

OOP

1-Inheritance

I can make any class inherit from any other class using extends

=>single Inheritance when class inherit from another class only

=>MultiLevel Inheritance when classe inherit from class who inherit from another class and so on

=>Hierarchical Hierarchical when more than one class inherit form specific class

2- OOP Inheritance Of Constructor

=>In order to be able to use the constructor in the parent class, I must call it in the child class using the word super.

=>It calls the constructor of parent class first and then constructor of child classes

3-Polymarphysim

In simpler terms, the same interface or function name can be used for different data types or classes. It is typically achieved through inheritance and method overriding (runtime polymorphism) or function/operator overloading (compile-time polymorphism).

4-Static Variable

=>When it is static, I can't reach the object directly, I have to use get, or I can connect it directly through the class name.

4-Static function

=>Static function is not related to any object of the class, but is directly related to the class.

5-enum

is a user-defined data type that assigns names to a set of integral constants, making code more readable and maintainable.

6-Abstract Class

The goal of abstract is not to create an object from it but the goal is to use it in inheritance.

7-Interface in Dart

In Dart, interfaces allow classes to define a contract that other classes must follow.