GLS UNIVERSITY
Faculty of Computer Applications & IT
IMCA SEM VI

222301504 Cross Platform Mobile Application Development
Assignment – 1

Q-1.	Do as Directed
1.	Define Flutter.
2.	Flutter's rendering engine is primarily written in which programming language?
3.	Flutter is developed by _____.
4.	Which of the following language is used to build flutter app? Go,Java,Dart,React
5.	Flutter have mainly _____ types of widgets.
6.	What does SDK stands for?
7.	A _____widget is built based on its own configuration but can change dynamically.
8.	When building for iOS, Flutter is restricted to an __ compilation strategy
9.	ECMA stands for _____
10.	Does flutter support desktop application development? [True/False]
11.	Everything is a widget in Flutter. True or False?
12.	Stateless Widgets are static widgets.. True or False
13.	The cross-platform development framework has the ability to write one code and can deploy on the various platform.[True/False]
14.	Define: hot reload
Q-2.	**Answer the following questions:**
1.	What is cross platform? List out the different frameworks.
2.	Explain the features of flutter.
3.	Explain the advantages and disadvantages of flutter.
4.	Differentiate The StatelessWidget Lifecycle and The StatefulWidget Lifecycle.
5.	Explain the different widget of flutter.
6.	Explain the folder structures of flutter project.