St. Francis Institute of Technology, Mumbai-400 103 Department of Information Technology

A.Y. 2024-2025 Class: TE-ITA/B, Semester: VI

Subject: MAD & PWA LAB

Experiment – 1a: Study of Dart programming language.

- 1. Aim: To study the basics of Dart programming language.
- 2. Objectives: After study of this experiment, the student will be able to
 - Learn the basics of Dart language.
 - Write and execute programs in Dart language.
- 3. Outcomes: After study of this experiment, the student will be able to
 - Develop programs in Dart language. (L604.1)
- **4. Prerequisite:** None.
- 5. Requirements: Personal Computer, 8 GB RAM, Internet Connection, Web browser.
- 6. Pre-Experiment Exercise:

Brief Theory:

Dart

Dart is an open-source general-purpose programming language. It was originally developed by Google and later approved as a standard by ECMA. It is an object-oriented programming language that bears resemblance to C, Java and Javascript.

Dart language is widely used to develop Android applications, iOS applications, IoT applications and web applications, using the Flutter framework. It supports application development in both client side and server side. A popular example of Dart application is Gmail.

Dart supports essential programming concepts such as variables, loops, arrays (lists), and conditional statements. It provides control flow structures like for, while, if, and switch to manage program execution. Dart also allows developers to work with object-oriented principles like classes and inheritance, and it utilizes a strong, but flexible type system for safer, more readable code.

For asynchronous programming, Dart includes the async and await keywords, enabling non-blocking execution of tasks such as network requests and I/O operations. These features, along with its efficient memory management and optimized performance, make Dart an ideal choice for building scalable applications.

7. Laboratory Exercise

A. Procedure

i. Execute the following programming constructs in Dart.

Statements and variables, data types and return types, decision making and loops, arrays/ lists, functions, classes and objects, inheritance.

B. Result/Observation

i. Print out of program code and output.

8. Post-Experiments Exercise

A. Extended Theory:

1. None.

B. Questions:

1. Write and execute a basic gaming application using Dart programming language.

C. Conclusion:

- 1. Write what was performed in the experiment.
- 2. Mention a few applications of what was studied.
- 3. Write the significance of the topic studied in the experiment.

D. References:

- 1. https://docs.flutter.dev/get-started/fundamentals/dart.
- 2. https://www.w3schools.io/languages/dart-tutorials/
- 3. https://www.javatpoint.com/flutter-dart-programming.
- 4. https://www.codeproject.com/Articles/754484/Game-development-using-Dart

MAD PWA EXP 1A

Class: TE IT A Roll No: 56

Laboratory Exercise

1. Statements and Variables

Name: Vishal Rajesh Mahajan

2. Data Types and Return Types

```
code
int square(int number) {
  return number * number;
}

void main() {
  int num = 5;
  print("The square of $num is ${square(num)}");
}
The square of 5 is 25
```

3. Decision Making

Code	Output
<pre>void checkEligibility(int marks) { if (marks >= 50) { print("Congratulations Vishal, you passed!"); } else { print("Better luck next time, Vishal."); } } void main() { int marks = 68; checkEligibility(marks); }</pre>	Congratulations Vishal, you passed!

4. Loops

```
Code

void printRollNumbers() {
    for (int i = 1; i <= 5; i++) {
        print("Roll No: $i");
    }

void main() {
    printRollNumbers();
}

Roll No: 1
Roll No: 2
Roll No: 3
Roll No: 4
Roll No: 5</pre>
```

5. Arrays / Lists

```
Code

void main() {
  List<String> subjects = ["Web Lab", "MAD PWA", "BI LAB"];

print("Subjects of Sem 6 are ");
  for (String subject in subjects) {
    print(subject);
  }
}

Output

Subjects of Sem 6 are
  Web Lab
  MAD PWA
  BI LAB
```

6. Function

```
double calculateAverage(List<int> marks) {
   int total = 0;
   for (int mark in marks) {
      total += mark;
   }
   return total / marks.length;
}

void main() {
   List<int> marks = [85, 90, 88, 95];
   print("Average Marks of Vishal Mahajan: ${calculateAverage(marks)}");
}
Output

Average Marks of Vishal Mahajan: 85
```

7. Classes and Objects

```
Code
                 class Student {
                   String name;
                   int rollNo;
                   String className;
                   Student(this.name, this.rollNo, this.className);
                   void displayInfo() {
                     print("Student Name: $name");
                     print("Roll No: $rollNo");
                     print("Class: $className");
                 void main() {
                   Student student = Student("Vishal Mahajan", 56, "TE IT A");
                   student.displayInfo();
Output
                                   Student Name: Vishal Mahajan
                                   Roll No: 56
                                   Class: TE IT A
```

8. Inheritance

```
Code
                   class Person {
                     String name;
                     Person(this.name);
                     void displayName() {
                      print("Name: $name");
                  class Student extends Person {
                    int rollNo;
                     String className;
                    Student(String name, this.rollNo, this.className) : super(name);
                     void displayStudentDetails() {
                      displayName();
print("Roll No: $rollNo");
                       print("Class: $className");
                   void main() {
                     Student student = Student("Vishal Mahajan", 56, "TE IT A");
                     student.displayStudentDetails();
Output
                                          Name: Vishal Mahajan
                                          Roll No: 56
                                          Class: TE IT A
```

Post Experiment Exercise

Q.Write and execute a basic gaming application using Dart programming language.

```
Code
           import 'dart:math';
           void main() {
             print("Guess the Number Game!");
             int target = Random().nextInt(100) + 1;
             List<int> guesses = [30, 50, 70, 90, target];
             for (int i = 0; i < guesses.length; i++) {
               int guess = guesses[i];
               print("Your guess: $guess");
                if (guess < target) {
                 print("Too low!");
                } else if (guess > target) {
                 print("Too high!");
                 print("Correct! The number is $target. Attempts: ${i + 1}");
                 break:
             print("Game Over. Thanks for playing!");
Output
                             Guess the Number Game!
                             Your guess: 30
                             Too low!
                             Your guess: 50
                             Too low!
                             Your guess: 70
                             Too high!
                             Your guess: 90
                             Too high!
                             Your guess: 57
                             Correct! The number is 57. Attempts: 5
                             Game Over. Thanks for playing!
```