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2- Dart Programming

- Classes

→ keyword → class name

```
class Plants { → class start

  // Fields = properties
  // setters and getters
  // constructors
  // methods = jobs

} ← class end
```

Data members: Fields, setters and getters, constructors, methods

→ to make an object **new keyword** is our **hero for instantiation.**

Example: make an object

```
Plants p1 = new Plants();
```

→ Constructors can be with no-arguments and can be parametrized.
Also, there are default Constructors and named ones.

Any constructor's job is to allocate the object in the memory.

→ this keyword is a prefix of any variable to refer to the current object.

→ to access any Field or method of our object dot notation is used:

```
object_name.Field_name;
object_name.method_name();
```

→ Getters and setters allow retrieving and initializing Fields' values.

Getter	setter
- has return value - has no parameters	- has no return value - has one parameters

→ Dart supports single and multilevel inheritance, but does not support multiple inheritance.

But :

multiple inheritance can achieved by mixins.

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→ class inheritance and method overriding.

to change the superclass methods' implementation with whatever the sub class wants » we override them using @override key word which is optional to be written but its good practice to be written.

→ It's important that, while overriding a method we should apply ~~mt~~ the same return value, same parameters List.

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→ static Fields / methods
- should be mentioned with the class name.

- static method only uses static Fields.

→ super keyword
- to reach the parent class version of fields and methods we use super keyword.