Summary and Highlights: Exploring Dart Language

Congratulations! You have completed this module. At this point in the course, you know:

- Dart VM runs code using just-in-time (JIT) compilation that translates code while the machine is running and ahead-of-time (AOT) compilation that translates codes before the program is running.

- Common data types for variables include numbers, strings, Booleans, lists, and maps.

- The two types of numbers in Dart are int for integers and double for floating-point numbers.

- Functions in Dart are reusable blocks of code that perform a specific task.

- Methods are functions that are associated with an object, such as the list class, which provides methods to interact with list data.

- Public properties allow access to your object, while private properties protect sensitive information.

- Getters perform calculations or formatting, and setters validate input or trigger actions.

- Static methods are used for utility functions, anonymous functions are used for short operations, encapsulation protects an object's data from unauthorized access, and inheritance helps organize complex code.

- The dart:core library handles basic data types, collections, and utility functions.

- The dart:async library handles tasks that involve delays, such as network requests or file I/O.

- Creating your library boosts project maintainability and modularity.

- Dart SDK is a collection of tools and libraries for developing Dart applications.

- The dart command is a versatile tool for running Dart programs, managing packages, and performing various development tasks.