❖Extends:

I use extends in Dart/Flutter to implement the inheritance concept of OOP

So, if there is class B extends class A, then class B, inherits all properties and methods from class A.

❖Implements:

Unlike with inheritance where you get properties and methods automatically from the parent class, when you are implementing a class, you must implement all the properties and methods of that class.

One more difference between extends(inheritance) and implements is that, you cannot inherit from more than one class but you can implement more than one class.

❖With:

refers to the ability to add the capabilities of another class or classes to your own class, without inheriting from those classes. The methods of those classes can now be called on your class, and the code within those classes will execute.

❖Abstract Class:

If you want to define something as abstract, just write the word abstract before it.

A class defined as abstract is called Abstract Class.

An ordinary class not defined as an abstract is called a Concrete Class.

The function defined as abstract is called Abstract Method or Abstract Function.

A regular class cannot contain functions of type abstract.

The Abstract Class can contain regular functions, and it can contain functions of their type of abstract.

If you define a class as abstract, then this class cannot create objects from it.

Since objects cannot be created from the Abstract Class, this means that to take advantage of this class, it must be inherited.

A class that inherits from its type of abstract class, must do Override for all functions defined as abstract.

❖Class:

A concrete class cannot contain an abstract method.
A concrete class can be declared as final.