



# Installation

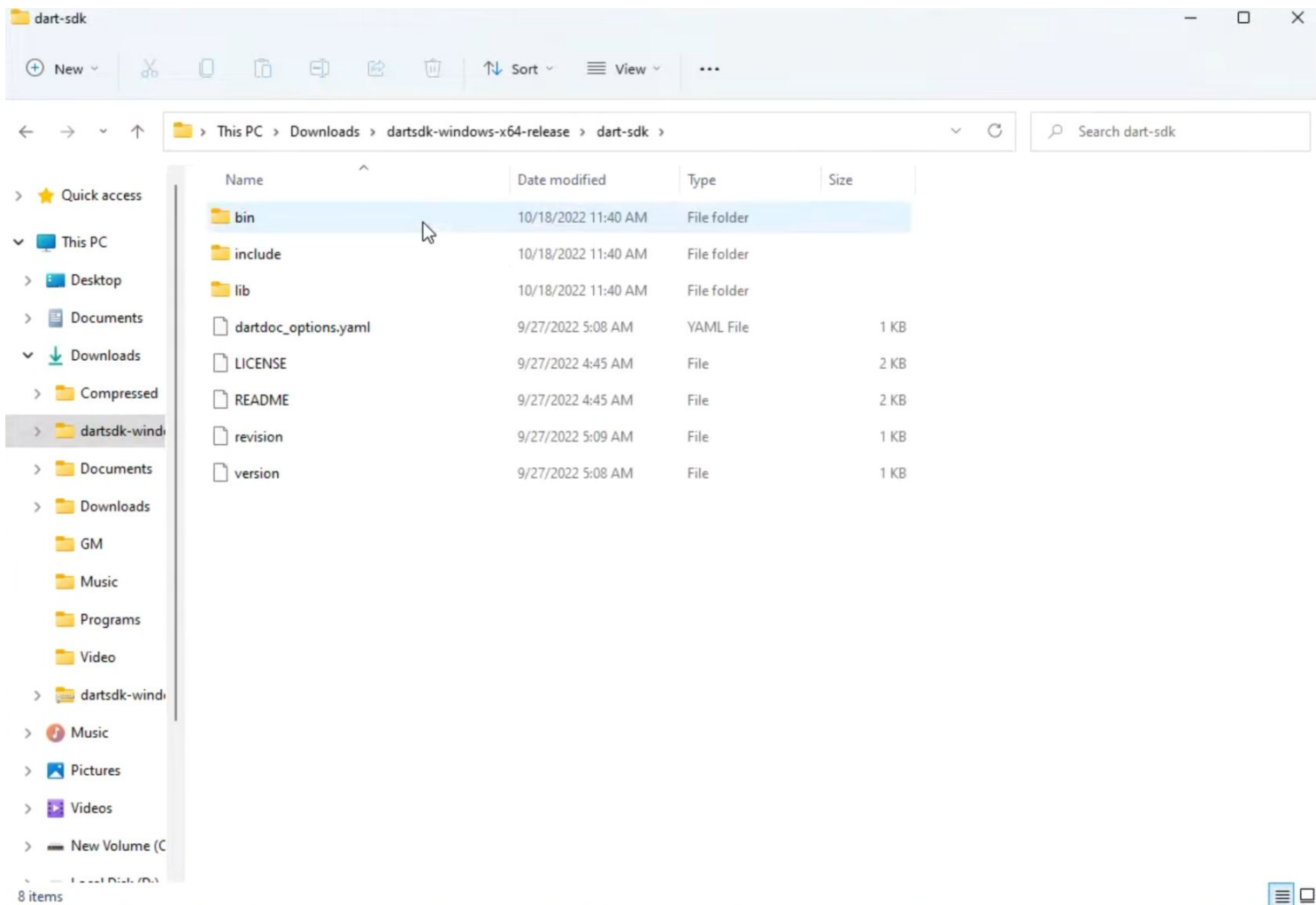
**dart.dev/get-dart**

# Stable channel

Stable channel builds are tested and approved for production use.

Version: 3.10.2    OS: Windows

Version	OS	Architecture	Release date	Downloads
3.10.2 (ref 7184a7d)	Windows	x64	Nov 25, 2025	<a href="#">Dart SDK (SHA-256)</a>
3.10.2 (ref 7184a7d)	Windows	ARM64	Nov 25, 2025	<a href="#">Dart SDK (SHA-256)</a>
3.10.2 (ref 7184a7d)	---	---	Nov 25, 2025	<a href="#">API Docs</a>



SSD (S:)

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New Volume (C)

Local Disk (D:)

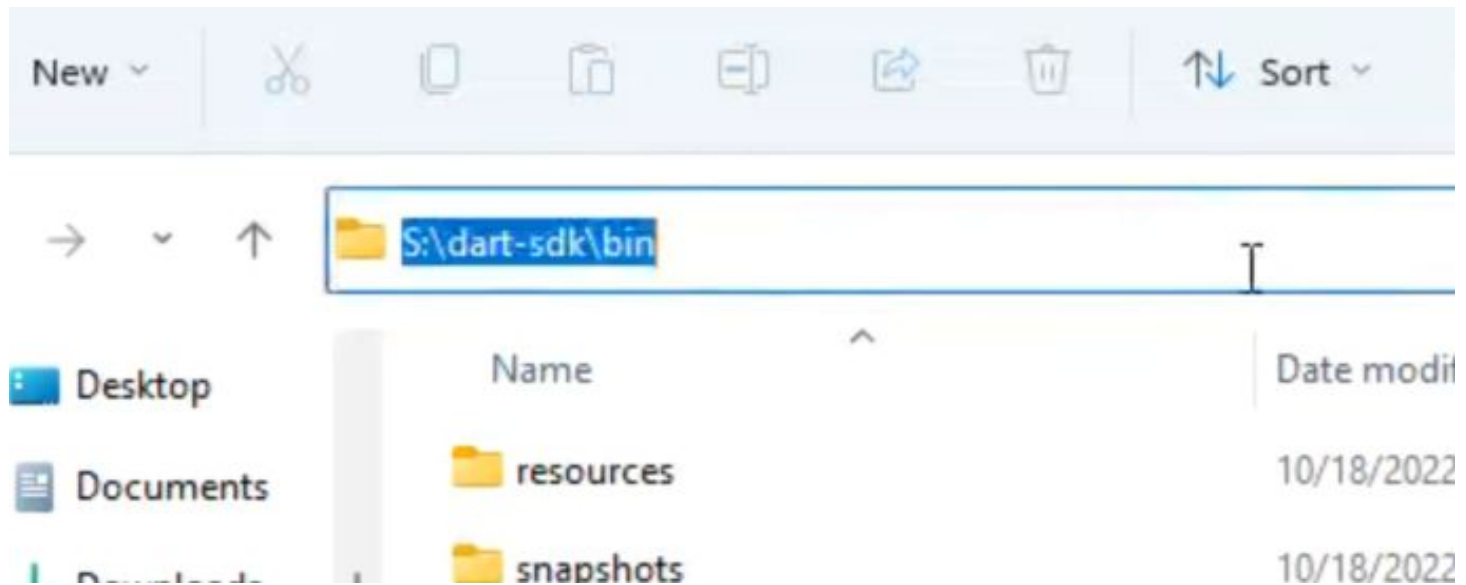
android (E:)

SSD (S:)

Name	Date modified	Type	Size
bin	10/10/2022 12:15 PM	File folder	
include	10/10/2022 12:14 PM	File folder	
lib	10/10/2022 12:15 PM	File folder	
libexec	10/10/2022 12:15 PM	File folder	
Library	10/14/2022 1:39 PM	File folder	
mingw32	10/10/2022 12:15 PM	File folder	
PerfLogs	6/5/2021 1:10 PM	File folder	
PHP8.1.11	10/11/2022 1:09 AM	File folder	
Program Files	10/18/2022 11:21 AM	File folder	
Program Files (x86)	10/18/2022 11:13 AM	File folder	
Ruby31-x64	10/14/2022 12:09 PM	File folder	
share	10/10/2022 12:15 PM	File folder	
Strawberry	10/14/2022 12:32 PM	File folder	
Users	9/21/2022 6:57 PM	File folder	
var	10/10/2022 12:08 PM	File folder	
Windows	10/11/2022 1:42 AM	File folder	
DumpStack	9/13/2022 8:41 PM	Text Document	12 KB
dart-sdk	10/18/2022 11:40 AM	File folder	

18 items 1 item selected

# Add this to your PATH variable.



**Let's Start**



# **What I will cover:**

- 1. What Dart is.**
- 2. How to create a Dart Project**
- 3. Types**
- 4. Variables**
- 5. Control Flow Statements**
- 6. Comments & Imports**
- 7. Introduction to Functions**

# **1. What Dart is.**

**Dart is an efficient, multi-platform language, which developers love for its fast development experience and high-performance apps.**

**The multi-platform part means that you have to write one codebase to compile to Android, iOS, Windows, MacOS, Linux, and more.**

**Its syntax is similar to C/C++.**

**It has both a JIT (Just In Time) Compiler, and an AOT (Ahead Of Time) compiler, which makes development fast, but also allows production code to be compiled better for more efficiency.**

## **2. How to create a project**

- 1. Go to the folder you want the project in**
- 2. Open cmd/powershell**
- 3. Run 'dart create -t console [project\_name]'**

# **3.Types.**



# Built-in types

Language > Built-in types

The Dart language has special support for the following:

- **Numbers** ( `int`, `double` )
- **Strings** ( `String` )
- **Booleans** ( `bool` )
- **Records** ( `(value1, value2)` )
- **Functions** ( `Function` )
- **Lists** ( `List`, also known as *arrays* )
- **Sets** ( `Set` )
- **Maps** ( `Map` )
- **Runes** ( `Runes`; often replaced by the `characters` API )
- **Symbols** ( `Symbol` )
- The value `null` ( `Null` )

## **4. Variables.**

# First, a Hello World program.

```
1  void main() {  
2  |  print('Hello, World!');  
3  }
```

# Variables

```
1  var name = 'Krea University';
2  var year = 2025;
3  var inflation_rate = 0.25;
4  var students_list = ['Ramesh', 'Suresh', 'Ganesh', 'Mahesh'];
5  var image = {
6      'tags': ['saturn'],
7      'url': '//path/to/saturn.jpg',
8  };
```

**This to make it  
any type.**

```
12  Object box_size = 5.8;
```

**And this to  
turn off type  
checking.**

```
12  dynamic box_size;
```

**You can also specify  
the type instead of  
'var'**

```
12  String full_name = "Ramesh Sharma";
```

# Null Safety

dart

```
String? name // Nullable type. Can be `null` or string.
```


```
String name // Non-nullable type. Cannot be `null` but can be string.
```

**If you have not initialised  
(defined a value of) a  
variable, it will be 'null'.**



# Const

## `const`:

- A `const` variable is a compile-time constant. Its value must be known at the time the code is compiled, not when it runs.
- `const` variables are implicitly `final`. 
- The value assigned to a `const` variable must itself be a compile-time constant. This means it cannot depend on runtime calculations or non-`const` values.

# Final

## `final`:

- A `final` variable can be assigned only once.
- Its value is determined at runtime. This means the value can be the result of a calculation or a function call that happens during program execution.
- `final` variables ensure single assignment, but the object they refer to might still be mutable if it's a complex object (like a list or a class instance) that allows internal changes. However, if the `final` variable holds a primitive type (like `int`, `double`, `String`), the value itself is immutable.

# Wildcard

- Local variable declaration.

```
main() {  
    var _ = 1;  
    int _ = 2;  
}
```

- For loop variable declaration.



```
for (var _ in list) {}
```

# **5. Control Flow Statements.**

# If Structure

```
12  if (year >= 2001) {  
13      print('21st century');  
14  
15  } else if (year >= 1901) {  
16      print('20th century');  
17  
18  }
```

# For Structure

```
23     for (final object in students_list) {  
24         | print(object);  
25     }  
26  
27  
28     for (int month = 1; month <= 12; month++) {  
29         | print(month);  
30     }
```

# While Structure

```
32     while (year < 2016) {  
33         |   year += 1;  
34     }
```

## **6. Comments and Imports.**



# Comments

```
41  // This is a normal, one-line comment.  
42  
43  
44  /// This is a documentation comment, used to document libraries,  
45  /// classes, and their members. Tools like IDEs and dartdoc treat  
46  /// doc comments specially.  
47  
48  
49  /* Comments like these are also supported. */
```

# Imports

```
4  // Importing core libraries
5  import 'dart:math';
6
7  // Importing libraries from external packages
8  import 'package:test/test.dart';
9
10 // Importing files
11 import 'path/to/my_other_file.dart';
```

# **7. Introduction to Functions.**

# Basic Function Structure

```
50  int fibonacci(int n) {  
51      if (n == 0 || n == 1) return n;  
52      return fibonacci(n - 1) + fibonacci(n - 2);  
53  }  
54  
55  var result = fibonacci(20);
```

**For next classes:**

**'Late' keyword  
break and continue  
switch and case  
assert  
functions in depth  
classes**