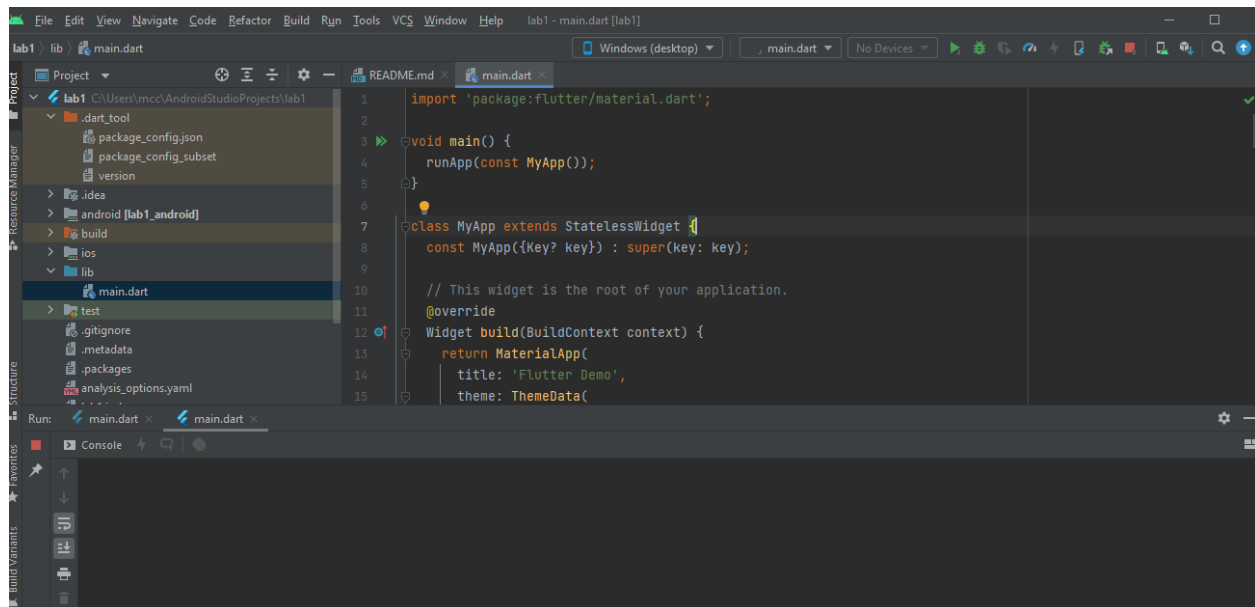Installation is done

Create Class on Dartpad for system of your faculty with minimum 3 attributes and constructor

```dart
3   //dart is not sequantial, we can call the class before creating it
4 ▾ void main(){
5      //create object
6      //call the instructor - the object
7      Student student1=Student('arwa',19, 104701);
8      print(student1);
9      print("""my name is ${student1.cName}, my age is ${student1.cAge} and my
10     is ${student1.ID}""");
11  }
12
13  //class syntax
14 ▾ class Student{
15      String cName='';
16      int cAge=0;
17      int ID=12;
18
19  //constructor
20 ▾   Student(String name, int age, int id){
21        cName=name;
22        cAge=age;
23        ID=id;
24      }
25  }
26
```

What are "Types"?

      A- <mark>Data types of values you work with your code.</mark>

      B- the name types of variables in your code.

      C- Function arguments used in your Code.

What is the job of "variables"?

      A- Variables allow you to execute code whenever you want.

      B- Variables describe the type of data you're working with.

      C- <mark>Variables hold data with which you can work in your code.</mark>

What are "functions"?

      A- Functions can be instantiated to create objects.

      B- Functions store data so that you can use it later.

      C- <mark>Functions hold code which you can call as often and whenever you want.</mark>

What is a "property"?

      A- <mark>a variable inside a class.</mark>

      B- a function inside a class.

      C- a class inside a variable.