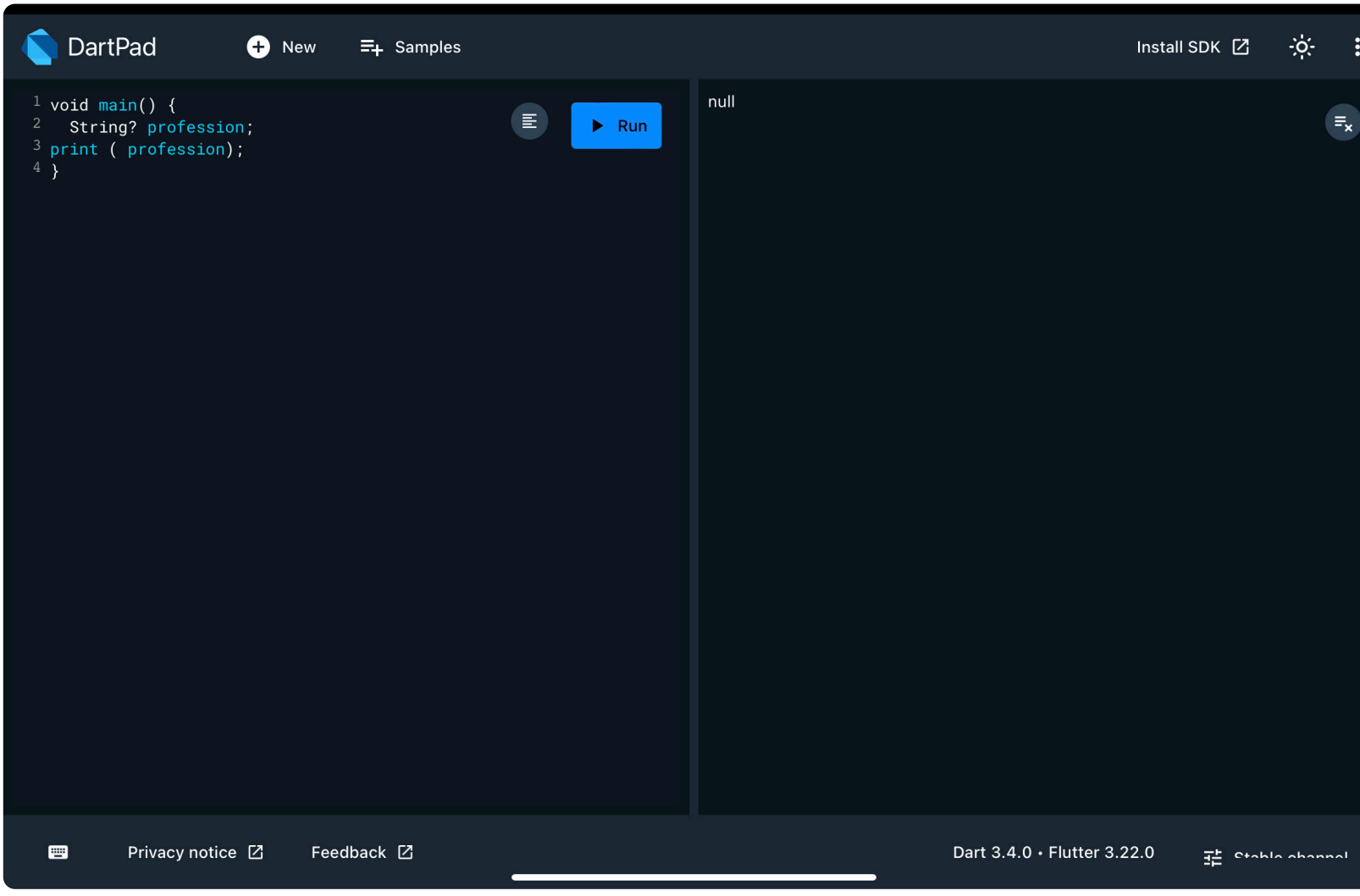
Exercise 1

1. Create a `String?` variable called `profession`, but don't give it a value.
2. Then you'll have `profession` `null`. Get it? Professional?
3. Print the output.
4. Comment on the output you have seen.

```
void main() {
String? profession;
  print ( profession);

 }
```

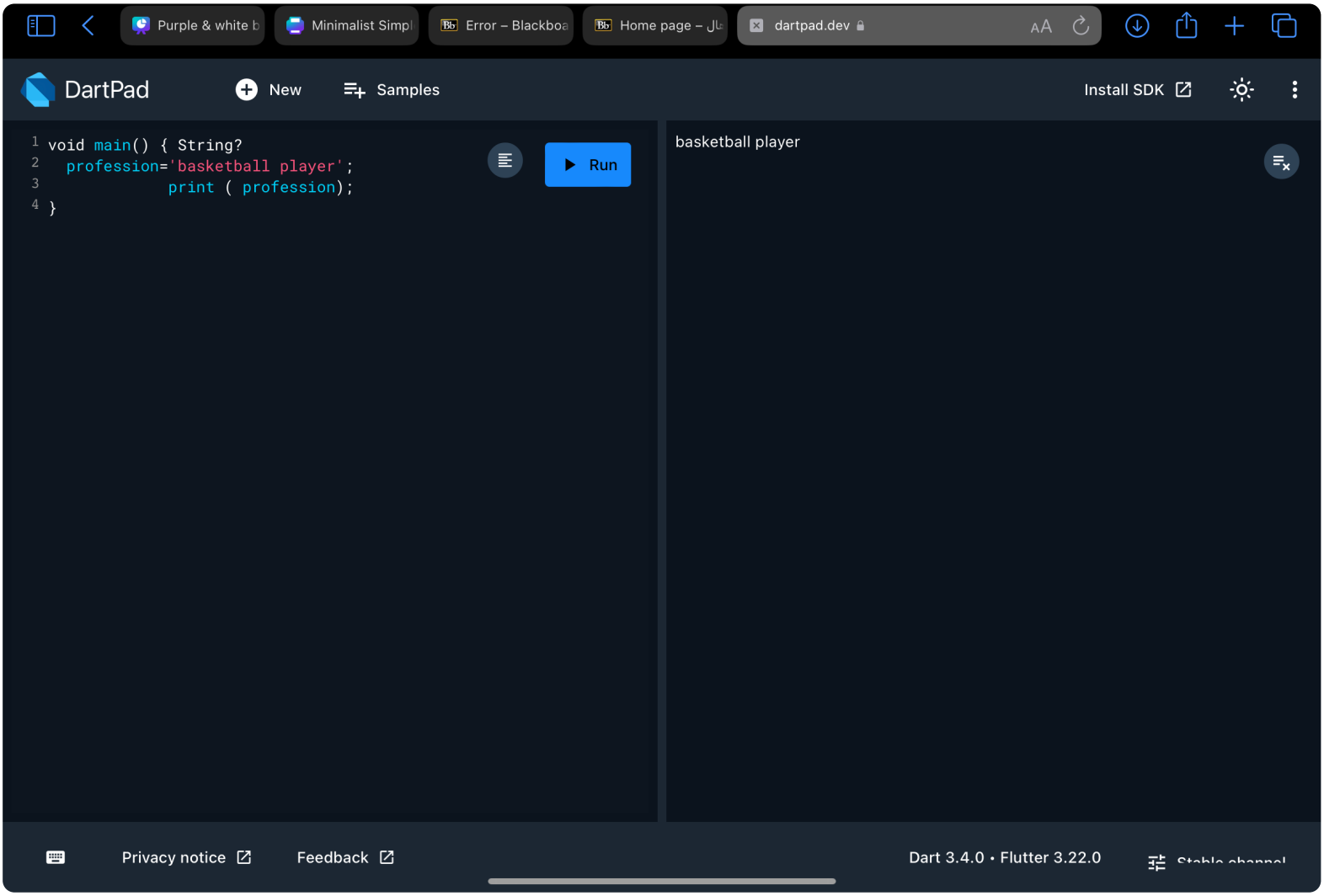


Exercise 2

1. Give `profession` a value of "basketball player".
2. Print the output.
3. Comment on the output you have seen.

```
void main() {
String? profession=
  'basketball player';
  print ( profession);

 }
```



Exercise 3

1. Write the following line and then hover your cursor over the variable name. What type does Dart infer `iLove` to be? `String` or `String?`?

```
const iLove = 'Dart';
```

Challenge 1: Naming Customs

People around the world have different customs for giving names to children. It would be difficult to create a data class to accurately represent them all, but try it like this:

1. Create a class called `Name` with `givenName` and `surname` properties.
2. Some people write the surname last and some write it first.
3. Add a Boolean property called `surnameIsFirst` to keep track of this.
4. Not everyone in the world has a surname.
5. Add a `toString` method that prints the full name.

```
class Name{
  String givenName;
  String? surname;
  bool surnameIsFirst;
  Name(this.givenName,this.surname,this.surnameIsFirst);
  @override
  String toString (){
    if (surname != null){
      if(surnameIsFirst){
        return '$surname $givenName';
      }
      else{
```

```
      return'$givenName $surname';
    }
  }
  else{
    return givenName;
  }
 }
}
```

```
void main() {
Name name1= Name('John','Doe',true);
 print (name1);// output:Doe John
 Name name2= Name('Jane',null ,false);
 print(name2);//output: Jane
}
```