- 1. a) Write a Dart console program that prints your name, checks age with conditionals, uses a loop to count from 1 to 5, and defines a function to return the sum of two numbers.
 - b) Create custom widgets for specific UI elements
- 2. a) Write a Dart console program that prints your name, checks age with conditionals, uses a loop to count from 1 to 5, and defines a function to return the sum of two numbers.
 - b) Implement different layout structures using Row, Column, and Stack widgets
- 3. a) Write a Dart console program that prints your name, checks age with conditionals, uses a loop to count from 1 to 5, and defines a function to return the sum of two numbers.
 - b) Fetch data from a REST API
- 4. a) Write unit tests for UI components
 - b) Implement state management using setState and Provider
- 5. a) Learn about stateful and stateless widgets
 - b) Write unit tests for UI components
- 6. a) Write a simple Dart program to understand the language basics
 - b) Add animations to UI elements using Flutter's animation framework
- 7. a) Install Flutter and Dart SDK
 - b) Experiment with different types of animations (fade, slide, etc.)

- 8. a) Write a simple Dart program to understand the language basicsb) Design a form with various input fields
- 9. a) Write a simple Dart program to understand the language basicsb) Learn about stateful and stateless widgets
- 10. a) Write a simple Dart program to understand the language basicsb) Implement form validation and error handling
- 11. a) Install Flutter and Dart SDK
 - b) Set up navigation between different screens using Navigator
- 12. a) Learn about stateful and stateless widgets
 - b) Apply styling using themes and custom styles
- 13. a) Learn about stateful and stateless widgets
 - b) Display the fetched data in a meaningful way in the UI
- 14. a) Set up navigation between different screens using Navigator
 - b) Implement media queries and breakpoints for responsiveness
- 15. a) Write a simple Dart program to understand the language basic
 - b) Implement navigation with named routes
- 16. a) Design a responsive UI that adapts to different screen sizes
 - b) Use Flutter's debugging tools to identify and fix issues