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# 플러터 챌린지

신청자 67명

기간 2주

Day 10 of 14

[챌린지 사용방법](#)[슬랙 이용방법](#)[플러터 챌린지 진도표](#)

## Previous Solution

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## Today's Blueprint

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- 오늘의 강의: [Flutter 로 웹툰 앱 만들기: From #4.0 to #4.4](#)
- 오늘의 과제: 위의 강의를 시청하신 후, 아래 퀴즈를 풀면 됩니다.
- 제출기간: 익일 오전 6시까지
- 퀴즈는 단 1회만 응할 수 있습니다.

Your score is: 10/11

QUESTION 1 OF 11

CORRECT

What is `State` in Flutter?

✓ State is mutable data used by a widget.

QUESTION 2 OF 11

CORRECT

A `StatelessWidget` has `State` .

✓ False

QUESTION 3 OF 11

CORRECT

To give `state` to a Widget, which Widget should we extend from?

✓ StatefulWidget

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What happens when we call `setState` ?



The `build` method runs again

#### QUESTION 5 OF 11

CORRECT

This code will trigger a call to the `build` method?

```
void onTap() {  
  _on = false;  
  setState(() {});  
}
```



True

#### QUESTION 6 OF 11

CORRECT

All the mutations must be inside of `setState(() {})`



False

#### QUESTION 7 OF 11

CORRECT

`BuildContext` contains information about the children of a `Widget`.



False

#### QUESTION 8 OF 11

CORRECT

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True

## QUESTION 9 OF 11

CORRECT

Stateless widgets have many lifecycle methods.



False

## QUESTION 10 OF 11

INCORRECT

initState runs before build



False

YOUR ANSWER



True

CORRECT ANSWER

## QUESTION 11 OF 11

CORRECT

dispose runs before build.



False

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## NOMAD CODERS

유한회사 노마드컴퍼니

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