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CP : Assignment 1.Q.1 Do as directed:-

1. Flutter : Flutter is a UI toolkit for building fast, beautiful, natively compiled application for mobile, web and desktop with single codebase.
2. C++
3. Google
4. Dart
5. two
6. Software Development Kit.
7. Statefull widget
8. Ahead - of - Time (AOT)
9. European Computer Manufacturers Association.
10. True
11. True
12. True.

13. True.

14. Hot Reload :- whenever the developer makes changes in the code, then these changes can be seen instantaneously with Hot Reload.

15. Journalist, Row, Icon, Text

Q.2 Q/A:-

1. What is cross platform? List out the different frameworks.

Ans :- The cross-platform development framework has the ability to write and ~~co~~ one code and deploy on the various platform.

-> It saves a lot of time and development efforts of developers.

-> There are several tools available for cross-platform development. including web-based tools.

-> Drifty Co. in 2013, Phonegap from Adobe, Xamarin from Microsoft, React Native from Facebook and a new framework Flutter developed by Google.

2. Explain the features of Flutter.

Ans: Open-Source:

- Flutter is a free and open-source framework for developing mobile applications.
- Cross-platform: This feature allows flutter to write the code once, maintain and can run on different platforms.
 - Hot Reload:- whenever the developer makes changes in the code, then these changes can be seen instantaneously with hot reload.
 - Minimal code:- Flutter app is developed by dart programming language, which uses JIT and AOT compilation to improve the overall start-up time.
 - Widgets:- The flutter framework offers widgets, which are capable of developing customizable specific designs.

3. Explain the advantages and disadvantages of Flutter.

Ans: Advantages of Flutter:-

- Dart has a large repository of software packages which lets you extend the capabilities of your application.
- Developer needs to write just a single code base for both applications.
- With Flutter, developer has full control over the widgets and its layout.

⇒ Disadvantages of Flutter:-

- Since it is coded in Dart language, a developer needs to learn a new language.
- Flutter is yet another framework to create mobile application. Developers are having a hard time in choosing the right development tools in hugely populated segment.

4. Differentiate the stateless Lifecycle and the StatefulWidget Lifecycle.

Ans: Stateless Lifecycle Stateful Lifecycle.

- | | |
|--|--|
| → It is a static widgets. | It is dynamic widgets. |
| → They do not depend on any data change or any behaviour change. | They can be updated during runtime based on user action. |
| → It do not have a state. | It has an internal state. |
| → Ex:- Text, Icon. | Ex:- Check box, Radio Button. |

5. Explain the different widgets of Flutter.

Ans: Container:- A box model that can contain other widgets.

- Row and Column :- Arrange widgets in a horizontal or vertical order.
- Text = Display Text with various styles.
- Image :- Display images.
- Button :- Various types like RaisedButton, FlatButton, more.
- Textfield = Accept user input.
- Form = Manage a group of Formfield widgets.
- Drawer = Create a slide-in menu.

6. Explain the folder structure of flutter project.

Ans:- android = Android-specific code and resources.

- Assets = store images, fonts, and other assets.
- IOS = ios-specific code and resources.
- lib = Dart code for the flutter app.
- test = unit and widget test files.
- web = web-specific code and assets.
- build = contains generated files during the build process.