

Basic flutter questions to be known.

SWIPE



What is Flutter?

Flutter is an open-source mobile UI framework created by Google. It is used to build native-looking apps for iOS and Android from a single codebase. Flutter is based on the Dart programming language and uses a declarative programming approach.



What is Dart?

Dart is a general-purpose programming language created by Google. It is used to build web, mobile, and server applications. Dart is a compiled language, which means that it is converted into machine code before it is executed. This makes Dart apps fast and efficient.



What are the advantages of using Flutter?

- **Fast development:** Flutter apps can be developed quickly and easily.
- **Native performance:** Flutter apps are native-looking and perform as well as native apps.
- **Cross-platform:** Flutter apps can be built for both iOS and Android from a single codebase.



Difference between StatelessWidget and StatefulWidget?

StatelessWidget is immutable and doesn't hold state, while StatefulWidget can change its state and is used when UI needs to change dynamically.



What is the "BuildContext" ?

BuildContext is a reference to a widget's location in the widget tree and is used for widget creation, navigation, and accessing resources.



"setState" vs state management libraries like "Provider" or "Bloc"

setState is used for local state management within a widget, while libraries like "**Provider**" or "**Bloc**" handle app-wide state and are more scalable.



How to handle navigation between screens ?

Navigation can be done using Navigator widget, PageRoute, or named routes defined in MaterialApp.



What are keys in Flutter?

Keys are used to uniquely identify widgets and optimize the widget tree, especially in cases of widget updates.



How to handle different screen sizes ?

Flutter provides responsive design techniques like MediaQuery and LayoutBuilder to adapt UI to different screen sizes and orientations



What is a "pubspec.yaml" file ?

The "pubspec.yaml" file is a configuration file in Flutter that lists the project's dependencies, assets, and other settings. It is used by the Dart package manager (pub) to manage the app's dependencies and resources.



**Any more
questions to be
added along
with this ?**

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