Mobile App Development

CSE-4078

# Lab Plan 6

# Objective:

* To be able to implement Object Oriented Programming concepts in the Dart.
* To be able to implement dynamic user interfacing in Dart.

# Course Learning Outcome (CLO):

* **CLO-2:** Demonstrate the knowledge of Flutter to design stateful, cross-platform, and interactive user interfaces for mobile applications.

# Lab Tasks

In this lab we will be reviewing Stateful and Stateless Widgets as well as learning about the fundamental building blocks of Object-Oriented Programming (OOP) - Classes and Objects. We’re going to make a quiz app that tests your general knowledge. As one of the most popular types of apps on the app stores, you can create your own quiz for other people to enjoy!

Therefore, you are required to develop the Quiz app (as given in Figure 1) by following the steps.

1. Create a class “Question” that has two data members (i.e., question and answer).
2. Create a class “QuestionBank” that has 10 objects of the “Question” class which adds appropriate questions and answers. Further, this class must have an identifier that locates the current question being displayed on the screen. Furthermore, create a method “nextQuestion” to display the next question on the screen.
3. Display the question, and score on the screen as given the Figure 1. Further, appropriately update the scorekeeper. However, your app must not show more than 10 (maximum number of questions in QuestionBank.

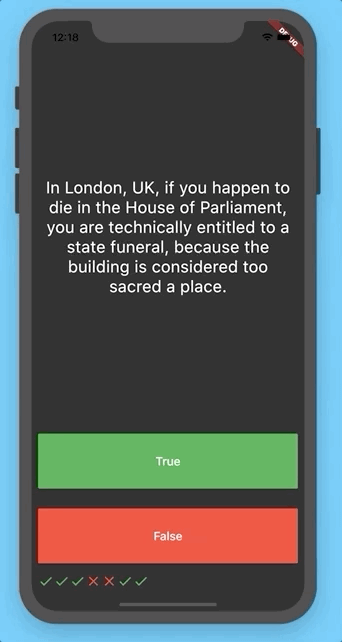


Figure . Quiz App Interface