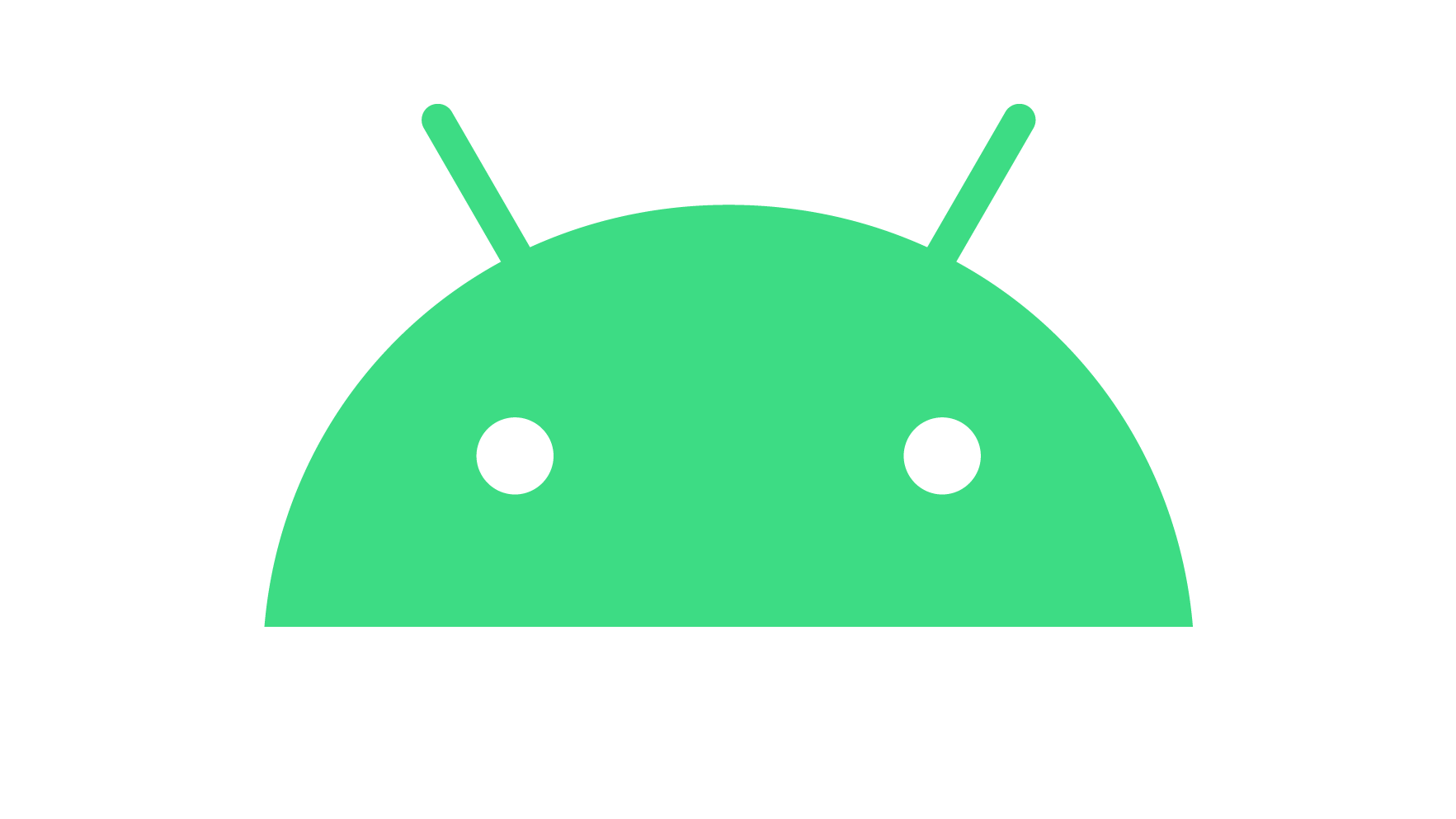
**236271/2 – Android Development – Technion**

**Omer Gafla – 313546327, HW1 – Dry Part**

Exercise 1:

1. תמונה שמכילה טקסט

   התיאור נוצר באופן אוטומטיThese 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));  
}*

1. 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.**
2. 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:
   1. Home – sets the home/default widget of the app.
   2. Theme – sets the app main style-theme.
   3. 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.