Control Flow Statements cont.

Assert statements – disrupts flow of program if boolean condition given is false

- Asserts removed in production phase

Exceptions- for unexpected behavior

- Use catch statements to prevent program from crashing at unexpected behavior
- Finally statements
- Rethrow – to catch exception in another catch statement

Dart Classes

Inheritance- classes can inherit objects and methods from

Instance Variables(fields)

- Strong recommendation to explicitly declare variable type of fields
- All fields in a class have default getter method generated (if variable name starts with _ variable can only be accessed in file it was created)
    - Read variable names from left to right to understand them better
- Only nonfinal fields, and late final fields have setter default method

Methods- functions defined within a class

- Constructor- any class has a default constructor
    - Static variables cannot be instantiated within a constructor
    - This.exampleField allows access to the field of given instance of class
    - Initializer list- can initialize every field here
    - Can initialize every field by enumerating them inside parameters list (using this keyword)
- Named Constructors
    - Can have infinite different constructors by using a.zero() naming convention (a being a class, and zero being the name specifier)
- Constant constructors