Phon Sovatanak – G2

**W4 - S2 - Stateful widget - TODO BEFORE**

1. Why do we have a distinction between stateless and stateful widgets?

ANS: We have a distinction between stateless and stateful widgets because:

* **Stateless widgets** are good for static content especially that doesn’t change, like labels, icons or images. They are simple to use, require less coding, and are more efficient in terms of memory and processing power. However, they require the whole widget tree to be rebuilt when changing some content.
* **Stateful widgets** are good for dynamic content, interactive content that can change based on user interactions or internal state changes. They are more complex to implement and manage and can have higher performance overhead. However, they allow for changes in state without needing to do a complete rebuild.

1. When do I need to use a stateless widget?

ANS: We need to use stateless widgets when we use static content, which doesn’t require change like label, icons or images. Or when you just want to display something and doesn’t require changes.

1. When do I need to use a stateful widget?

ANS: We need to use stateful widgets when we want to make the content dynamic which can be interaction, or state changes. When you want to make a checkbox or slider, that needs state changes without needing to rebuild the widget tree again.