Callable Class in Dart



Swipe



There is a special call() method which is very closely related to an operator overload because it allows classes to be called like if they were functions with the () operator.

Let's look in to an example.



Here we created a callable class.

```
class Example {
   // This is a callable class, it can be called like a function
   // Here we are using the call operator.
   // The call operator is a special operator that allows you
   // to call an object like a function.
   double call(double a, double b) ⇒ a + b;
}
```

Two things we have done here:

- 1. Created an instance of Example class.
- 2. Used the object 'ex' like if it were a function.

```
void main(List<String> arguments) {
  final ex = Example();
  // Here we are calling the object like a function
  final value = ex(1.3, 1.2);
  print(value); //2.5
}
```

Any class that implements call() method is said to be callable class.



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