**Practical 07**

**Aim1.** Print hello world with void main

void main(){

print("main is the entry point!");

print("hello world");

}

output:



**Aim2. write a dart program to make the use of comment**

int main(){

var lst=[1,2,3];

//single line comment

/\*

\* it prints

\* the whole list

\* at once

\*/

print(lst);

return 0;

}

output:



**Aim 3. write a dart program to documentation comment (triple line comment)**

int main(){

var lst=[1,2,3];

/// it print the whole list

/// at once

print(lst);

return 0;

}

**Aim 4. write a dart program to create a variable and display it**

void main() {

var a=12;

const pi=3.14;

print(a);

print(pi);

}

output:



**Aim 5. Datatypes in dart**

void main() {

int num1=2;

double num2=1.5;

print (num1);

print(num2);

var a1=num.parse("1");

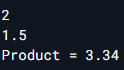
var b1=num.parse("2.34");

var c1=a1+b1;

print("Product = ${c1}");

}

output:



**Aim 6. write a dart program to create a list and display it**

void main() {

var list=[1,2,3,4];

print(list);

}

output:



**Aim 7. WAP to create mapping and display**

void main() {

var mapping={"id":37,'name':'shraddha'};

print(mapping);

}

output:



**Aim 8. write a dart program to print even no. with for loop(range between 1-10)**

void main() {

for (int i = 1;i<=10;i++){

if(i%2==0){

print(i);

}

}

}

Output:



**Aim 9:WAP to add two variables using function**

void main() {

add(3,4);

}

void add(int a,int b){

int c;

c=a+b;

print(c);

}

Output:

**Aim 10. write a dart program to demonstrate assignment operator**

void main() {

// Assignment operators

double a = 5;

double b = 3;

// = (Assignment)

double result = a + b;

print("Result after '=' operator: $result");

// += (Add and assign)

result += 2;

print("Result after '+=' operator: $result");

// -= (Subtract and assign)

result -= 1;

print("Result after '-=' operator: $result");

// \*= (Multiply and assign)

result \*= 3;

print("Result after '\*=' operator: $result");

// /= (Divide and assign)

result /= 2;

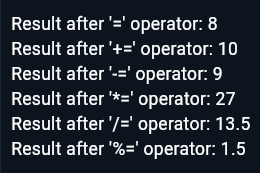
print("Result after '/=' operator: $result");

// %= (Remainder and assign)

result %= 4;

print("Result after '%=' operator: $result");

}



**Aim 11. Write a dart program to implement getter and setter.**

code:

class Employee{

String name="";

String get emp\_name{

return name;

}

void set emp\_name(String name){

this.name=name;

}

void result(){

print(name);

}

}

void main(){

Employee emp=new Employee();

emp.name="priyanka";

emp.result();

}

Output:

