Dart Coding Exercises (New Sheet)

Q1. Class with Method - Create a class Calculator with two attributes: num1 and num2. - Add a method addNumbers() that prints the sum of the two numbers. - Create an object in main() and call the method.

Q2. Class with Constructor - Create a class Car with attributes brand and year. - Add a constructor to set the values when creating the object. - In main(), create two car objects with different data and print their details.

Q3. Modify Attributes - Create a class Person with attributes name and age. - Create an object and set its initial values using a constructor. - Then change the age of the object and print the updated details.

Q4. Class with Default Attribute Value - Create a class Product with attributes name and price. - Give price a default value of 0. - Create two objects: one with a custom price and one with the default price. Print their details.

Q5. Find Second Largest Number - Ask the user to enter 6 numbers in a list. - Print the largest number and the second largest number (without sorting the list).

Q6. Sentence Analyzer - Ask the user to input a sentence. - Print how many words it contains. - Then print the shortest word and the longest word from the sentence.