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Assignment

1. Type Inference

EXPLAIN: Explain how Dart infers the type of a variable.

+ Dart uses type inference to automatically determine the type of a variable based on the value that we assigned to it.

When you declare a variable using the 'var' keyword without explicitly specifying its type, Dart infers the type from the initial value assigned to it.

```
void main() {  
  // Dart infers the type as int based on the value assigned  
  int number = 10;  
  // Explicitly declaring the type as String  
  String name = "Dalin!";  
  // Print both variables to show their values  
  print("The value of 'number' is: $number");  
  print("The value of 'name' is: $name");  
}
```

2. Nullable and Non Nullable Variable.

EXPLAIN : Explain nullable vs non-nullable variables.

-Nullable variables are declared using the ? syntax after the type. These variables can either hold a value of the specified type or null.

-Non Nullable variables in dart by default all variables are non nullable to ensures that no errors at compile time.

EXPLAIN : When is it useful to have nullable variables?

-Nullable variables are useful such as in optional values, initial state and external data.

```
// Declare a nullable integer variable and assign it a null value  
int? nullableInt = null;  
  
// Declare a non-nullable integer variable and assign it a value
```

```
int nonNullableInt = 5;

// Assign a new value to the nullable variable

nullableInt = 10;
```

3. Final and const

EXPLAIN : Describe the difference between final and const.

-Final:

- Final variable can be assigned only once and cannot be reassigned.
- The value of final variable is initialized at runtime.

-Const:

- A const variable is a compile-time constant, meaning its value must be known and assigned at compile time.
- Can only assign simple, known values (like numbers, strings, or literal values) to const variables.

```
// Declare a final variable and assign it the current date and time
```

```
final currentDateTime = DateTime.now();
```

```
/* Can you declare this variable as const? Why?
```

- No, we cannot declare `currentDateTime` as const
because it depends on runtime (DateTime.now() is evaluated at runtime).

```
*/
```

```
// Declare a const variable with a integer value
```

```
const num = 3;
```

```
// Can you reassign the value of this final variable? Why? ``
```

```
// -No, we cannot reassign a final variable once it is assigned. The following line would cause an error.
```

4. Strings:

```
//Declare two strings: firstName and lastName and an integer:age
```

```
String firstName = 'Dalin';
```

```
String lastName = 'Tip';
```

```
int age = 20;
```

```
// Concatenate the 2 strings and the age
String fullInfo = 'Name: $firstName $lastName, Age: $age';
// Print result
print(fullInfo);
```

```
//Lists:
```

```
// Create a list of integers
List<int> numbers = [10, 20, 30, 40];
```

```
// Add a number to the list
numbers.add(50);
```

```
// Remove a number from the list
numbers.remove(20);
```

```
// Insert a number at a specific index in the list
numbers.insert(1, 15);
```

```
// Iterate over the list and print each number
print('List of numbers:');
for (var number in numbers) {
  print(number);
}
```

```
//Maps:
```

```
// Create a map with String keys and integer values
```

```
Map<String, int> scoreMap = {  
    'Math': 90,  
    'Science': 85,  
};
```

```
// Add a new key-value pair to the map
```

```
scoreMap['English'] = 88;
```

```
// Remove a key-value pair from the map
```

```
scoreMap.remove('Science');
```

```
// Iterate over the map and print each key-value pair
```

```
print('Score Map:');  
scoreMap.forEach((subject, score) {  
    print('Subject: $subject, Score: $score');  
});
```

5. Loop and conditions

```
// Use a for-loop to print numbers from 1 to 5
```

```
print('For-loop:');  
for (int i = 1; i <= 5; i++) {  
    print(i);  
}
```

```
// Use a while-loop to print numbers while a condition is true
```

```
print('While-loop:');  
int j = 1;  
while (j <= 5) {  
    print(j);  
    j++;  
}
```

```

    }
// Use an if-else statement to check if a number is even or odd

    print('Even or Odd Check:');

    int n = 4; // Change this number to test with different values
    if (n % 2 == 0) {
        print('$n is even. ');
    } else {
        print('$n is odd. ');
    }
}
/*

```

6.Function

EXPLAIN : Compare positional and named function arguments

-Positional Arguments:

- Positional arguments are passed to a function in the order in which they are defined.
- The number of arguments passed must match the number of parameters defined in the function.

-Named Arguments:

- Named arguments are passed using the name of the parameter.
- Named arguments are wrapped in curly braces { } and can be made required using the required keyword.

EXPLAIN : Explain when and how to use arrow syntax for functions

-The arrow syntax is a shorthand for simple, single-expression functions.

It is used when the body of the function consists of a single expression or return statement.

```

*/

// Define a function that takes two integers and returns their sum

    int sum(int a, int b) {
        return a + b;
    }

// Call the function and print the result

```

//Positional

```
void printSumPositional(int a, int b) {  
    print('Sum (Positional): ${a + b}');  
}
```

// Named Arguments:

```
void getArea({required int length, required int width}) {  
    print('Area (Named): ${length * width}');  
}
```

// Call both functions with appropriate arguments

```
printSumPositional(7, 3); // Positional arguments  
getArea(length: 5, width: 4); // Named arguments
```

/*

EXPLAIN : Can positional argument be omitted? Show an example

-No, positional arguments cannot be omitted.

Example (this would cause an error):

```
printSumPositional(7); // Error: too few positional arguments
```

EXPLAIN : Can named argument be omitted? Show an example

-Named arguments can be omitted if not marked as required.

Example:

```
void getVolume({int length = 10, int width = 5, int height = 2}) {  
    print('Volume: ${length * width * height}');  
    getVolume(width: 6); // Not passing all arguments, uses default values for others
```

*/

//Arrow Syntax:

// Define a function using arrow syntax that squares a number

```
int square(int number) => number * number;  
// Call the arrow function and print the result  
print('Square of 4: ${square(4)}');  
}
```