**3. Class and OOP**

Using concepts like inheritance, encapsulation, and polymorphism, Dart's object-oriented programming (OOP) allows developers to create classes and objects that mimic real-world entities and their behaviors.

**4. Function and Methods**

The Flutter code, functions, and methods are used to define behaviors and reusable components, such as the build methods in the GoBusApp, CoverPage, BusDetailsPage, and SeatSelectionPage classes, which create the widget tree for each screen.

**5. Flow Control Statements**

Flow control statements, such as onPressed callbacks inside buttons and onTap actions within ListTile widgets, govern the app's flow by navigating between pages based on user inputs via Navigator.push.