🗒 Peer review -Group of 4

You need to **evaluate the code** from W6-S1 in team of 4

1 – Each member evaluates the code of another member

2 – You discuss to select the best code

3 – For each exercise, a group is selected to present to the whole class

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YOUR TEAM MEMBERS	Pen Sithol, Phork Soksan, Math Ehak
EVALUATED STUDENT NAME	Soksan

W6-S1 EX 1	YES	PART	NO
The list of colors is displayed using a Using a **direct for loop**	🙂 X	😐	🙁
The list of colors is displayed using the map method	🙂 X	😐	🙁
The list of colors is displayed using dedicated function to return a list of widgets	🙂 X	😐	🙁

Comments

Very good code!!

COPY/PAST THE BEST SOLUTION (AFTER GROUP DISCUSSION)

```
    children: [
     const Label("Method 1: Loop in Array", bold: true),
       for(var i = 0; i < colors.length; i++)
            Text(colors[i]),
       // for(var color in colors)
       //   Text(color),

     const Label("Method 2: Map", bold: true),
       ...colors.map((color) => Text(color)),
     const Label("Method 23: Dedicated Function", bold: true),
     Column(
       crossAxisAlignment: CrossAxisAlignment.start,
       children: getColor(),
     )
   ],
```

W6-S1 EX 2	YES	PART	NO
The ProfileApp widget must take as argument a ProfileData object.	🙂 X	😐	🙁
Each tile of the given profile data must be rendered in the profile app, as a card.	🙂 X	😐	🙁

the scrolling is managed, when too many tiles need to be displayed	🙂	😐 X	🙁

Comments

This app should only scrollable for the tiles when it is display not the whole page.

COPY/PAST THE BEST SOLUTION (AFTER GROUP DISCUSSION)

```
Expanded(
      child: ListView.builder(
        itemCount: profileData.tiles.length,
        itemBuilder: (context, index) {
         final tile = profileData.tiles[index];
         return ProfileTile(
           icon: tile.icon,
           title: tile.title,
           data: tile.value,
         );
        },
      ),
```

W6-S1 EX 3	YES	PART	NO
A TemperatureApp stateful widget is created	🙂 X	😐	🙁
The TemperatureApp manages an active screen state (ex: a Enum)	🙂	😐	🙁 X
The current screen is provided using a function with a switch case	🙂	😐	🙁 X
The Welcome widget has a callback attribute and the callback function change the active screen	🙂	😐	🙁 X

Comments

Good code!!

COPY/PAST THE BEST SOLUTION (AFTER GROUP DISCUSSION)

child: _showWelcomeScreen ? Welcome(onStart: _toggleScreen) : TemperatureScreen(onBack: _toggleScreen),

W6-S1 EX 4		YES	PART	NO
Only 1 joke can be selected as favorite		🙂 X	😐	🙁
Which **data** stores the favorite jokes?	final String content;			
Which **widget** stores the favorite joke?	JokeCard			
Which widgets are **stateful**? Which widgets are **stateless**?	JokeList is Statefull JokeCard is Stateless			
How do widgets interact? Is there **callback function**?	The JokeList build JokeCard, JokeCard have content and a Icon, when favorite icon is clicked the onFavoriteClick is triggered and called _setBestJoke in JokeList There is callBack function			

Comments

Great code but it need more data for the joke card

COPY/PAST THE BEST SOLUTION (AFTER GROUP DISCUSSION)

```
class _JokeListState extends State<JokeList> {
 int? _favoriteJokeIndex;

 void _setFavoriteJoke(int index) {
  setState(() {
    _favoriteJokeIndex = index;
  });
```

```
  }

  @override
  Widget build(BuildContext context) {
   return ListView.builder(
     itemCount: jokes.length,
     itemBuilder: (context, index) {
       return JokeCard(
         joke: jokes[index],
         isFavorite: _favoriteJokeIndex == index,
         onFavoriteClick: () => _setFavoriteJoke(index),
       );
     },
   );
  }
}
```