Class Definitions (Person, Crop, Fish, Swimmer, etc.):

- Explain the structure of a class definition in Dart.
- How do you declare class properties and methods within a class?

Constructors:

- Describe the purpose of constructors in Dart classes.
- Provide an example of a constructor in the `Person` class.

Inheritance and Superclass:

- How is inheritance implemented in Dart?
- Show an example of a class (`Strawberry` or `Pumpkin`) inheriting from another class (`Crop`) and using the `super` keyword.

Static Variables:

- What is the significance of a static variable in a Dart class?
- Give an example of a static variable, like `population`, in your notes.

Access Modifiers (Private Variables):

- How can you create private variables within a Dart class?
- Provide an example of a private variable in the `Course` class.

Mixins (Player with Farmer, SpriteComponent):

- Explain the concept of mixins in Dart and how they differ from inheritance.
- Describe how the `Player` class uses mixins.

Async and Futures:

- What is the purpose of using `Future` in Dart for asynchronous operations?
- How do you define an asynchronous function that returns a `Future`?

`async` and `await`:

- Describe the usage of `async` and `await` in Dart.
- Provide an example of an asynchronous function using `async` and `await`, like `longTermOperation`.

Future Delayed:

- What does `Future.delayed(Duration(seconds: numSeconds))` do?
- Show how it is used in the `longTermOperation` function.

Using Futures:

- How do you use a `Future` result after it's returned?
- Give an example of how you store and work with a `Future` result, like `fs`.

Null Safety:

- Explain the concept of null safety in Dart.
- How does Dart handle nullable types, and how is it indicated in code?

Importing:

- How do you import external Dart libraries or modules into your Dart program?