

IN THE NAME OF ALLAH
WASSA
UNHCR (WYE) PROJECT
CODE4FUN
FLUTTER COURSE

Assignment #6

Basic Dart OOP Questions

1. Write a dart program to create a class **Laptop** with properties [**id**, **name**, **ram**] and create 3 **objects** of it and print all details.
2. Write a dart program to create a class **House** with properties [**id**, **name**, **prize**]. Create a **constructor** of it and create 3 objects of it. Add them to the list and print all details.
3. Write a dart program to create an **enum** class for **gender** [male, female, others] and print all values.
4. Write a dart program to create a class **Animal** with properties [**id**, **name**, **color**]. Create another class called **Cat** and extends it from Animal. Add new properties **sound**, **owner** and **price**. Create an object of a Cat and print all details.
5. Write a dart program to create a class **Camera** with private properties [**id**, **brand**, **color**, **prize**]. Create **getters** and **setters** to get and set values. Also, create 3 objects of it and print all details.
6. Create an interface called **Bottle** and add a method to it called **open()**. Create a class called **CokeBottle** and implement the Bottle and print the message "Coke bottle is opened". Add a **factory** constructor to Bottle and return the object of CokeBottle. Instantiate CokeBottle using the factory constructor and call the open() on the object.
7. Create a simple **quiz application** using oop that allows users to play and view their score.

