

MTWTFSS

10/10 :B

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Task - 03, 04 &amp; 05

Good

- Emulator:- An emulator is a virtual device that simulates a real mobile device. It allow developers to run and test Flutter apps without needing a physical phone.

- Commonly used Emulators

- Android Emulator (from Android studio)

- iOS Simulator (for macOS users)

- Widgets:- In Flutter everything is a widget. A widget is a UI component used to build the app interface.

Types:

- Structural widgets:- AppBar, Container

- Interactive widgets:- TextField, Button

- Layout widgets:- Column, Row, Stack

3- Stateless widgets

- Does not change once it is built.

- Used for static UI elements.

→ Example: A simple label or icon

#### 4- Stateful widget:-

- Can change dynamically based on user interaction
- Uses a state class to manage changes
- Example: Button, counters, user input

#### 5- Shared Preferences:-

- Max Space: Around 1MB (Depends on OS) Android
- Data Structure: key-value pairs (Map <String, dynamic>)
- Put-()/get(): Used to add/set/retrieve values
- remove()/clear(): Deletes Data
- Build-in: No extra dependencies needed.

Shared preferences is a plugin that provides a way to store simple data as key-value pairs on the device's persistent storage.