

Flutter Course

1.variable an data type

```

var a=4;
//a="hi";
print(a);

var n;
n=4;
n="hi";
print(n);

final h=1;
//h=6;
print(h);

const k=6;
//const k=h;
print(k);

dynamic j=6;
j="hi";
print(j);

var n= 2;//int
var n2=3.2;//double
num n3=2;//both int ,double
n3 +=2.5;//now it will be double
print(n3);
print(n2);

double nn=1;//1.0
//nn += 2.5;
print(nn);

//convert from string
var j= int.parse('1');//to int
//convert to string
String oneto=1.toString();//"1"
//convert to double
var jj=double.parse('1.1');
//double to string
String bistring= 3.1415.toStringAsFixed(2);//3.14 2digt after .
print(j);
print(oneto);
print(jj);
print(bistring);

//string with "" ,"
var s1 ='nnn';
var s2 ="nnnn";

```


2.Datastructure (list, set, map)

```
//list
var list =[1,2,3];
list. Length;//3
list[1];//2
list[1]=7;
print(list);
//const list
var list2=const[1,2,3];
//list2[1]=7;//not work const
print (list2);
//append
var list3=[0,...list];
print(list3);

///sets {}unoreder
var set1={'flu','chl','bro'};
print (set1);
//empty set
var set2=<String>{};
set2.add('nnn');
//add set to set
set2.addAll(set1);
print(set2);

///maps key:value
var gift={
  //key:value
  'n':'hellow',
  'r':'mine'
};
var gift2=Map<String,String>();
gift2['n2']='hellow';
gift2['r2']='mine';

print(gift2);

var gift3=Map<int,String>();
gift3[1]='hellow';
gift3[2]='mine';

print(gift3);
print(gift3.length);
//access element
print(gift3[1]);
```


3.nullsafty

```
//null saftey
var k=2;//int
var kk='jjj';//string
//?to null
int? kkk=null;
print(kkk);

String? a;
//ckeck 2>1
if (2>1)
{
    a='123';
}
//a is null at begin then in if it will be 123
print(a!.length);

//late
late String aa;
if (1>0)//true condition
{
    aa='123';
}
else
{
    aa='123456';
}

print (aa.length);
```


