time we got to the end, 10 more items will be added to the list. **Removing them, will result a finite list of 10 items, and after them the emulator renders an error message** for an overflow (RangeError).

```
if (index >= _suggestions.length) {  
  _suggestions.addAll(generateWordPairs().take(10));  
}
```



2. The attached docs suggest using **ListView.separated**. In my opinion **this method is better than the one we used**, since it **easier to program** (no need to check whether an item is even/odd), it makes more **sense as an OOP paradigm** and it's lead to a **clearer code**.
3. According to Flutter Docs, "**The setState method notifies the framework that the internal state of this object has changed**". Moreover, "**without calling setState, the framework might not schedule a build** and the UI might not be updated to reflect the new state".

Exercise 2:

1. The MaterialApp widget purpose is to enable the use of Material design components in our app. Some of its attributes:
 - a. Home – sets the home/default widget of the app.
 - b. Theme – sets the app main style-theme.
 - c. Routes – the app top-level routing table.
2. The dismissible widget has a key property. According to Flutter docs, the reason for this is because most times this widget is part of a list. We need an unique identifier to distinguish the widget from the other items and its onDismissed callback must remove the specific item from the list.