

Dart Advanced Tasks

For the Dart Advanced, solve the following problems in any order, each problem and game should be solved using OOP in Dart:

- Problem 0: Make a class that inherit from 2 classes in two different ways
- Problem 1:
 - Make an abstract class called geoshape that has one variable called dim1 and an abstract function called get area
 - Make a class called circle that inherit from geoshape to calculate the area of the circle
 $\text{Area} = 3.14 \times r \times r$
 - Make another class called triangle that inherit from geoshape too and calculate area
 $\text{Area} = 0.5 \times \text{dim1} \times \text{dim2}$
 - Get the total area:
Total area= area of the circle + area of the triangle
- Game: Tic-Tac-Toe

Create a simple Tic-Tac-Toe game. You can find a description for an example of Tic-Tac-Toe game here:

<https://www.c-sharpcorner.com/UploadFile/75a48f/tic-tac-toe-game-in-C-Sharp/>

- Hangman

Create a simple Hangman game. You can find a description for an example of Hangman game here:

<https://www.codeproject.com/Articles/61917/Hangman-Game>