

- Create Class on Dartpad for system of your faculty with minimum 3 attributes and constructor

```
class Student{

    String studentName="";
    int studentID=0;
    String studentPhone="";

    Student(String name, int id, String phone){
        studentName=name;
        studentID=id;
        studentPhone=phone;
    }

}

void main(){

    // Initialize an instance
    Student stud = Student("Ahmed", 120130, "0102030");
    print("""Name: ${stud.studentName}
ID: ${stud.studentID}\nPhone: ${stud.studentPhone}""");

}
```

- Solve these Multi Choices

What are “Types”?

- A- Data types of values you work with your code.
- B- the name types of variables in your code.
- C- Function arguments used in your Code.

What is the job of “variables”?

- A- Variables allow you to execute code whenever you want.
- B- Variables describe the type of data you’re working with.
- C- Variables hold data with which you can work in your code.

What are “functions”?

- A- Functions can be instantiated to create objects.
- B- Functions store data so that you can use it later.
- C- Functions hold code which you can call as often and whenever you want.

What is a “property”?

A- a variable inside a class.

B- a function inside a class.

C- a class inside a variable.