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# Dart Tutorial



Silpakorn University



#### Tutorial By



Mr.Pongsakorn Yimsuk-anan 640710056

**SUCS 64** 



yimsukanan\_p@silpakorn.edu



**Principles of Programming Languages** 

IN







Optional Parameter 🗸





## syntax



syntax

Class\_name.constructor\_name(param\_list)



```
class ClassName {
  // default constructor
 ClassName(parameters) {
    // Initialization logic
  // Named constructor
 ClassName.namedConstructor(parameters) {
    // Initialization logic
```



#### Create object

```
ClassName instance1 = ClassName(parameters); // default constructor
ClassName instance2 = ClassName.namedConstructor(parameters); // named constructor
```



## Example









class cat

#### **Attribute**

**String species?**;

String furColor = "hair less";

Int? price;

Boolean law = true;



#### class cat



```
cat(String species,String furColor,int price){
    this.species = species;
    this.furColor = furColor;
    this.price = price;
}
```











```
cat.sphinx(int price){
    this.species = "sphinx";
    this.price = price;
}
```











```
cat.caracal(int price){
    this.species = "caracal";
    this.furColor = "orange";
    this.price = price;
    this.law = false;
}
```





#### class cat









```
class cat{
   String? species;
       String furColor ="hair less";
       int? price;
       bool law = true;
        cat(String species, String furColor, int price){
            this.species = species;
                this.furColor = furColor;
                this.price = price;
        cat.sphinx(int price){
            this.species = "sphinx";
                this.price = price;
       cat.caracal(int price){
            this.species = "caracal";
                this.furColor = "orange";
                this.price = price;
                this.law = false;
       void printCat(){
           print("Species : $species");
           print("Fur Color : $furColor");
           print('Price : $price');
           print("Law : $law\n");
```





#### class cat









```
void main(){
    cat persian = new cat("persian", "white", 400000);
    cat sphinx = new cat.sphinx(3000000);
    cat caracal = new cat.caracal(700000);

    persian.printCat();
    sphinx.printCat();
    caracal.printCat();
}
```





#### class cat













Fur Color: white

Price : 400000

Law : true

Species : sphinx

Fur Color : hair less

Price : 3000000

Law : true

Species : caracal

Fur Color : orange

Price : 700000

Law : false





## Differences Named Constructors in other languages









differenc

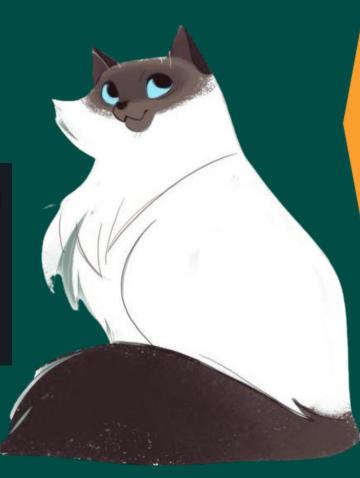
static factory methods

### static factory methods \_\_\_\_ class cat





```
public cat(String species, String furColor, int price) {
    this.species = species;
    this.furColor = furColor;
    this.price = price;
```





### static factory methods \_\_\_\_ class cat













#### static factory methods



class cat











## Thank you for watching



#### Reference

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