Quiz 14: Screens & Navigation

1. What's a "Screen" in a Flutter App?
    a. A widget which is rendered on multiple screens/ inside of multiple other widgets.
    b. A widget which controls the entire screen (or at least makes up the main content of the screen).
    c. A widget which extends the built-in ScreenWidget class.

2. What's true about "Screens" and "normal Widgets"?
    a. Both are normal widgets, the only difference is which base class the widgets inherit from & how the widget then is used.
    b. Both are normal widgets in the end, the only difference is how the widgets are used & which role they play.
    c. A "Screen" widget extends from a different class than a "normal" widget.

3. What's the difference between push() and pushNamed() ?
    a. push() navigates to a new screen by creating it "on the fly", pushNamed() can only load screens which were registered in advance.
    b. push() can only be used to navigate to screens which weren't registered in advance. pushNamed() is able to reach all screens.
    c. push() is deprecated and shouldn't be used anymore, pushNamed() is the more modern solution you should use.

4. What exactly is a "named route"?
    a. A widget which has a name that clearly indicates that it should be loaded via pushNamed().
    b. A route which is registered as the home route in the MaterialApp/ CupertinoApp widget.
    c. A route which is registered in the routes table - it receives a "name" (key) with which it can be loaded there.

5. What's the "Stack of Pages" (or "Stack of Screens")?
    a. It's an important concept in mobile navigation. New pages are typically pushed on top of the "Stack of Pages/ Screens". The top-most (i.e. latest) page/ screen is the visible screen. Popping the latest screen therefore moves back to an older screen.
    b. It's an important concept in mobile navigation. New pages typically replace old pages (which are then cleared from memory). If you go back, the old page has to be re-created.
    c. It's an important concept in mobile navigation. New pages are typically pushed on top of the "Stack of Pages/ Screens". The bottom-most (i.e. oldest) page/ screen is the visible screen. Popping the latest screen therefore moves back to an older screen.

Quiz 15: More Navigation!

1. What's the idea of onGenerateRoute ?
    a. **It takes a function which executes for any named navigation action (= pushNamed()) for which no registered route was found in the routes table. You should return a navigation action (e.g. MaterialPageRoute) in onGenerateRoute.**
    b. It takes a list of names and widgets which should be returned if pushNamed() tries to navigate to a screen which is not registered in the routes table.

2. What's the difference between onGenerateRoute and onUnknownRoute?
    a. onGenerateRoute is an alternative to onUnknownRoute - you can use either of the two for the same job.
    b. onGenerateRoute handles failing push() (NOT pushNamed()) navigation actions whereas onUnknownRoute handled failing pushNamed() actions.
    c. **onGenerateRoute executes for any unregistered named route, onUnknownRoute executes if onGenerateRoute isn't defined or doesn't return a valid navigation action.**

Quiz 16: Tabs & Drawers!

1. What's a difference between using Tabs (no matter which ones) and using push() / pushNamed() ?
    a. **Tabs replace the current screen (or a part of it) with a new one, push() / pushNamed() add a new screen to the stack.**
    b. Tabs add more than one screen at a time to the stack.
    c. There is no difference (other than the look).

2. Which widget is important for both Tabs and Drawers?
    a. The Drawer widget - it is required to control both Tabs and Drawers.
    b. **The Scaffold widget - you register both there.**
    c. The AppBar widget - you register both there.

Quiz 17: Replacing, Popping & Data

1. What's the core difference between pushReplacement() and push() ?
    a. pushReplacement() only works with named routes.
    b. pushReplacement() navigates to a new screen.
    c. **pushReplacement() replaces the current screen in the stack.**

2. Consider this snippet: push(...).then(fn) where fn is a function. When does that function execute?
    a. As soon as the new screen becomes visible / active.
    b. As soon as the old screen is invisible / inactive.

c. **As soon as the new screen is popped.**

3. How can you retrieve the data passed back via Navigator.of(context).pop('some data') ?
   a. You receive that data via ModalRoute.of(context).settings.arguments
   b. You receive that data via special argument you can pass to push() / pushNamed() etc.
   c. **You can retrieve it as an argument to the function you use in then() after push() / pushNamed() etc.**