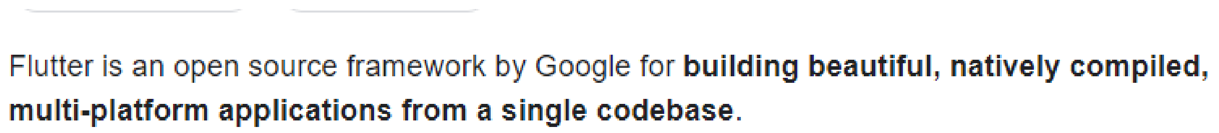
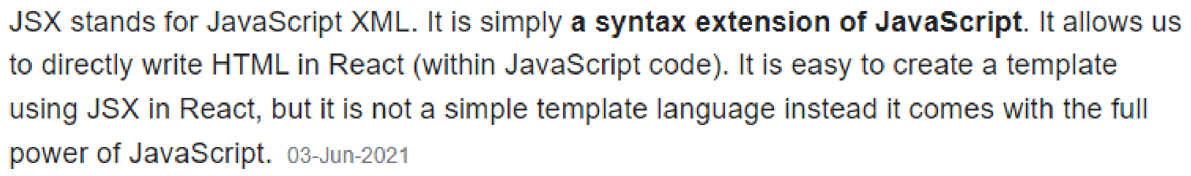
Flutter Training – Day 1



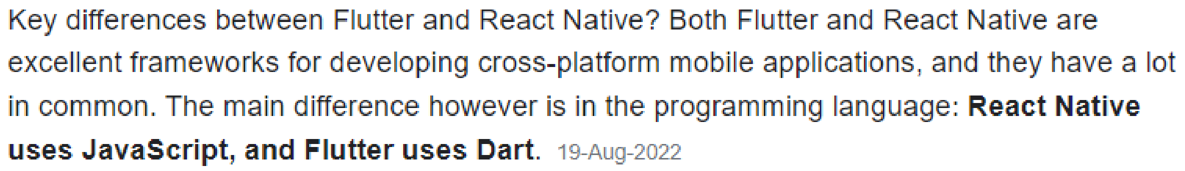
Flutter is an open source framework by Google for **building beautiful, natively compiled, multi-platform applications from a single codebase**.

Flutter:

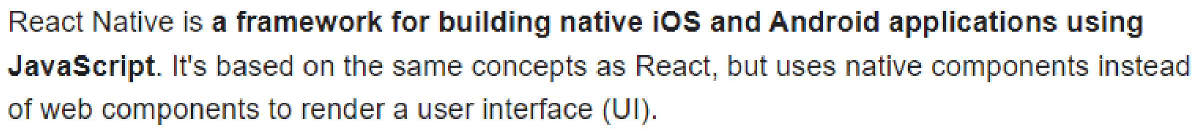
- Flutter is a UI tool kit to create applications for any screen. Example like desktop applications, web applications, mobile applications, car touch screens etc.
- Flutter framework uses Dart language; which is a strictly typed language; but Java Script is loosely typed language/scripting language.
- In react we use the word component but in flutter we use the word widget instead of component
- Component means it returns a piece of JSX code which tells what should be rendered on the screen.



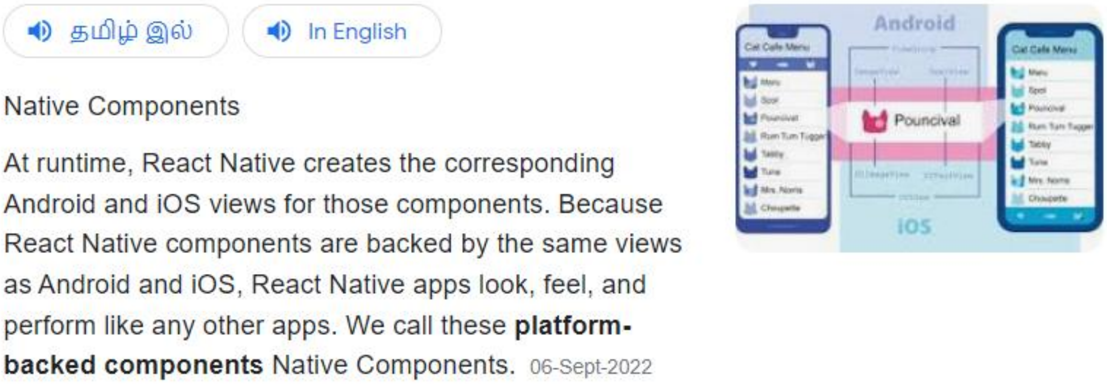
JSX stands for JavaScript XML. It is simply **a syntax extension of JavaScript**. It allows us to directly write HTML in React (within JavaScript code). It is easy to create a template using JSX in React, but it is not a simple template language instead it comes with the full power of JavaScript. 03-Jun-2021



Key differences between Flutter and React Native? Both Flutter and React Native are excellent frameworks for developing cross-platform mobile applications, and they have a lot in common. The main difference however is in the programming language: **React Native uses JavaScript, and Flutter uses Dart**. 19-Aug-2022



React Native is **a framework for building native iOS and Android applications using JavaScript**. It's based on the same concepts as React, but uses native components instead of web components to render a user interface (UI).

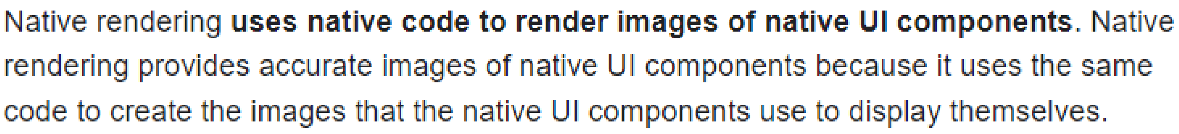


🔊 தமிழ் இல்

🔊 In English

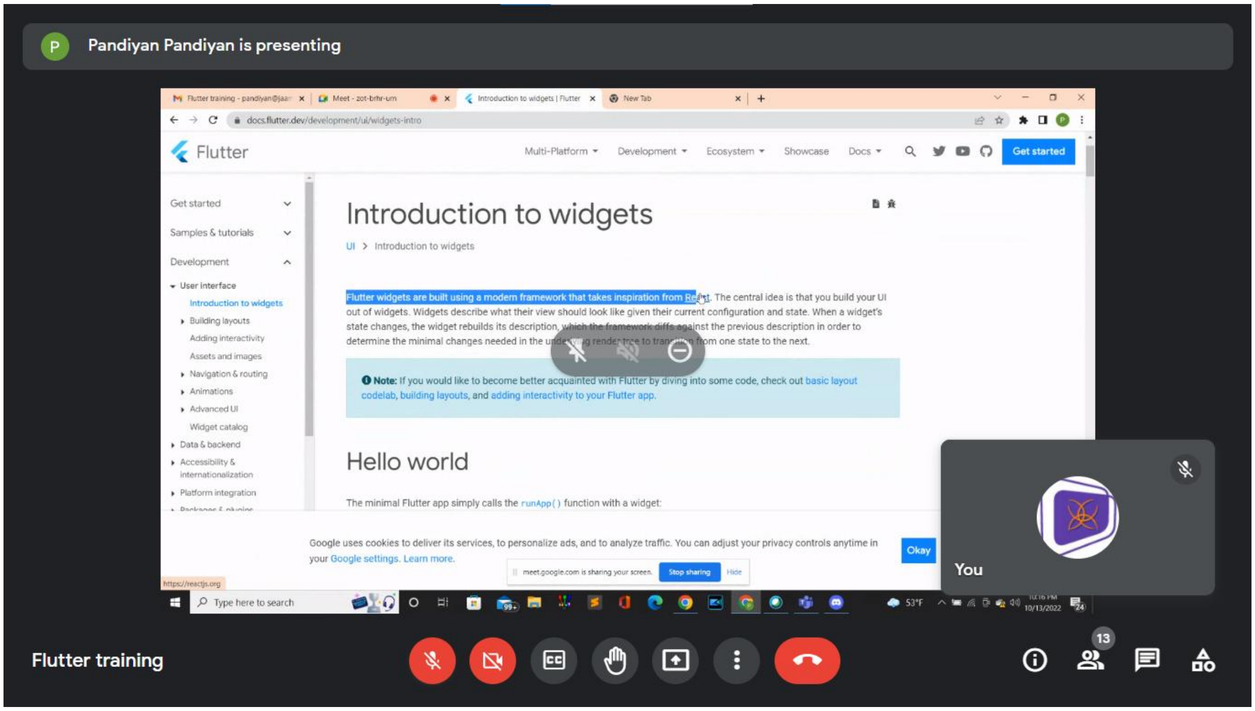
Native Components

At runtime, React Native creates the corresponding Android and iOS views for those components. Because React Native components are backed by the same views as Android and iOS, React Native apps look, feel, and perform like any other apps. We call these **platform-backed components** Native Components. 06-Sept-2022



Native rendering **uses native code to render images of native UI components**. Native rendering provides accurate images of native UI components because it uses the same code to create the images that the native UI components use to display themselves.

Flutter Documentation:



Pandiyan Pandiyan is presenting

Introduction to widgets

UI > Introduction to widgets

Flutter widgets are built using a modern framework that takes inspiration from React. The central idea is that you build your UI out of widgets. Widgets describe what their view should look like given their current configuration and state. When a widget's state changes, the widget rebuilds its description, which the framework diffs against the previous description in order to determine the minimal changes needed in the underlying render tree to transition from one state to the next.

Note: If you would like to become better acquainted with Flutter by diving into some code, check out basic layout codelab, building layouts, and adding interactivity to your Flutter app.

Hello world

The minimal Flutter app simply calls the `runApp()` function with a widget:

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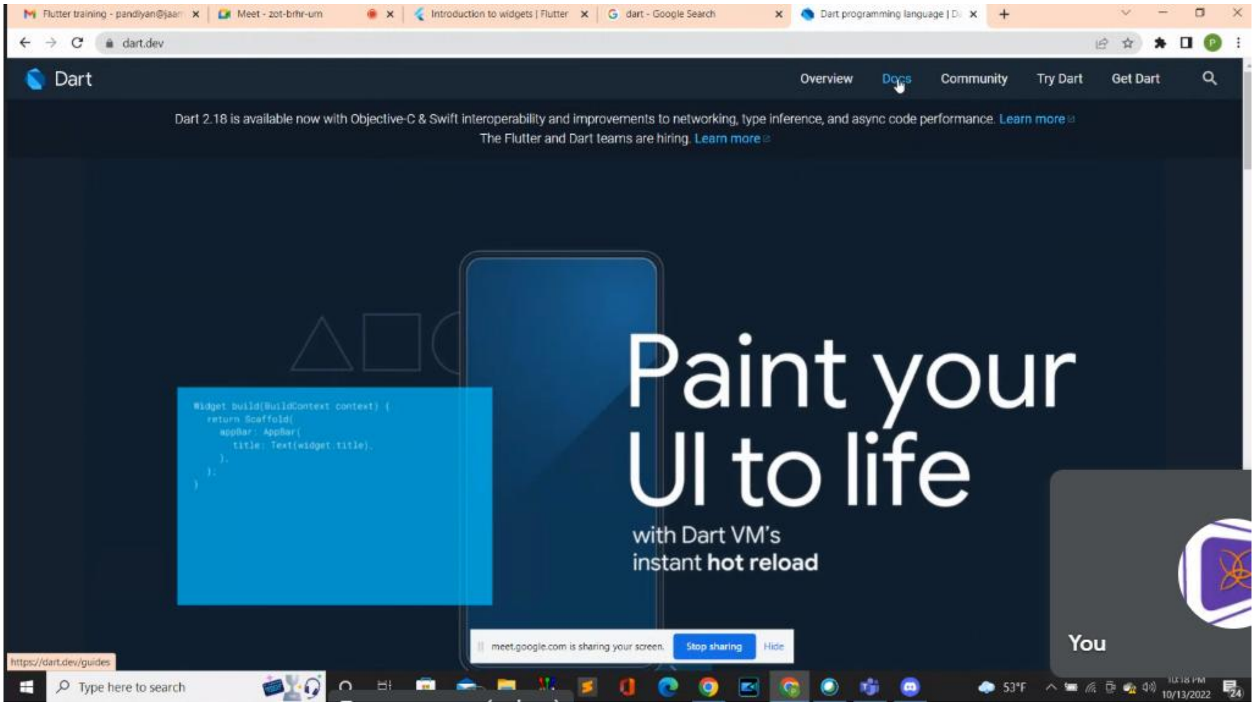
https://flutter.dev/

https://docs.flutter.dev/

Dart Language Documentation:



Dart 2.18 is available now with Objective-C & Swift interoperability and improvements to networking, type inference, and async code performance. Learn more

The Flutter and Dart teams are hiring. Learn more

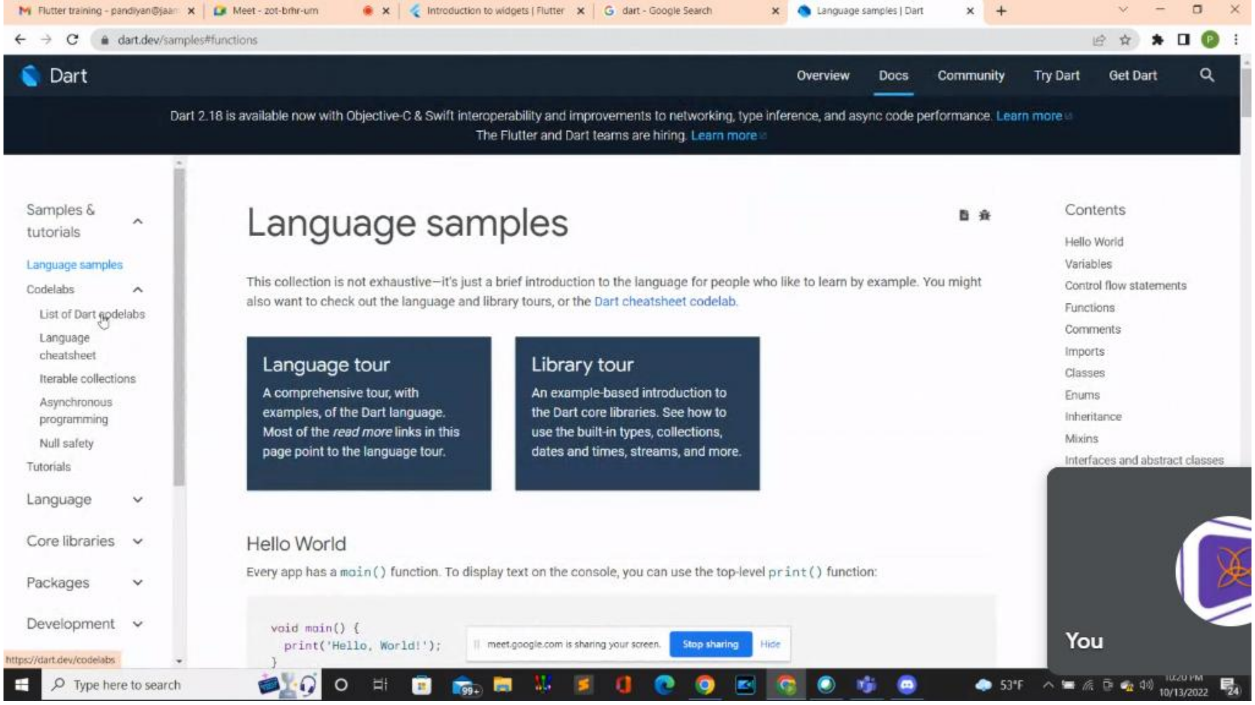
```
Widget build(BuildContext context) {
  return Scaffold(
    appBar: AppBar(
      title: Text(widget.title),
    ),
  );
}
```

Paint your UI to life

with Dart VM's instant hot reload

https://dart.dev/

https://dart.dev/get-dart



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Language samples

This collection is not exhaustive—it's just a brief introduction to the language for people who like to learn by example. You might also want to check out the language and library tours, or the Dart cheatsheet codelab.

Language tour

A comprehensive tour, with examples, of the Dart language. Most of the *read more* links in this page point to the language tour.

Library tour

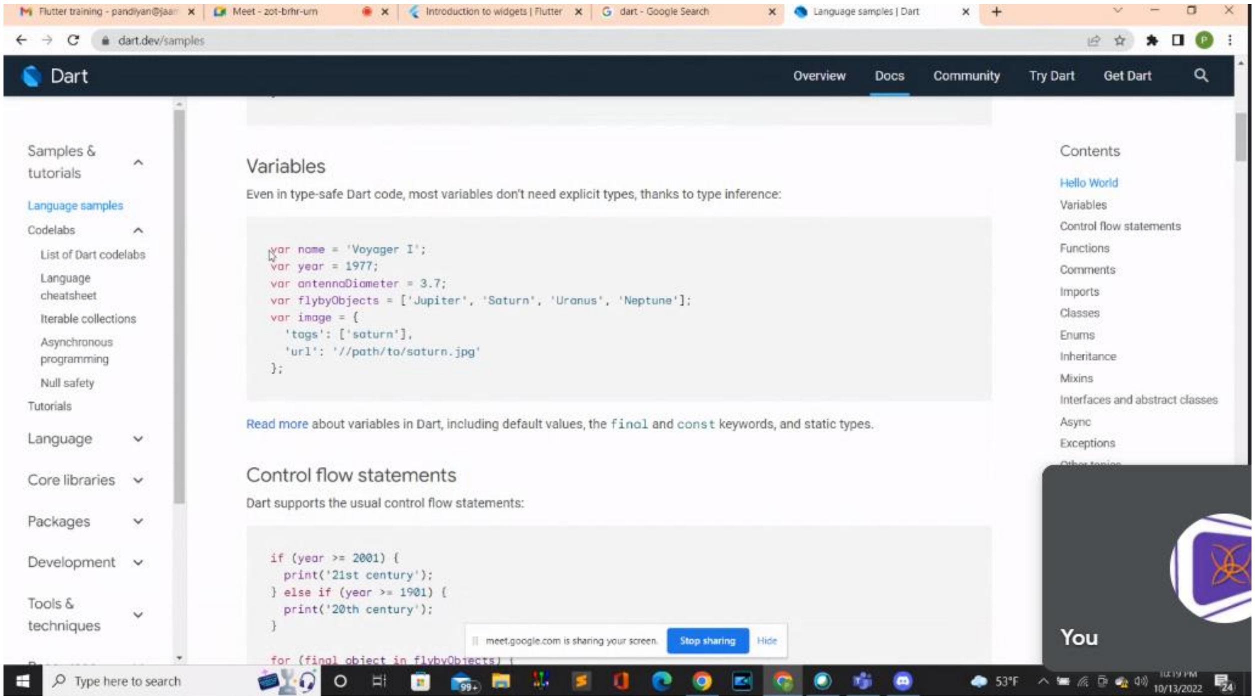
An example-based introduction to the Dart core libraries. See how to use the built-in types, collections, dates and times, streams, and more.

Hello World

Every app has a `main()` function. To display text on the console, you can use the top-level `print()` function:

```
void main() {
  print('Hello, World!');
}
```

https://dart.dev/samples



Variables

Even in type-safe Dart code, most variables don't need explicit types, thanks to type inference:

```
var name = 'Voyager I';
var year = 1977;
var antennaDiameter = 3.7;
var flybyObjects = ['Jupiter', 'Saturn', 'Uranus', 'Neptune'];
var image = {
  'tags': ['saturn'],
  'url': '//path/to/saturn.jpg'
};
```

Read more about variables in Dart, including default values, the `final` and `const` keywords, and static types.

Control flow statements

Dart supports the usual control flow statements:

```
if (year >= 2001) {
  print('21st century');
} else if (year >= 1901) {
  print('20th century');
}

for (final object in flybyObjects) {
```

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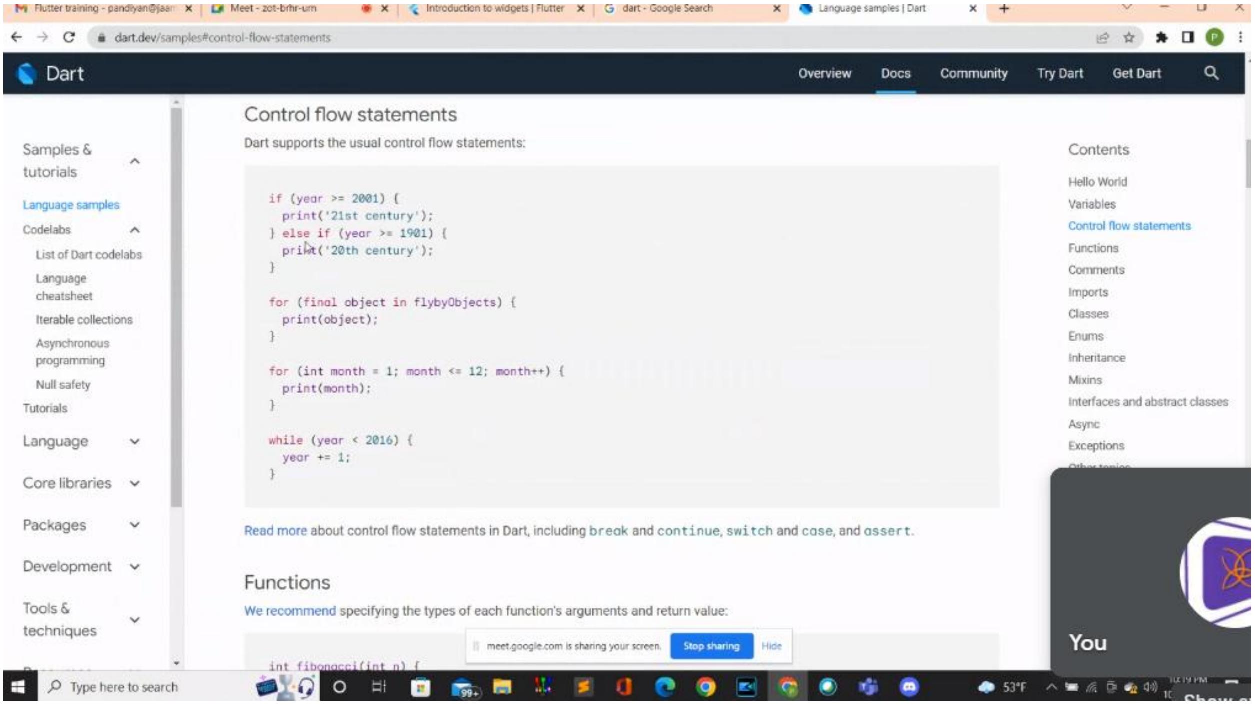

Control flow statements

Dart supports the usual control flow statements:

```
if (year >= 2001) {
  print('21st century');
} else if (year >= 1901) {
  print('20th century');
}

for (final object in flybyObjects) {
  print(object);
}

for (int month = 1; month <= 12; month++) {
  print(month);
}

while (year < 2016) {
  year += 1;
}
```

Read more about control flow statements in Dart, including `break` and `continue`, `switch` and `case`, and `assert`.

Functions

We recommend specifying the types of each function's arguments and return value:

```
int fibonacci(int n) {
```

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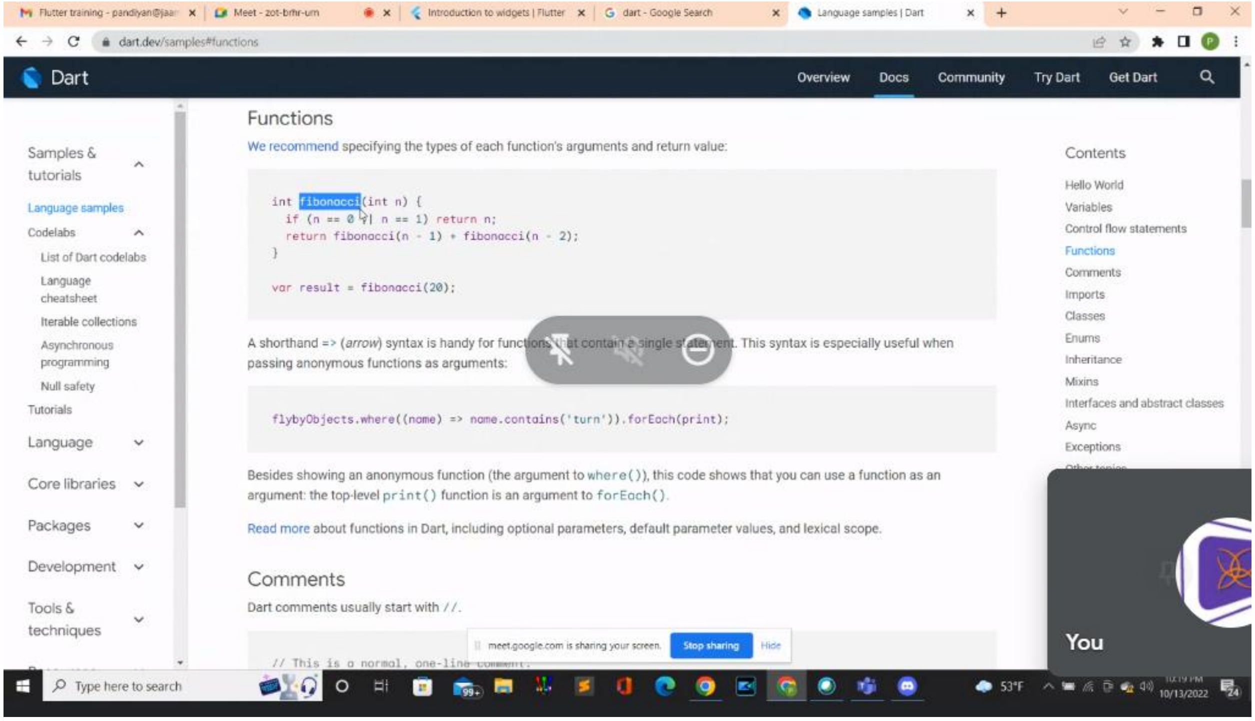


Functions

We recommend specifying the types of each function's arguments and return value:

```
int fibonacci(int n) {
  if (n == 0 || n == 1) return n;
  return fibonacci(n - 1) + fibonacci(n - 2);
}

var result = fibonacci(20);
```

A shorthand => (*arrow*) syntax is handy for functions that contain a single statement. This syntax is especially useful when passing anonymous functions as arguments:

```
flybyObjects.where((name) => name.contains('turn')).forEach(print);
```

Besides showing an anonymous function (the argument to `where()`), this code shows that you can use a function as an argument: the top-level `print()` function is an argument to `forEach()`.

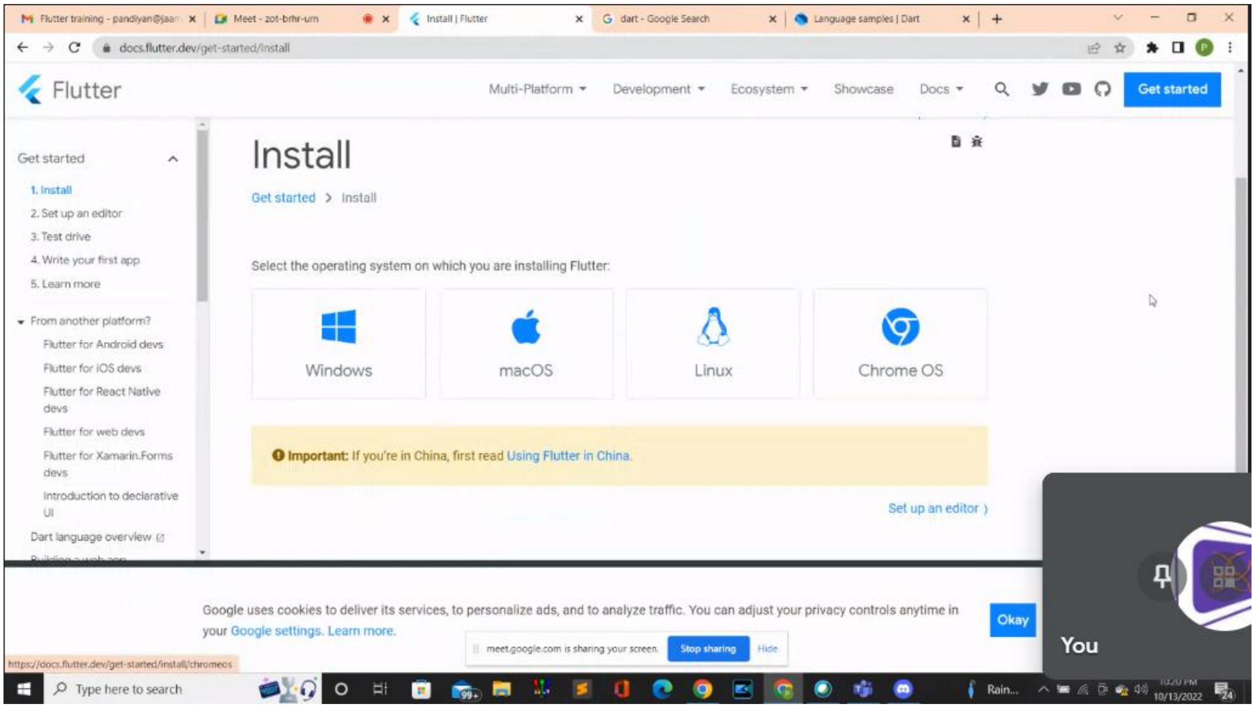
Read more about functions in Dart, including optional parameters, default parameter values, and lexical scope.

Comments

Dart comments usually start with `//`.

```
// This is a normal, one-line comment.
```

Flutter Installation:



Install

Get started > Install

Select the operating system on which you are installing Flutter:

Important: If you're in China, first read Using Flutter in China.

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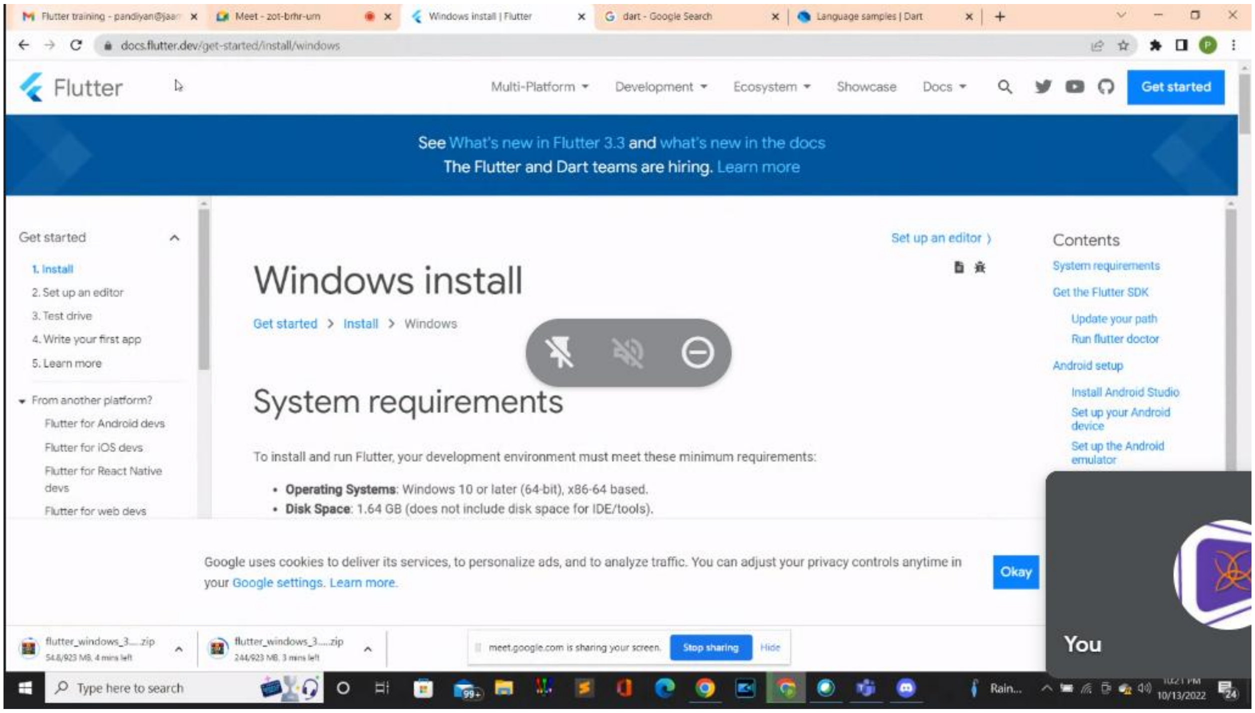

docs.flutter.dev/get-started/install/windows

Flutter

Multi-Platform ▾ Development ▾ Ecosystem ▾ Showcase Docs ▾ Get started

See What's new in Flutter 3.3 and what's new in the docs
The Flutter and Dart teams are hiring. Learn more

Get started
1. Install
2. Set up an editor
3. Test drive
4. Write your first app
5. Learn more

From another platform?
Flutter for Android devs
Flutter for iOS devs
Flutter for React Native devs
Flutter for web devs

Set up an editor ›

Windows install

Get started › Install › Windows

System requirements

To install and run Flutter, your development environment must meet these minimum requirements:

- **Operating Systems**: Windows 10 or later (64-bit), x86-64 based.
- **Disk Space**: 1.64 GB (does not include disk space for IDE/tools).

Contents
System requirements
Get the Flutter SDK
Update your path
Run flutter doctor
Android setup
Install Android Studio
Set up your Android device
Set up the Android emulator

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flutter_windows_3....zip 54.8/923 MB, 4 mins left
flutter_windows_3....zip 244/923 MB, 3 mins left
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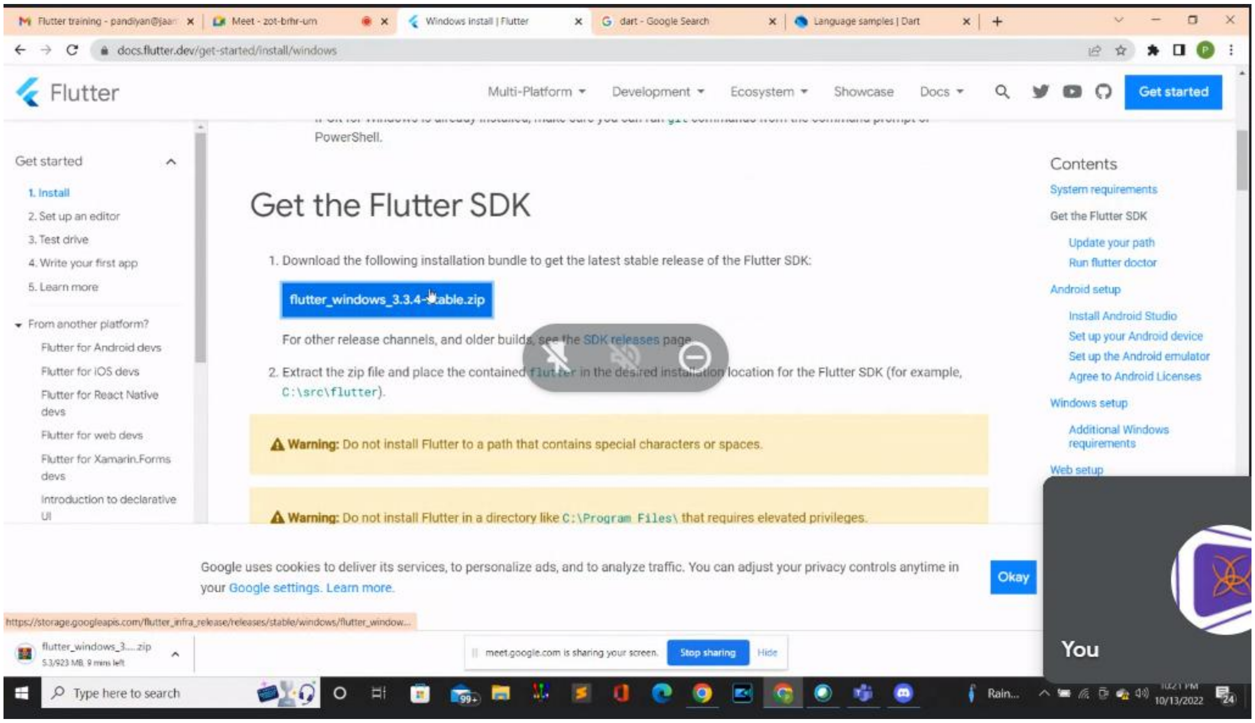
You

Type here to search
10/13/2022



docs.flutter.dev/get-started/install/windows

Flutter

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PowerShell.

Get started
1. Install
2. Set up an editor
3. Test drive
4. Write your first app
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From another platform?
Flutter for Android devs
Flutter for iOS devs
Flutter for React Native devs
Flutter for web devs
Flutter for Xamarin.Forms devs
Introduction to declarative UI

Get the Flutter SDK

1. Download the following installation bundle to get the latest stable release of the Flutter SDK:

   flutter_windows_3.3.4-stable.zip

   For other release channels, and older builds, see the SDK releases page.

2. Extract the zip file and place the contained `flutter` in the desired installation location for the Flutter SDK (for example, `C:\src\flutter`).

⚠ **Warning:** Do not install Flutter to a path that contains special characters or spaces.

⚠ **Warning:** Do not install Flutter in a directory like `C:\Program Files\` that requires elevated privileges.

Contents
System requirements
Get the Flutter SDK
Update your path
Run flutter doctor
Android setup
Install Android Studio
Set up your Android device
Set up the Android emulator
Agree to Android Licenses
Windows setup
Additional Windows requirements
Web setup

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https://storage.googleapis.com/flutter_infra_release/releases/stable/windows/flutter_window...

flutter_windows_3....zip 5.3/923 MB, 9 mins left
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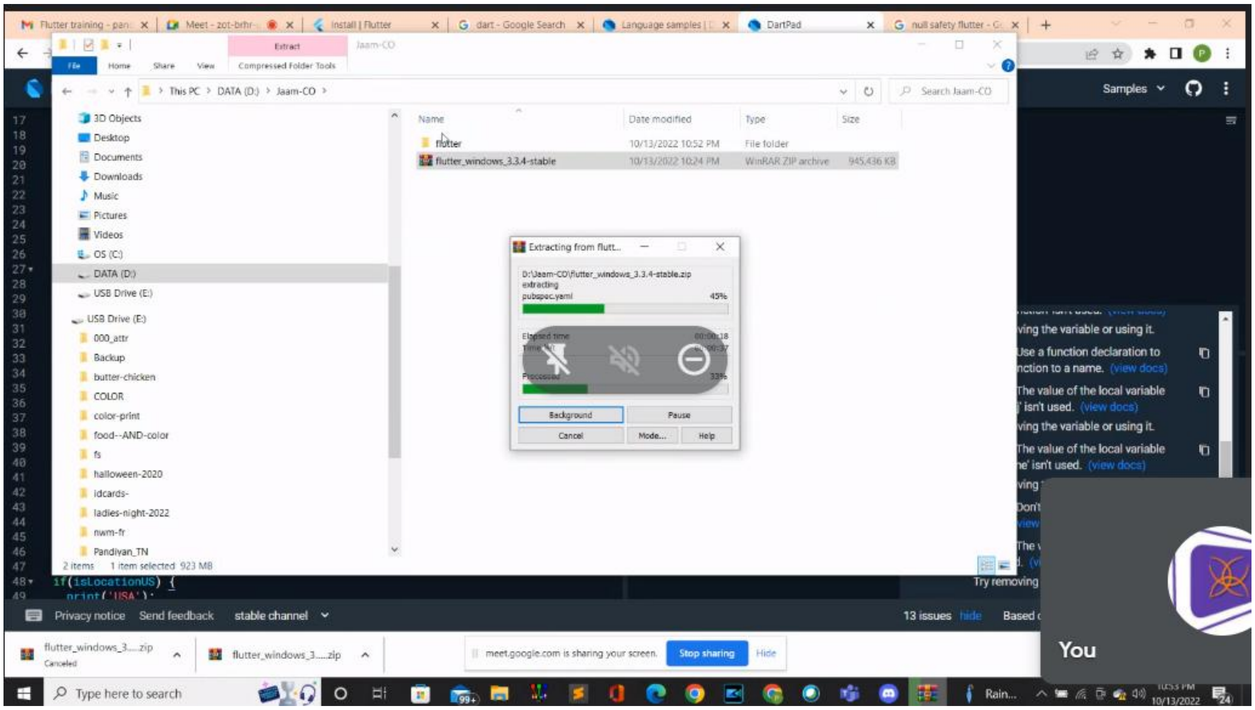
This PC > DATA (D:) > Jaam-CO

Name	Date modified	Type	Size
flutter	10/13/2022 10:52 PM	File folder	
flutter_windows_3.3.4-stable	10/13/2022 10:24 PM	WinRAR ZIP archive	945,436 KB

Extracting from flutt...

D:\Jaam-CO\flutter_windows_3.3.4-stable.zip
extracting
pubspec.yaml 45%

Elapsed time 00:00:18
Processed 33%

2 items 1 item selected 923 MB

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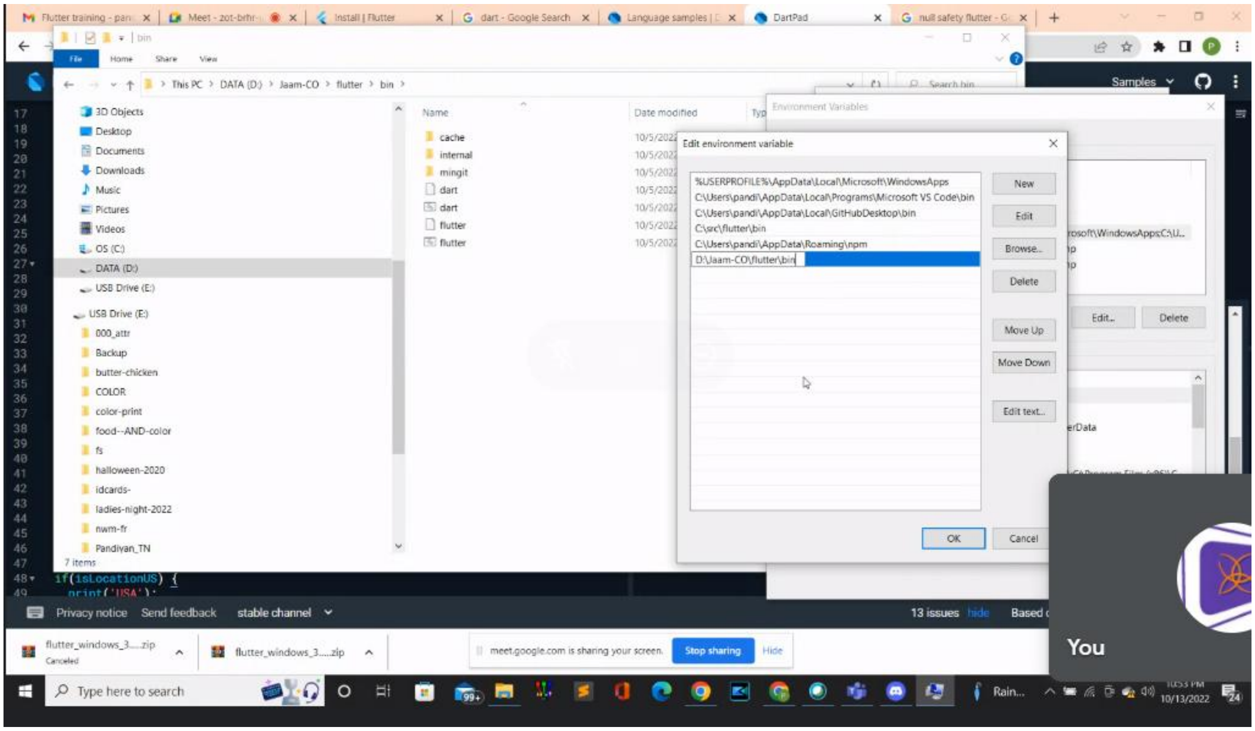

This PC > DATA (D:) > Jaam-CO > flutter > bin

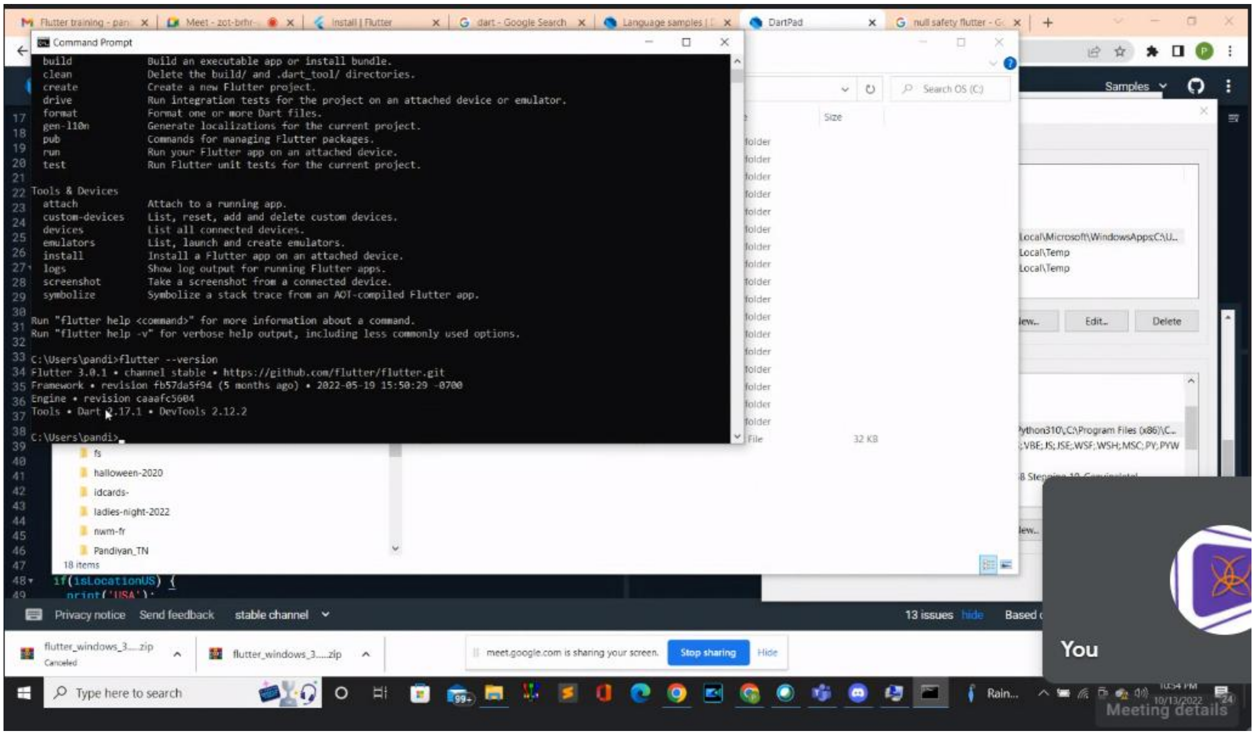
Name	Date modified
cache	10/5/2022
internal	10/5/2022
mingit	10/5/2022
dart	10/5/2022
dart	10/5/2022
flutter	10/5/2022
flutter	10/5/2022

Environment Variables

Edit environment variable

%USERPROFILE%\AppData\Local\Microsoft\WindowsApps
C:\Users\pandi\AppData\Local\Programs\Microsoft VS Code\bin
C:\Users\pandi\AppData\Local\GitHubDesktop\bin
C:\src\flutter\bin
C:\Users\pandi\AppData\Roaming\npm
D:\Jaam-CO\flutter\bin

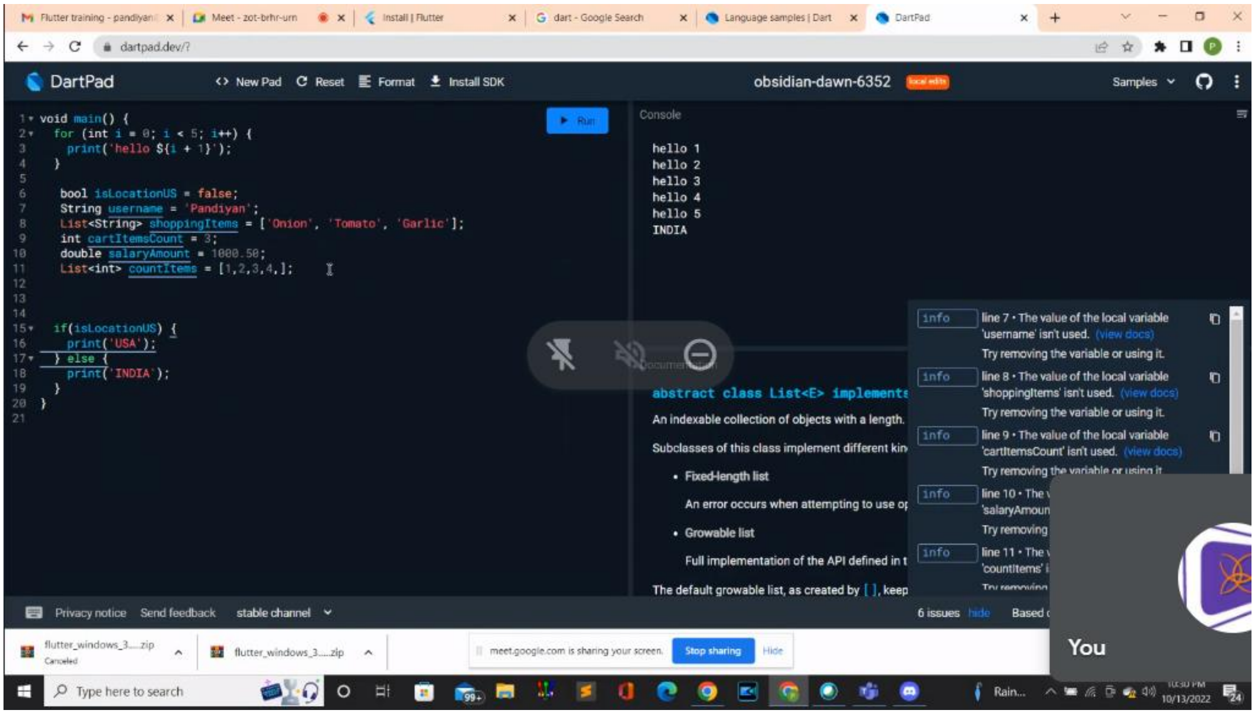
7 items



```
  build               Build an executable app or install bundle.
  clean               Delete the build/ and .dart_tool/ directories.
  create              Create a new Flutter project.
  drive               Run integration tests for the project on an attached device or emulator.
  format              Format one or more Dart files.
  gen-l10n            Generate localizations for the current project.
  pub                 Commands for managing Flutter packages.
  run                 Run your Flutter app on an attached device.
  test                Run Flutter unit tests for the current project.

Tools & Devices
  attach              Attach to a running app.
  custom-devices      List, reset, add and delete custom devices.
  devices             List all connected devices.
  emulators           List, launch and create emulators.
  install             Install a Flutter app on an attached device.
  logs                Show log output for running Flutter apps.
  screenshot          Take a screenshot from a connected device.
  symbolize           Symbolize a stack trace from an AOT-compiled Flutter app.

Run "flutter help <command>" for more information about a command.
Run "flutter help -v" for verbose help output, including less commonly used options.

C:\Users\pandi>flutter --version
Flutter 3.0.1 • channel stable • https://github.com/flutter/flutter.git
Framework • revision fb57da5f94 (5 months ago) • 2022-05-19 15:50:29 -0700
Engine • revision caaafc5604
Tools • Dart 2.17.1 • DevTools 2.12.2

C:\Users\pandi>
```

Dart: Data Types

Integer, string, Boolean are same like other typed languages; but for arrays data types we use list to represent the data; either integer list of arrays items or string list of array items etc.



```dart
void main() {
  for (int i = 0; i < 5; i++) {
    print('hello ${i + 1}');
  }

   bool isLocationUS = false;
   String username = 'Pandiyan';
   List<String> shoppingItems = ['Onion', 'Tomato', 'Garlic'];
   int cartItemsCount = 3;
   double salaryAmount = 1000.50;
   List<int> countItems = [1,2,3,4,];



  if(isLocationUS) {
    print('USA');
  } else {
    print('INDIA');
  }
}
```

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

info line 7 • The value of the local variable 'username' isn't used. (view docs)
Try removing the variable or using it.

info line 8 • The value of the local variable 'shoppingItems' isn't used. (view docs)
Try removing the variable or using it.

info line 9 • The value of the local variable 'cartItemsCount' isn't used. (view docs)
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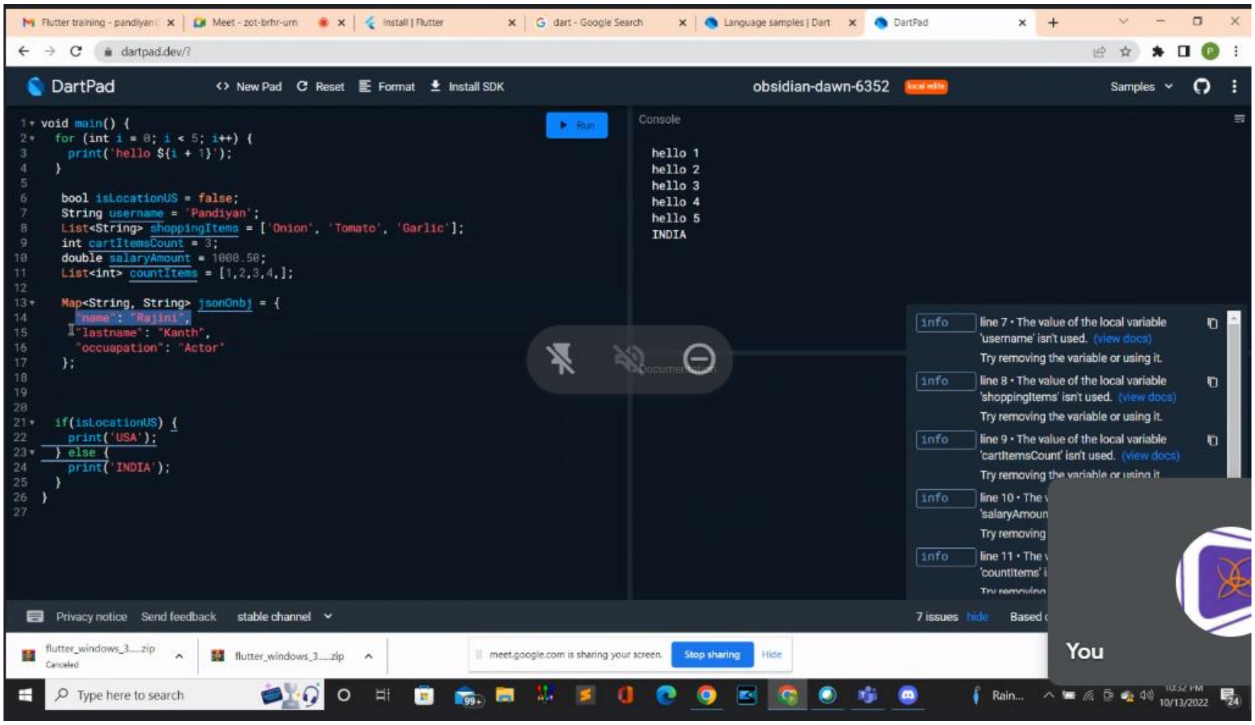
In dart; we say map instead of json which are used for creating key value pairs and for string type keys we can create particular type key or dynamic type keys data.



```
1  void main() {
2    for (int i = 0; i < 5; i++) {
3      print('hello ${i + 1}');
4    }
5
6     bool isLocationUS = false;
7     String username = 'Pandiyan';
8     List<String> shoppingItems = ['Onion', 'Tomato', 'Garlic'];
9     int cartItemsCount = 3;
10    double salaryAmount = 1000.50;
11    List<int> countItems = [1,2,3,4,];
12
13    Map<String, String> jsonOnbj = {
14      "name": "Rajini",
15      "lastname": "Kanth",
16      "occuapation": "Actor"
17    };
18
19
20
21   if(isLocationUS) {
22     print('USA');
23   } else {
24     print('INDIA');
25   }
26 }
27
```

Console

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

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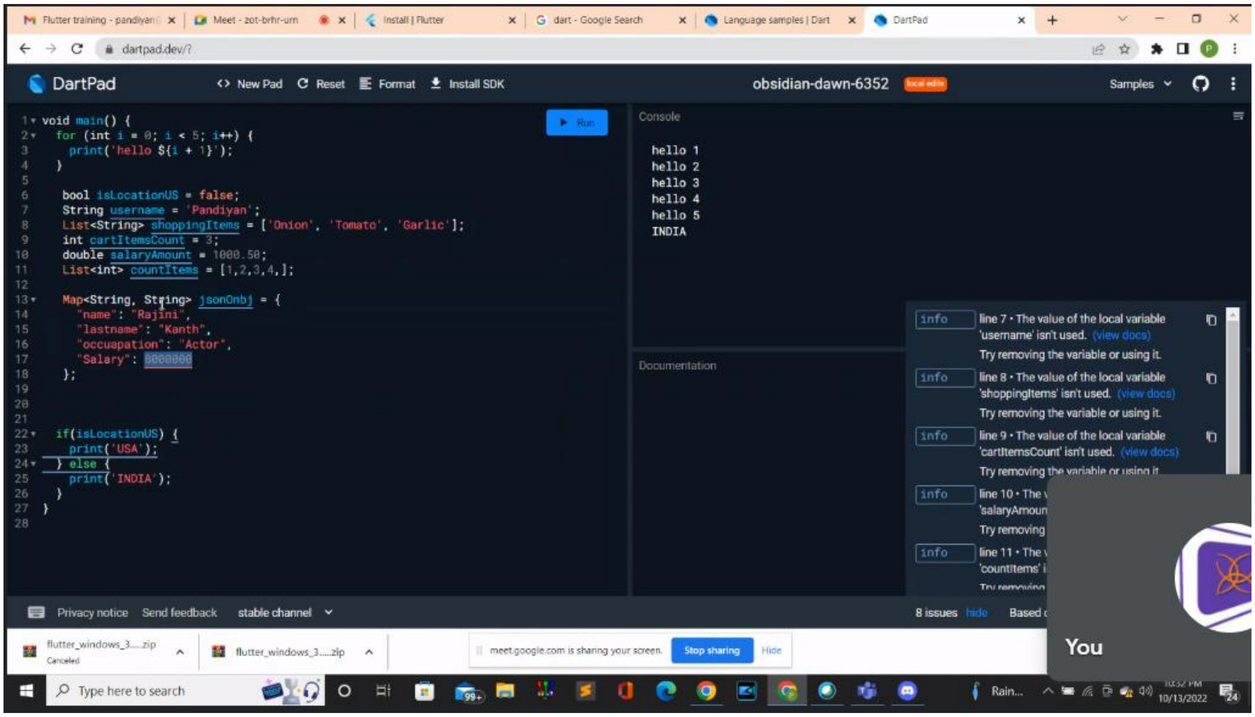
info line 10 • The v
'salaryAmoun
Try removing

info line 11 • The v
'countItems' i
Try removing

7 issues hide



```
1  void main() {
2    for (int i = 0; i < 5; i++) {
3      print('hello ${i + 1}');
4    }
5
6     bool isLocationUS = false;
7     String username = 'Pandiyan';
8     List<String> shoppingItems = ['Onion', 'Tomato', 'Garlic'];
9     int cartItemsCount = 3;
10    double salaryAmount = 1000.50;
11    List<int> countItems = [1,2,3,4,];
12
13    Map<String, String> jsonOnbj = {
14      "name": "Rajini",
15      "lastname": "Kanth",
16      "occuapation": "Actor",
17      "Salary": 8000000
18    };
19
20
21
22   if(isLocationUS) {
23     print('USA');
24   } else {
25     print('INDIA');
26   }
27 }
28
```

Console

```
hello 1
hello 2
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INDIA
```

Documentation

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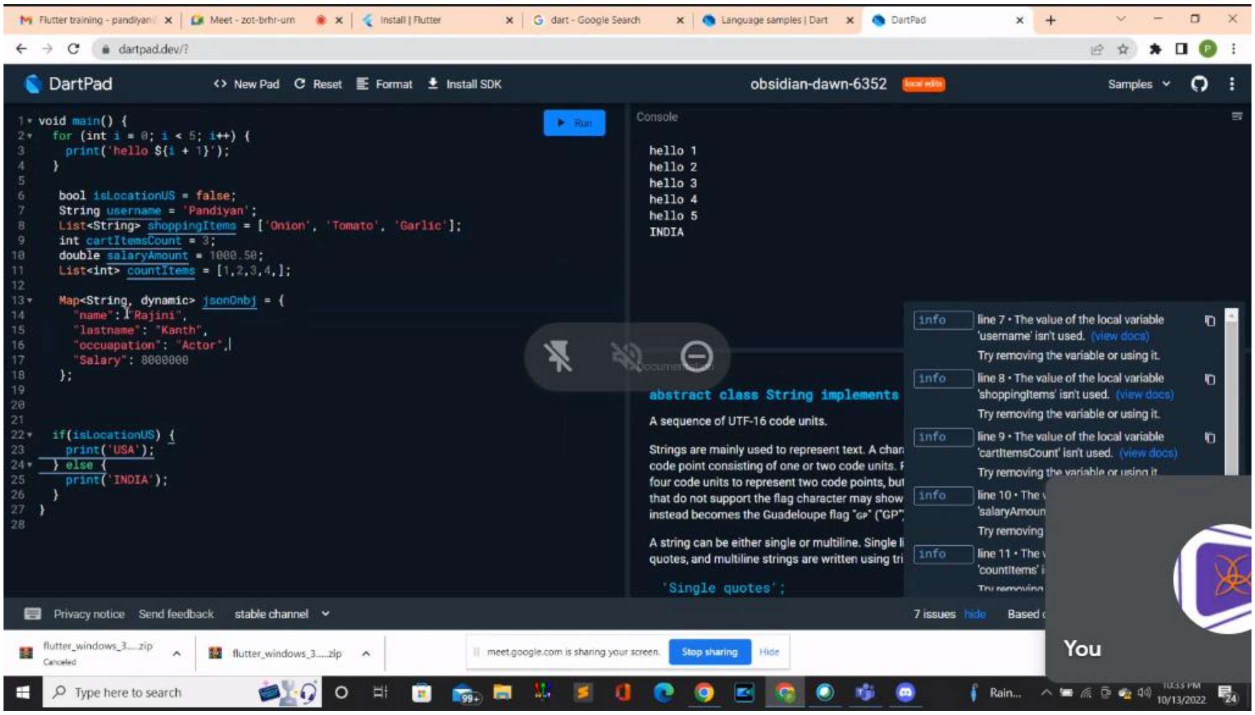
8 issues hide



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   Map<String, dynamic> jsonOnbj = {
     "name": "Rajini",
     "lastname": "Kanth",
     "occuapation": "Actor",
     "Salary": 8000000
   };



  if(isLocationUS) {
    print('USA');
  } else {
    print('INDIA');
  }
}
```

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

abstract class String implements

A sequence of UTF-16 code units.

Strings are mainly used to represent text. A char
code point consisting of one or two code units. F
four code units to represent two code points, but
that do not support the flag character may show
instead becomes the Guadeloupe flag "GP" ("GP"

A string can be either single or multiline. Single l
quotes, and multiline strings are written using tri

```
'Single quotes';
```

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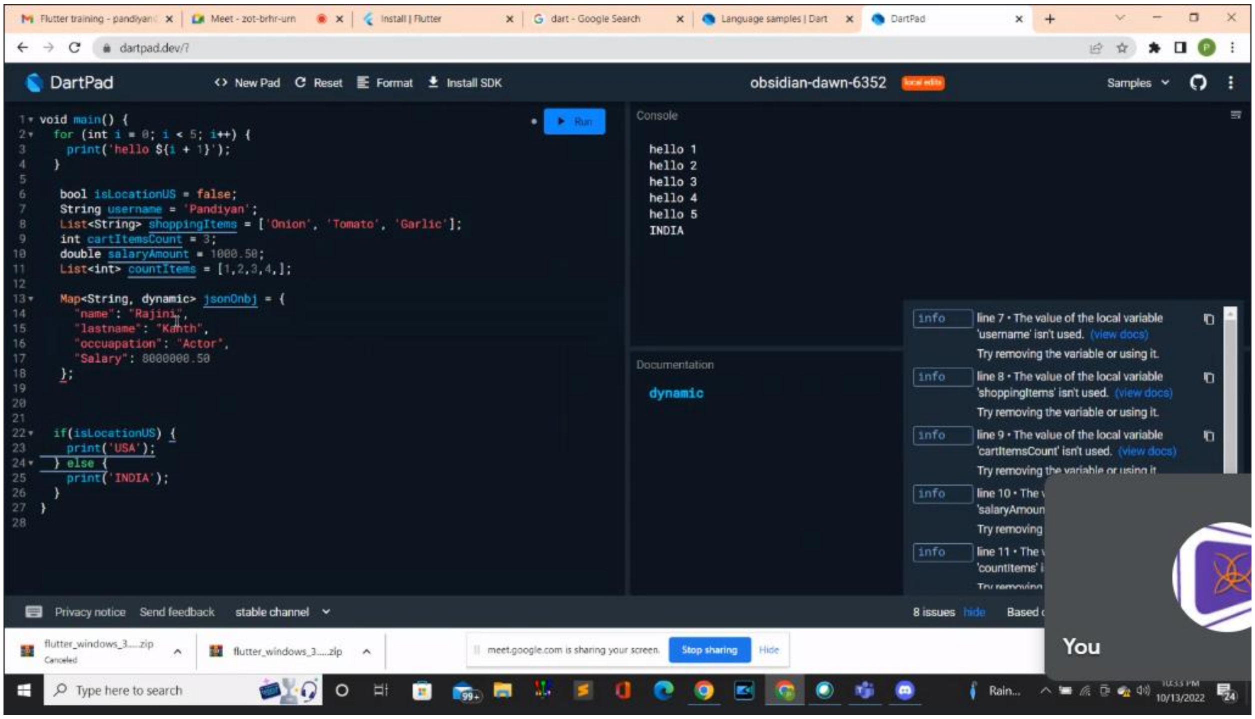

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```

```
hello 1
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```

dynamic

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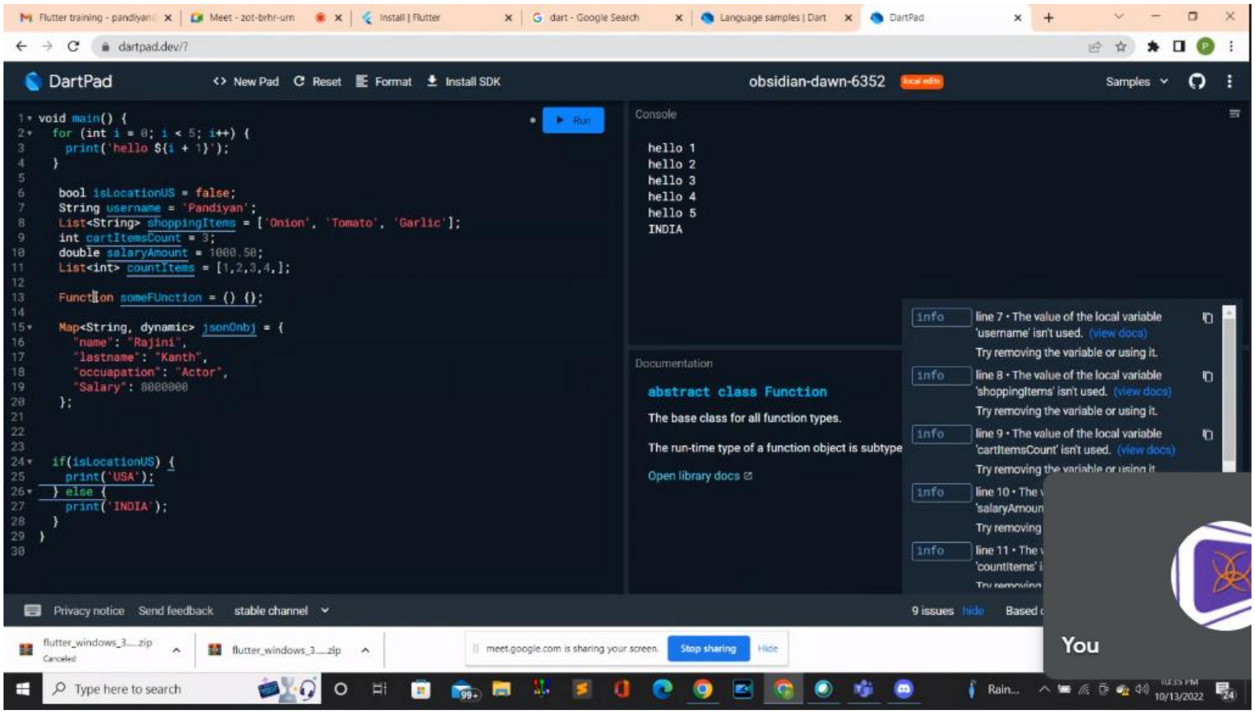
Try removing

We use keyword function for function declarations;



```
void main() {
  for (int i = 0; i < 5; i++) {
    print('hello ${i + 1}');
  }

   bool isLocationUS = false;
   String username = 'Pandiyan';
   List<String> shoppingItems = ['Onion', 'Tomato', 'Garlic'];
   int cartItemsCount = 3;
   double salaryAmount = 1000.50;
   List<int> countItems = [1,2,3,4,];

   Function someFUnction = () {};

   Map<String, dynamic> jsonOnbj = {
     "name": "Rajini",
     "lastname": "Kanth",
     "occuapation": "Actor",
     "Salary": 8000000
   };


  if(isLocationUS) {
    print('USA');
  } else {
    print('INDIA');
  }
}
```

Console

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

Documentation

abstract class Function

The base class for all function types.

The run-time type of a function object is subtype

Open library docs

info line 7 • The value of the local variable 'username' isn't used. (view docs) Try removing the variable or using it.

info line 8 • The value of the local variable 'shoppingItems' isn't used. (view docs) Try removing the variable or using it.

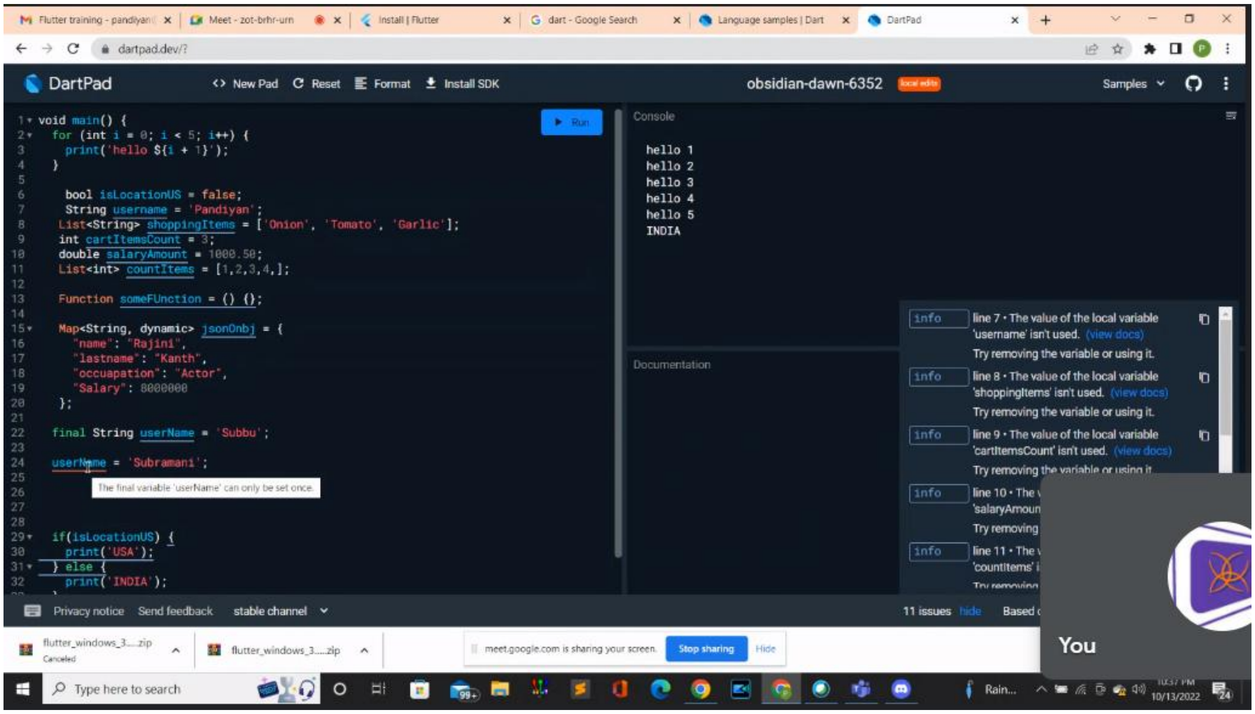
info line 9 • The value of the local variable 'cartItemsCount' isn't used. (view docs) Try removing the variable or using it.

info line 10 • The v 'salaryAmoun Try removing

info line 11 • The v 'countItems' i

9 issues hide

Final keyword used to make the data as constant;



```
void main() {
  for (int i = 0; i < 5; i++) {
    print('hello ${i + 1}');
  }

    bool isLocationUS = false;
    String username = 'Pandiyan';
   List<String> shoppingItems = ['Onion', 'Tomato', 'Garlic'];
   int cartItemsCount = 3;
   double salaryAmount = 1000.50;
   List<int> countItems = [1,2,3,4,];

   Function someFUnction = () {};

   Map<String, dynamic> jsonOnbj = {
     "name": "Rajini",
     "lastname": "Kanth",
     "occuapation": "Actor",
     "Salary": 8000000
   };

  final String userName = 'Subbu';

  userName = 'Subramani';
```

The final variable 'userName' can only be set once.

```
  if(isLocationUS) {
    print('USA');
  } else {
    print('INDIA');
```

Console

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

Documentation

info line 7 • The value of the local variable 'username' isn't used. (view docs) Try removing the variable or using it.

info line 8 • The value of the local variable 'shoppingItems' isn't used. (view docs) Try removing the variable or using it.

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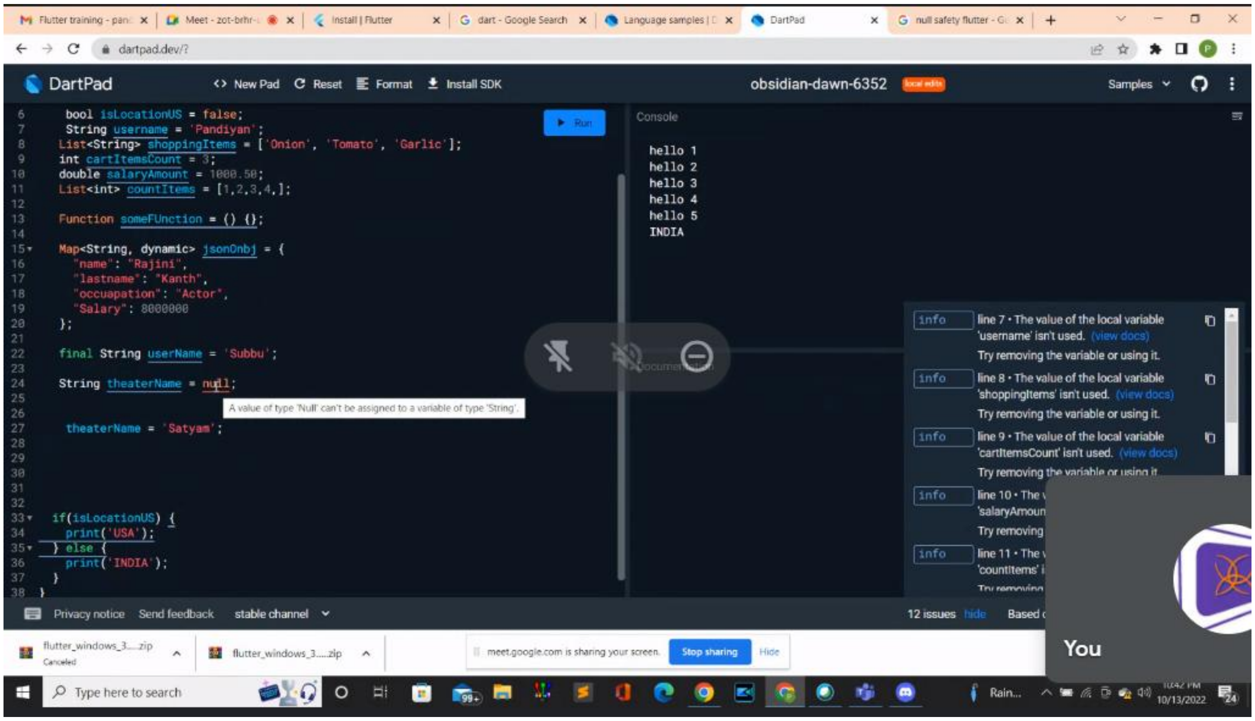
info line 10 • The v 'salaryAmoun Try removing

info line 11 • The v 'countItems' i

11 issues hide

Null type value cannot be assigned to variable of type string;



```
6      bool isLocationUS = false;
7      String username = 'Pandiyan';
8     List<String> shoppingItems = ['Onion', 'Tomato', 'Garlic'];
9     int cartItemsCount = 3;
10    double salaryAmount = 1000.50;
11    List<int> countItems = [1,2,3,4,];
12
13    Function someFUnction = () {};
14
15    Map<String, dynamic> jsonOnbj = {
16      "name": "Rajini",
17      "lastname": "Kanth",
18      "occuapation": "Actor",
19      "Salary": 8000000
20    };
21
22    final String userName = 'Subbu';
23
24    String theaterName = null;
25
26
27     theaterName = 'Satyam';
28
29
30
31
32
33   if(isLocationUS) {
34     print('USA');
35   } else {
36     print('INDIA');
37   }
38  }
```

A value of type 'Null' can't be assigned to a variable of type 'String'.

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

info line 7 • The value of the local variable 'username' isn't used. (view docs)
Try removing the variable or using it.

info line 8 • The value of the local variable 'shoppingItems' isn't used. (view docs)
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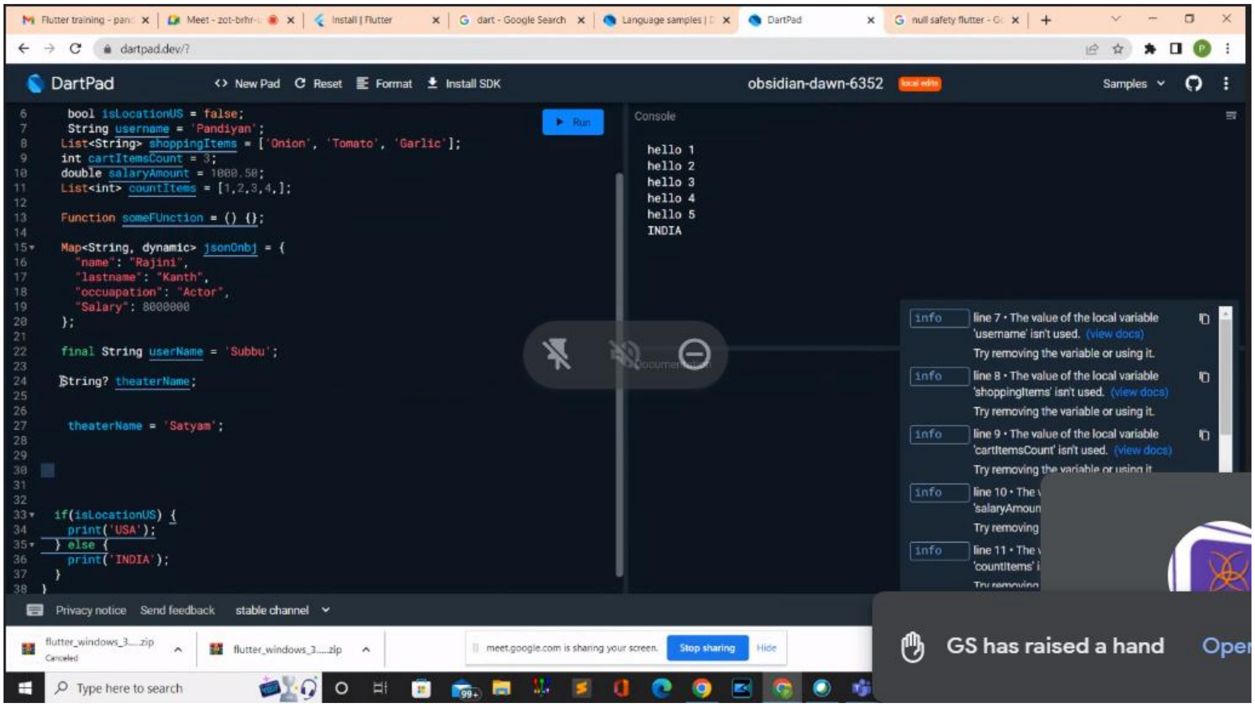
info line 9 • The value of the local variable 'cartItemsCount' isn't used. (view docs)
Try removing the variable or using it.

info line 10 • The v
'salaryAmoun
Try removing

info line 11 • The v
'countItems' i



```
6      bool isLocationUS = false;
7      String username = 'Pandiyan';
8     List<String> shoppingItems = ['Onion', 'Tomato', 'Garlic'];
9     int cartItemsCount = 3;
10    double salaryAmount = 1000.50;
11    List<int> countItems = [1,2,3,4,];
12
13    Function someFUnction = () {};
14
15    Map<String, dynamic> jsonOnbj = {
16      "name": "Rajini",
17      "lastname": "Kanth",
18      "occuapation": "Actor",
19      "Salary": 8000000
20    };
21
22    final String userName = 'Subbu';
23
24    String? theaterName;
25
26
27     theaterName = 'Satyam';
28
29
30
31
32
33   if(isLocationUS) {
34     print('USA');
35   } else {
36     print('INDIA');
37   }
38  }
```

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

info line 7 • The value of the local variable 'username' isn't used. (view docs)
Try removing the variable or using it.

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info line 9 • The value of the local variable 'cartItemsCount' isn't used. (view docs)
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info line 10 • The v
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Try removing

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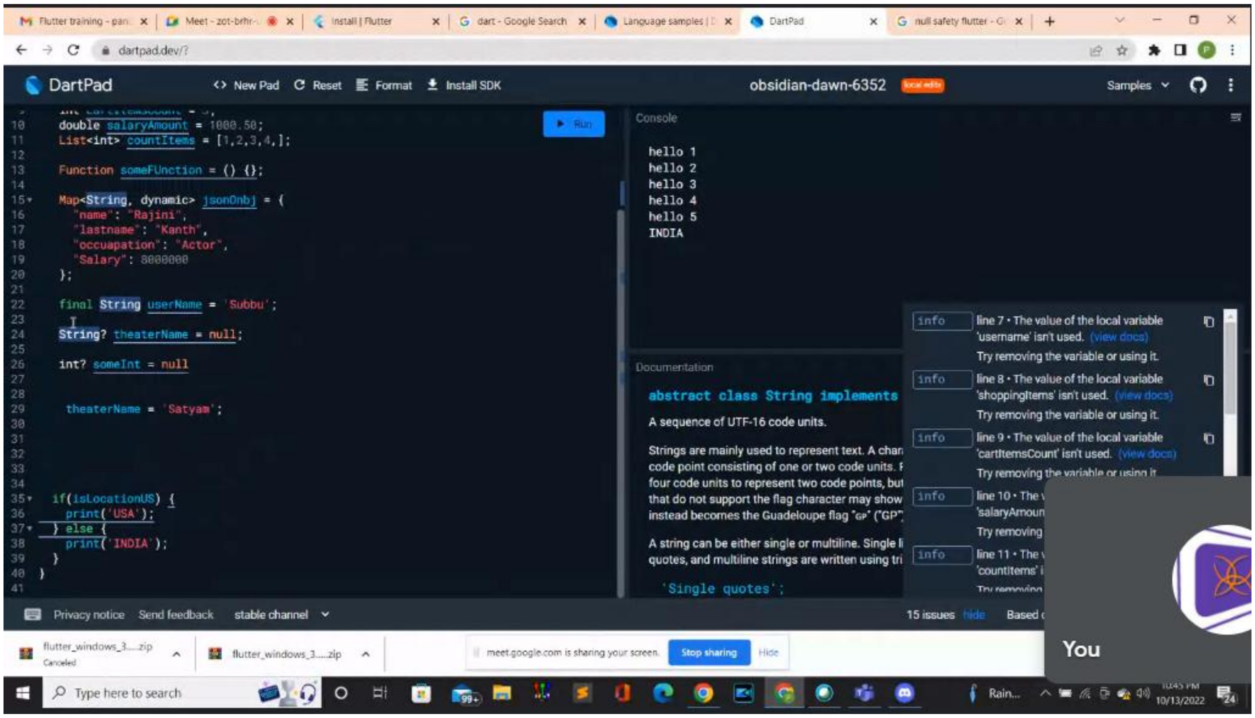
'countItems' i



```
10    double salaryAmount = 1000.50;
11    List<int> countItems = [1,2,3,4,];
12
13    Function someFUnction = () {};
14
15    Map<String, dynamic> jsonOnbj = {
16      "name": "Rajini",
17      "lastname": "Kanth",
18      "occuapation": "Actor",
19      "Salary": 8000000
20    };
21
22    final String userName = 'Subbu';
23
24    String? theaterName = null;
25
26    int? someInt = null
27
28
29     theaterName = 'Satyam';
30
31
32
33
34
35   if(isLocationUS) {
36     print('USA');
37   } else {
38     print('INDIA');
39   }
40 }
41
```

Console

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

Documentation

abstract class String implements

A sequence of UTF-16 code units.

Strings are mainly used to represent text. A char
code point consisting of one or two code units. F
four code units to represent two code points, but
that do not support the flag character may show
instead becomes the Guadeloupe flag "GP" ("GP"

A string can be either single or multiline. Single li
quotes, and multiline strings are written using tri

```
'Single quotes';
```

info line 7 • The value of the local variable 'username' isn't used. (view docs)
Try removing the variable or using it.

info line 8 • The value of the local variable 'shoppingItems' isn't used. (view docs)
Try removing the variable or using it.

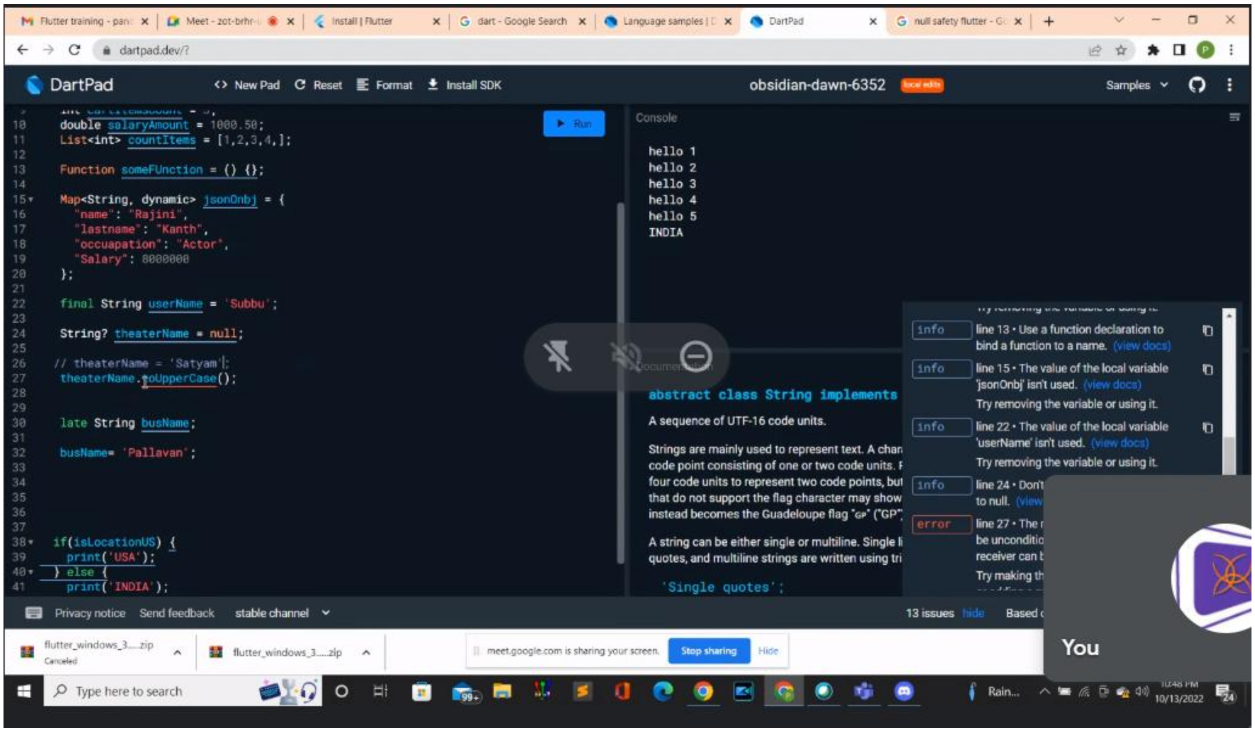
info line 9 • The value of the local variable 'cartItemsCount' isn't used. (view docs)
Try removing the variable or using it.

info line 10 • The v
'salaryAmoun
Try removing

info line 11 • The v
'countItems' i

15 issues hide Based

define the variables after declaration using late keyword;



```
10    double salaryAmount = 1000.50;
11    List<int> countItems = [1,2,3,4,];
12
13    Function someFUnction = () {};
14
15    Map<String, dynamic> jsonOnbj = {
16      "name": "Rajini",
17      "lastname": "Kanth",
18      "occuapation": "Actor",
19      "Salary": 8000000
20    };
21
22    final String userName = 'Subbu';
23
24    String? theaterName = null;
25
26   // theaterName = 'Satyam';
27    theaterName.toUpperCase();
28
29
30    late String busName;
31
32    busName= 'Pallavan';
33
34
35
36
37
38   if(isLocationUS) {
39     print('USA');
40   } else {
41     print('INDIA');
```

Console

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

abstract class String implements

A sequence of UTF-16 code units.

Strings are mainly used to represent text. A char
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A string can be either single or multiline. Single li
quotes, and multiline strings are written using tri

```
'Single quotes';
```

info line 13 • Use a function declaration to bind a function to a name. (view docs)

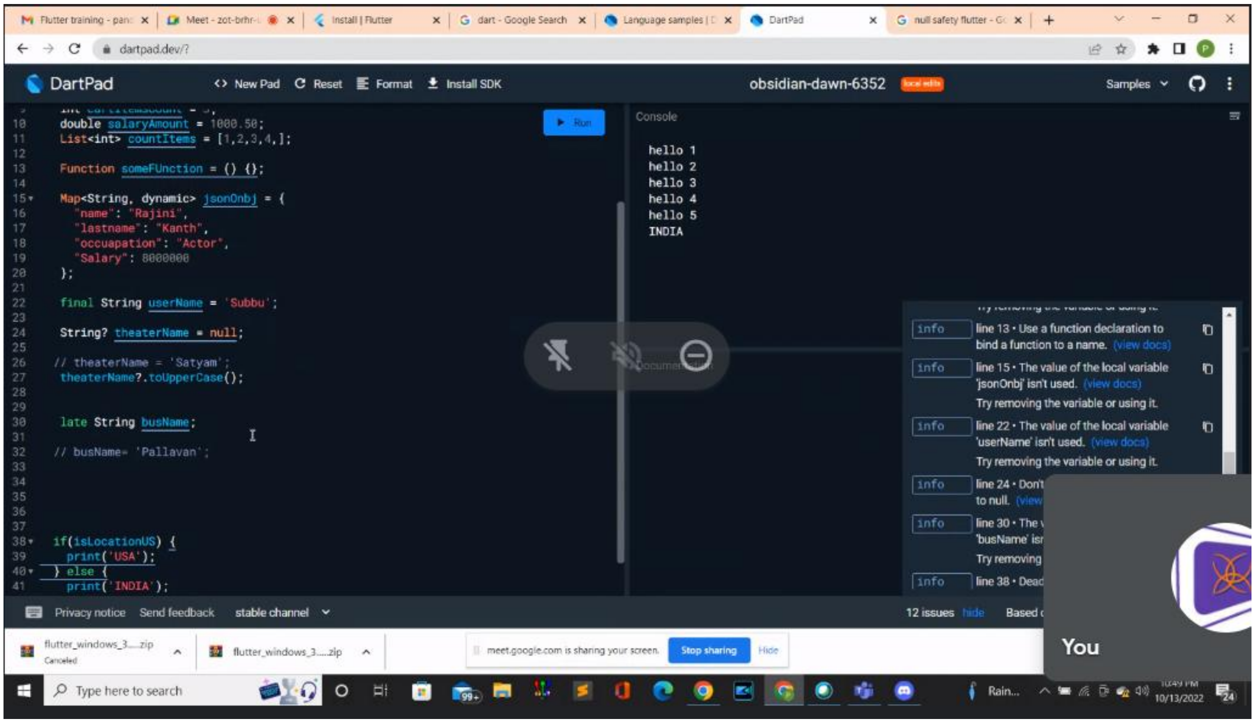
info line 15 • The value of the local variable 'jsonOnbj' isn't used. (view docs)
Try removing the variable or using it.

info line 22 • The value of the local variable 'userName' isn't used. (view docs)
Try removing the variable or using it.

info line 24 • Don't
to null. (view

error line 27 • The r
be unconditio
receiver can b
Try making th

13 issues hide Based



```
10    double salaryAmount = 1000.50;
11    List<int> countItems = [1,2,3,4,];
12
13    Function someFunction = () {};
14
15    Map<String, dynamic> jsonOnbj = {
16      "name": "Rajini",
17      "lastname": "Kanth",
18      "occuapation": "Actor",
19      "Salary": 8000000
20    };
21
22    final String userName = 'Subbu';
23
24    String? theaterName = null;
25
26   // theaterName = 'Satyam';
27    theaterName?.toUpperCase();
28
29
30    late String busName;
31
32   // busName= 'Pallavan';
33
34
35
36
37
38   if(isLocationUS) {
39     print('USA');
40   } else {
41     print('INDIA');
```

Console

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

info line 13 • Use a function declaration to bind a function to a name. (view docs)

info line 15 • The value of the local variable 'jsonOnbj' isn't used. (view docs)
Try removing the variable or using it.

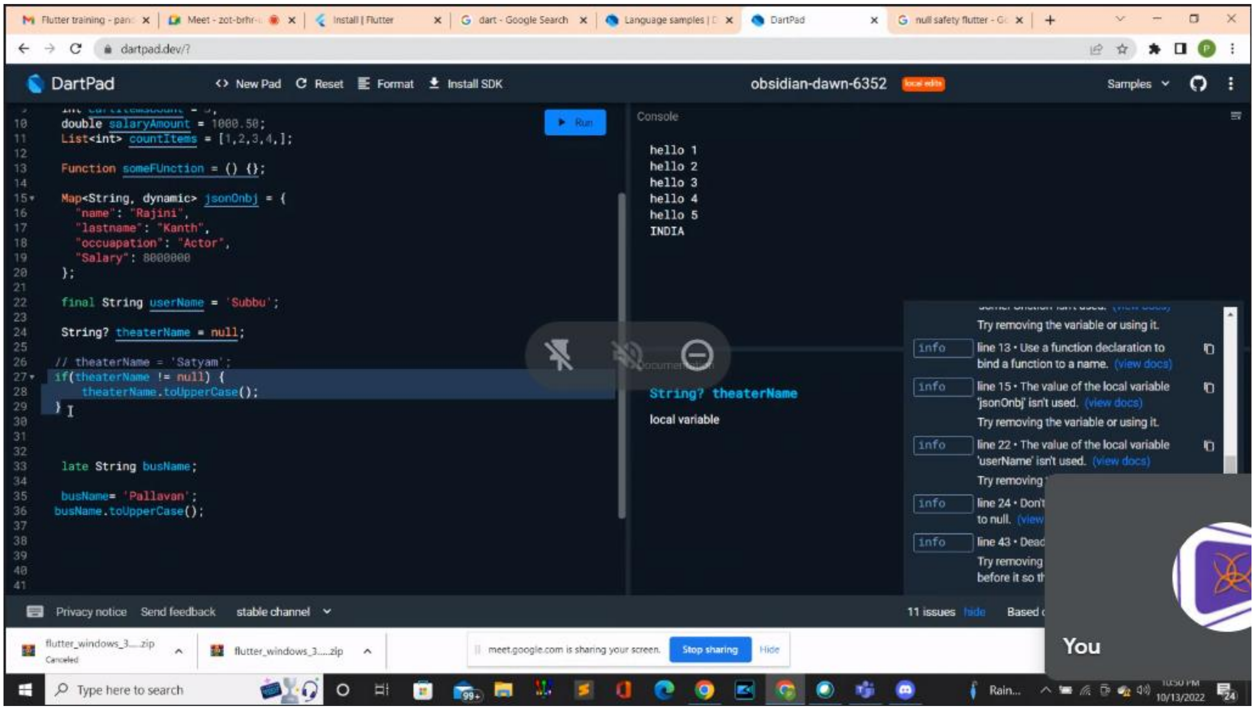
info line 22 • The value of the local variable 'userName' isn't used. (view docs)
Try removing the variable or using it.

info line 24 • Don't
to null. (view

info line 30 • The
'busName' isn
Try removing

info line 38 • Dead

12 issues hide Based



```
10    double salaryAmount = 1000.50;
11    List<int> countItems = [1,2,3,4,];
12
13    Function someFunction = () {};
14
15    Map<String, dynamic> jsonOnbj = {
16      "name": "Rajini",
17      "lastname": "Kanth",
18      "occuapation": "Actor",
19      "Salary": 8000000
20    };
21
22    final String userName = 'Subbu';
23
24    String? theaterName = null;
25
26   // theaterName = 'Satyam';
27   if(theaterName != null) {
28       theaterName.toUpperCase();
29   }
30
31
32
33    late String busName;
34
35    busName= 'Pallavan';
36   busName.toUpperCase();
37
38
39
40
41
```

Console

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

String? theaterName

local variable

Try removing the variable or using it.

info line 13 • Use a function declaration to bind a function to a name. (view docs)

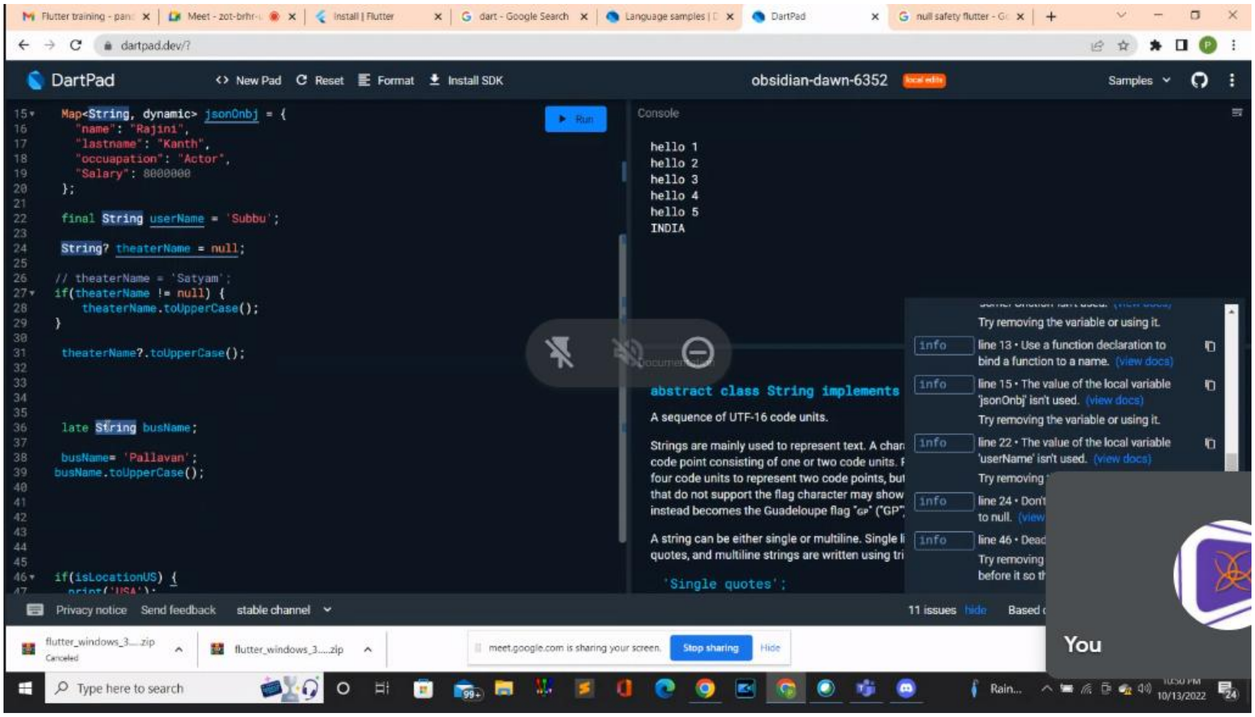
info line 15 • The value of the local variable 'jsonOnbj' isn't used. (view docs)
Try removing the variable or using it.

info line 22 • The value of the local variable 'userName' isn't used. (view docs)
Try removing

info line 24 • Don't
to null. (view

info line 43 • Dead
Try removing
before it so th

11 issues hide Based



```
15    Map<String, dynamic> jsonOnbj = {
16      "name": "Rajini",
17      "lastname": "Kanth",
18      "occuapation": "Actor",
19      "Salary": 8000000
20    };
21
22    final String userName = 'Subbu';
23
24    String? theaterName = null;
25
26   // theaterName = 'Satyam';
27   if(theaterName != null) {
28       theaterName.toUpperCase();
29   }
30
31    theaterName?.toUpperCase();
32
33
34
35
36    late String busName;
37
38    busName= 'Pallavan';
39   busName.toUpperCase();
40
41
42
43
44
45
46   if(isLocationUS) {
47     print('USA');
```

Console

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

abstract class String implements

A sequence of UTF-16 code units.

Strings are mainly used to represent text. A char
code point consisting of one or two code units. F
four code units to represent two code points, but
that do not support the flag character may show
instead becomes the Guadeloupe flag "GP" ("GP"

A string can be either single or multiline. Single li
quotes, and multiline strings are written using tri

```
'Single quotes';
```

Try removing the variable or using it.

info line 13 • Use a function declaration to bind a function to a name. (view docs)

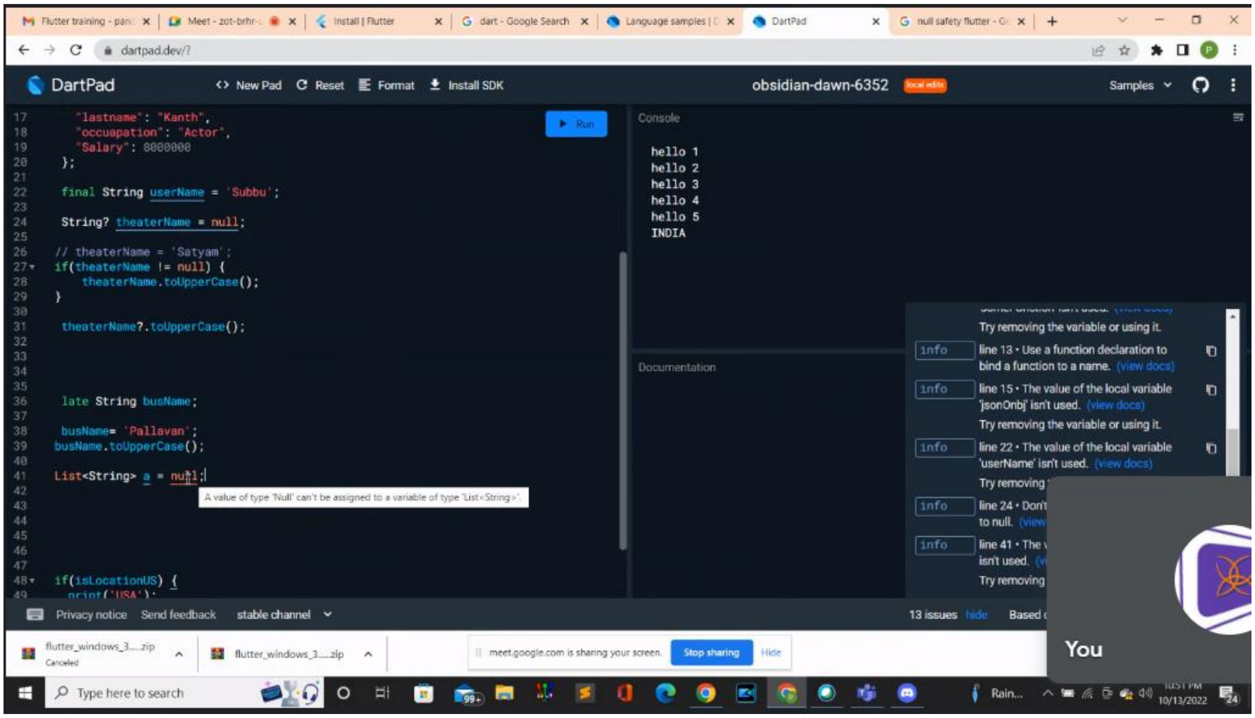
info line 15 • The value of the local variable 'jsonOnbj' isn't used. (view docs)
Try removing the variable or using it.

info line 22 • The value of the local variable 'userName' isn't used. (view docs)
Try removing

info line 24 • Don't
to null. (view

info line 46 • Dead
Try removing
before it so th

11 issues hide Based



```
17      "lastname": "Kanth",
18      "occuapation": "Actor",
19      "Salary": 8000000
20    };
21
22    final String userName = 'Subbu';
23
24    String? theaterName = null;
25
26   // theaterName = 'Satyam';
27   if(theaterName != null) {
28       theaterName.toUpperCase();
29   }
30
31    theaterName?.toUpperCase();
32
33
34
35
36    late String busName;
37
38    busName= 'Pallavan';
39   busName.toUpperCase();
40
41   List<String> a = null;
42
43
44
45
46
47
48   if(isLocationUS) {
49     print('USA');
```

A value of type 'Null' can't be assigned to a variable of type 'List<String>'.

Console

```
hello 1
hello 2
hello 3
hello 4
hello 5
INDIA
```

Try removing the variable or using it.

info line 13 • Use a function declaration to bind a function to a name. (view docs)

info line 15 • The value of the local variable 'jsonOnbj' isn't used. (view docs)
Try removing the variable or using it.

info line 22 • The value of the local variable 'userName' isn't used. (view docs)
Try removing

info line 24 • Don't
to null. (view

info line 41 • The v
isn't used. (v
Try removing

13 issues hide Based

Online IDE for dart:

https://dartpad.dev/?