**CHAPTER 3**

Chapter 3 covers the basics of Dart, the language used for Flutter development. I’ve learned about the main () function, how to comment code, declare variables, and use Lists to manage collections. This chapter explains various operators for arithmetic, logical, and conditional operations, as well as cascade notation for cleaner code. It also introduces how to include external packages using the import statement and covers object-oriented concepts like classes and functions to structure your code. Additionally, I also explore asynchronous programming with Future objects and how to use async and wait for tasks like network requests.