

**Introduction:**

In this lab, we will be creating a to-do app using Flutter. This app will allow the user to add and delete tasks, as well as mark them as complete.

**Objectives:**

- To gain familiarity with Flutter and its core concepts.
- To learn how to create a simple but functional app using Flutter.
- To understand the basic architecture of a Flutter app and how to build a UI.

**Requirements:**

- A computer with the Flutter SDK installed. You can follow the instructions in the official Flutter website to install the SDK.
- A code editor of your choice, such as Visual Studio Code.
- Basic knowledge of Dart programming language.

**Steps:**

- Create a new Flutter project in your code editor.
- Define a model class for the to-do tasks, which will include properties such as task name and completion status.
- Create a stateful widget for the home screen of the app, which will display the list of to-do tasks.
- Implement a form to allow the user to add new tasks to the list.
- Add the ability to mark tasks as complete and delete tasks from the list.
- Style the app to make it look attractive and easy to use.
- Test the app to ensure it is working as expected.

**Tips:**

- Make use of the official Flutter documentation and tutorials for reference.
- Use comments in your code to explain what different parts of the code are doing.
- Start with the basic functionality and add more features as you go along.
- Make sure to test the app thoroughly to catch any bugs.

**You will have until 22<sup>nd</sup> of February 2023 to complete and submit this Lab.**