



# SNS COLLEGE OF TECHNOLOGY



Coimbatore-35  
An Autonomous Institution

Accredited by NBA – AICTE and Accredited by NAAC – UGC with 'A++' Grade  
Approved by AICTE, New Delhi & Affiliated to Anna University, Chennai

## DEPARTMENT OF COMPUTER APPLICATIONS

### 23CAT607- CROSS-PLATFORM APP DEVELOPMENT

I YEAR II SEM

## UNIT 2 – FLUTTER BASICS

TOPIC 4 – Introduction to Dart Programming



# Dart – Data Types

Types of values that can be represented and manipulated in a programming language.

## Data Types in Dart

Data Type	Keyword	Description
Number	int, double, num, BigInt	Numbers in Dart are used to represent numeric literals
Strings	String	Strings represent a sequence of characters
Booleans	bool	It represents Boolean values true and false
Lists	List	It is an ordered group of objects
Maps	Map	It represents a set of values as key-value pairs



## 1. Number

The number in Dart Programming is the data type that is used to hold the numeric value

**int:** data type is used to represent whole numbers (64-bit Max).

**double:** data type is used to represent 64-bit precise floating-point numbers.

**num:** type is an inherited data type of the int and double types.

## 2. String

### Syntax:

```
String str_name;
```

## 3. Boolean

### Syntax:

```
bool var_name;
```

## 4. List

### 1. Variable Size List

```
int var_name1 = []; // Alternative for the above declaration  
List<int> var_name2;
```

### 2. Fixed Size List

```
List<int> var_name1 = new List<int>.fixed(size,0);  
List<int> var_name2 = new List<int>.generate(size,  
function/expres
```



## 5. Map

The Map object is a key and value pair. Keys and values on a map may be of any type. It is a dynamic collection.

### 1. Declaring Empty Map

```
// Method 1
Map? map_name;

// Method 2
Map<key_datatype , value_datatype>?
map_name;

// Method 3
var map_name = new Map();
```

### Declaring Map with Elements inside it.

```
// Method 1
Map x={
key1 : value1;
key2 : value2;
};

// Method 2
Map<key_datatype , value_datatype> map_name{
key1 : value1;
key2 : value2;
};

// Method 3
var map_name{
key1 : value1;
key2 : value2;
};
```



```
// Dart Program to demonstrate  
// Number Data Type
```

```
void main() {  
  
    // declare an integer  
    int num1 = 2;  
  
    // declare a double value  
    double num2 = 1.5;  
  
    // print the values  
    print(num1);  
    print(num2);  
    var a1 = num.parse("1");  
    var b1 = num.parse("2.34");  
  
    var c1 = a1+b1;  
    print("Product = ${c1}");  
}
```

```
2  
1.5  
Product = 3.34
```

```
// Dart Program to demonstrate  
// String Data Type
```

```
// Driver Class  
void main() {  
    // Declaration of String type  
    String string = 'Geeks"for"Geeks';  
    String str = 'Coding is '  
    String str1 = 'Fun';  
  
    print (string);  
    print (str + str1);  
}
```

```
GeeksforGeeks  
Coding is Fun
```



# Dart Control Flow Statement

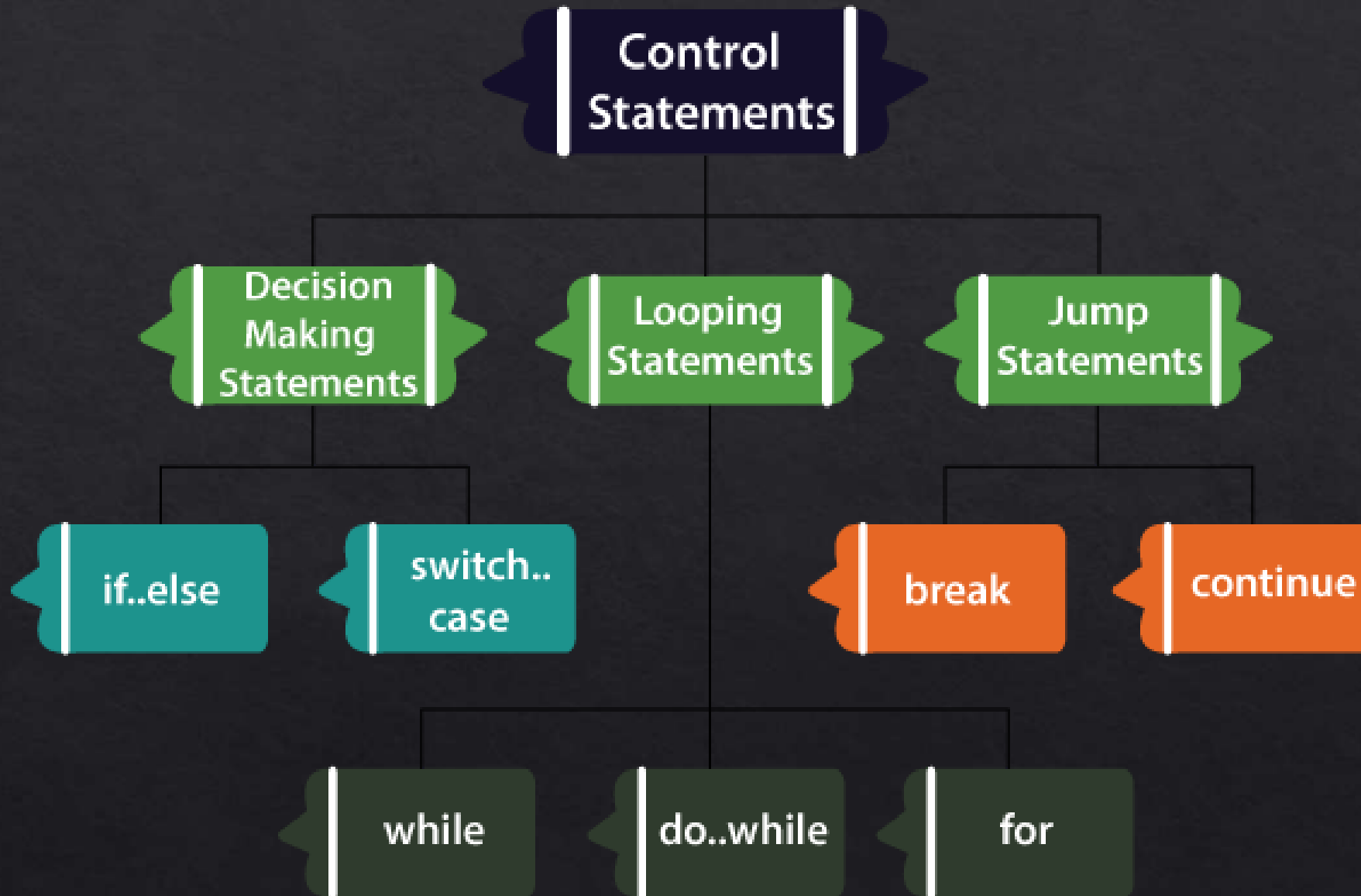
The control statements or flow of control statements are used to control the flow of Dart program. These statements are very important in any programming languages to decide whether other statement will be executed or not.

## Categories of Flow Statement

1. Decision-making statements
2. Looping statements
3. Jump statements



# Dart Decision-Making Statements





## Types of Decision-making statement.

1. If Statement
2. If-else Statements
3. If else if Statement
4. Switch Case Statement

## Dart Looping Statements

1. Dart for loop
2. Dart for....in loop
3. Dart while loop
4. Dart do while loop

## Dart Jump Statements

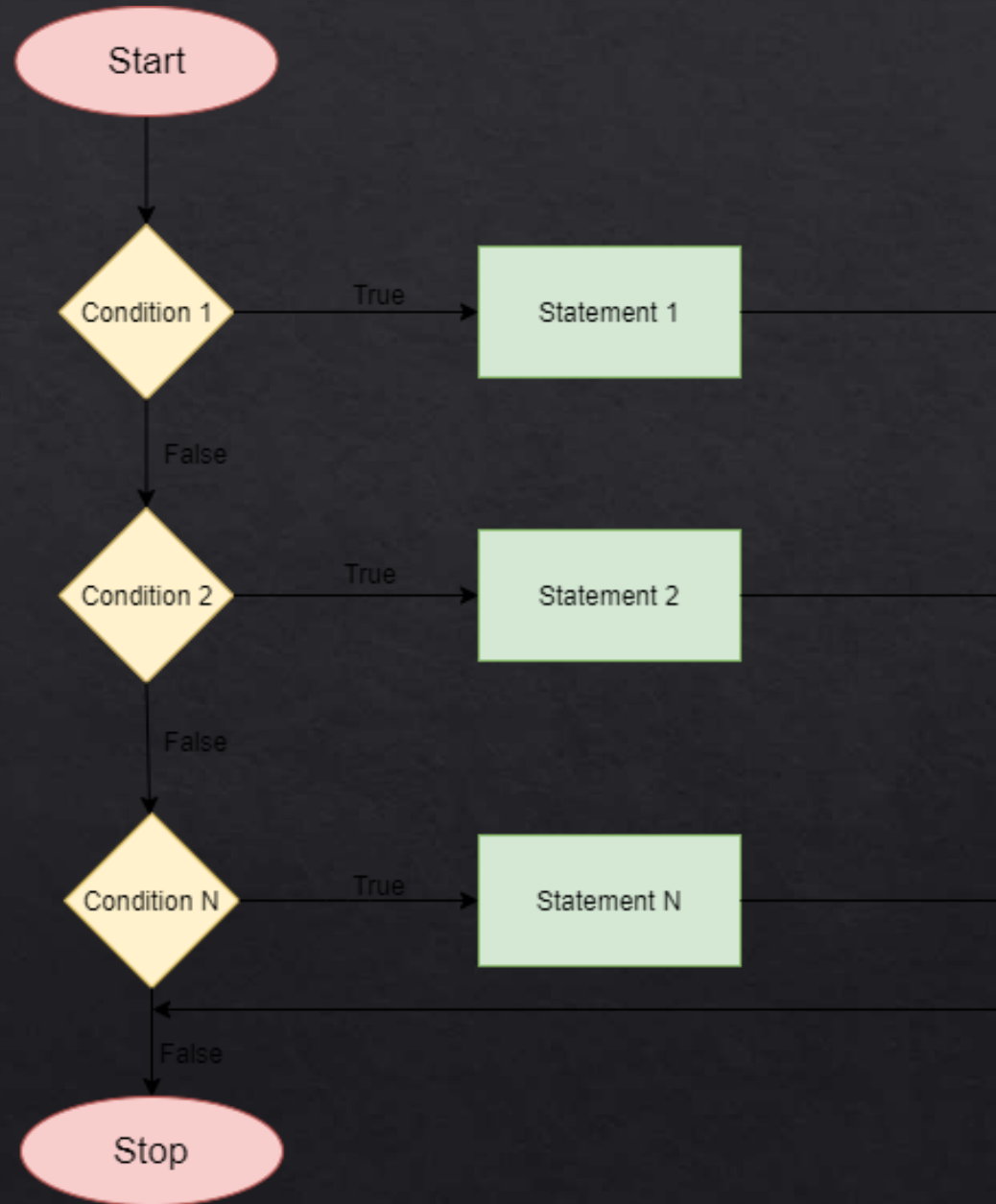
1. Dart Break Statement
2. Dart Continue Statement





## Dart if else-if Statement

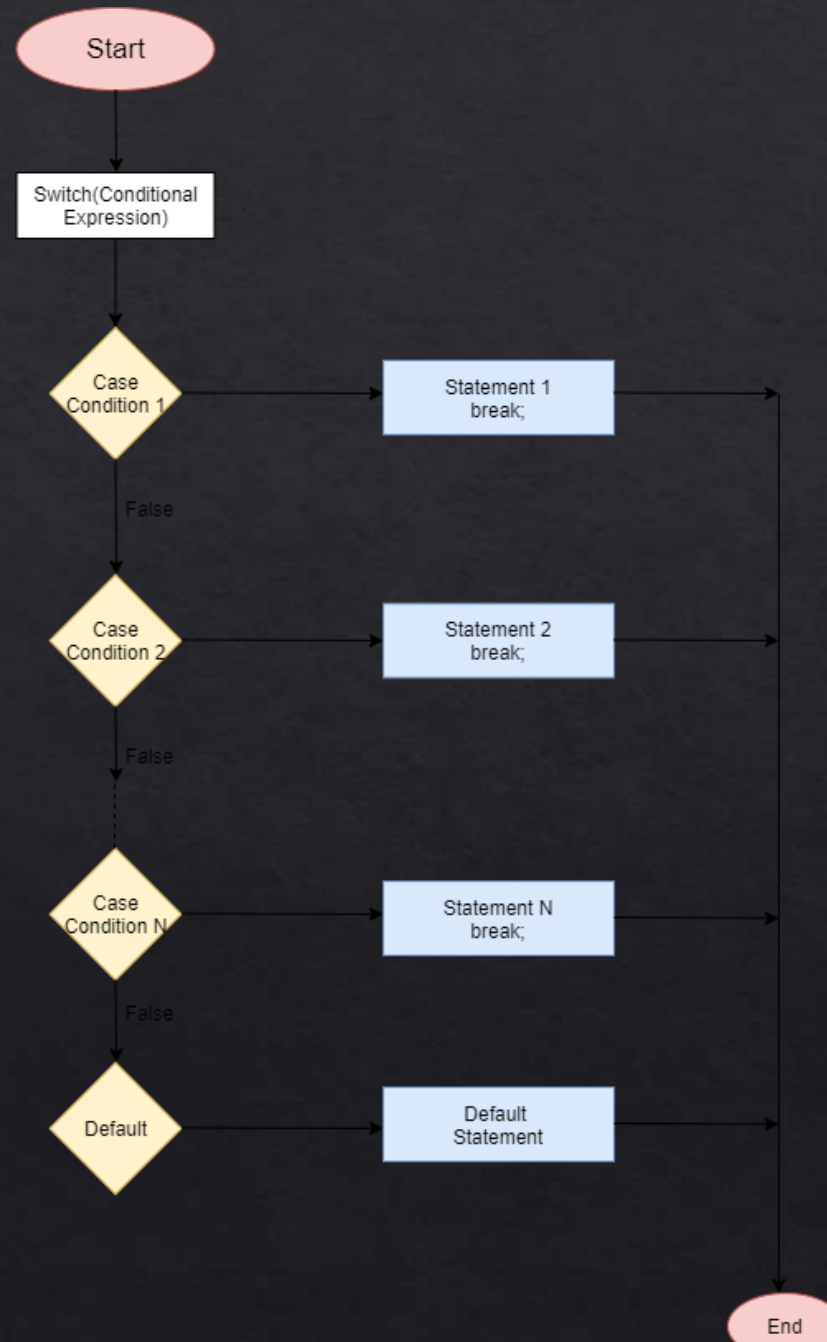
```
void main() {  
var marks = 74;  
if(marks > 85)  
{  
    print("Excellent");  
}  
else if(marks>75)  
{  
    print("Very Good");  
}  
else if(marks>65)  
{  
    print("Good");  
}  
else  
{  
    print("Average");  
}  
}
```





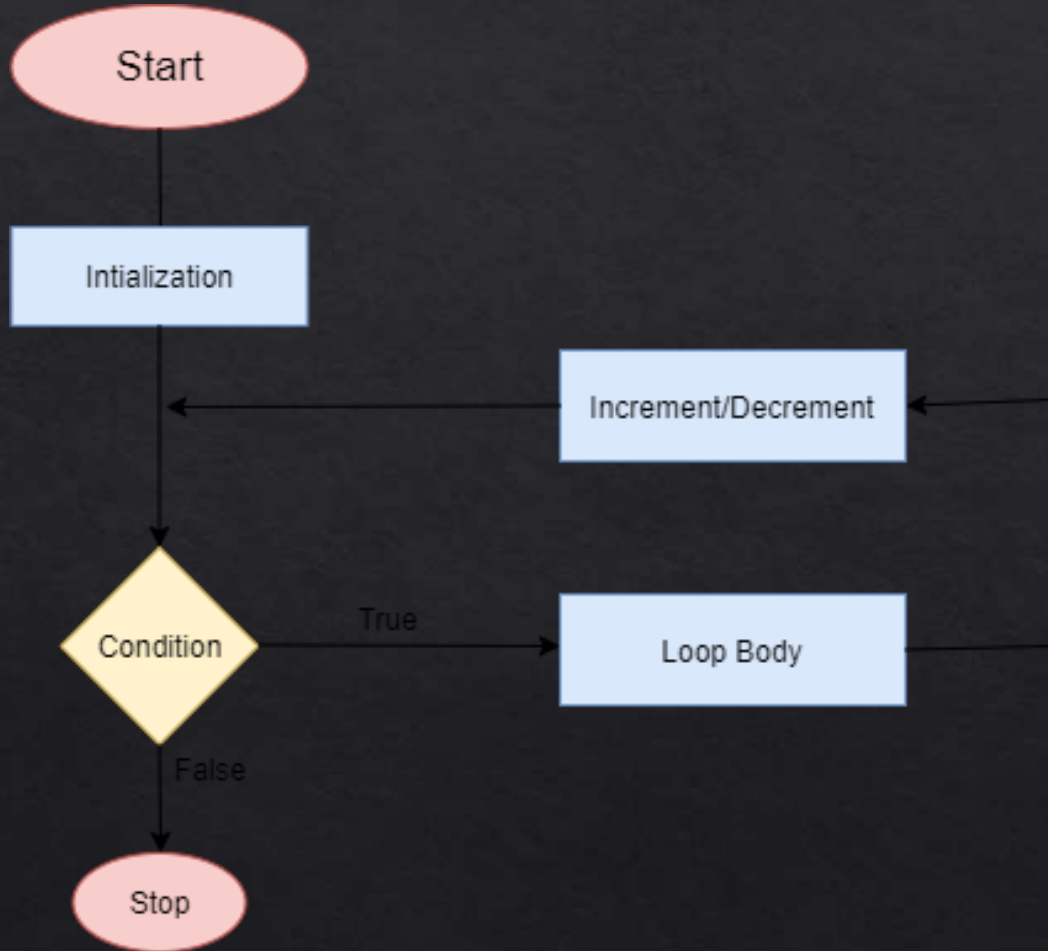
# Dart Switch Case Statement

```
void main() {  
    int n = 3;  
    switch (n) {  
        case 1:  
            print("Value is 1");  
            break;  
        case 2:  
            print("Value is 2");  
            break;  
        case 3:  
            print("Value is 3");  
            break;  
        case 4:  
            print("Value is 4");  
            break;  
        default:  
            print("Out of range");  
            break;  
    }  
}
```

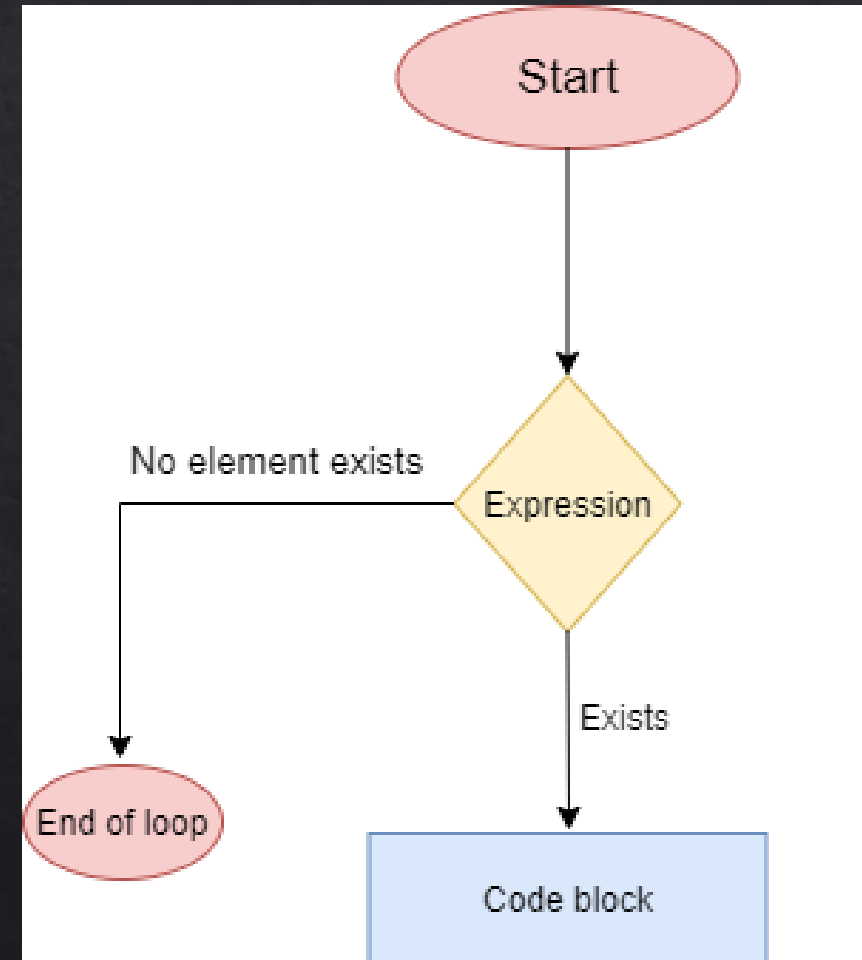




# Dart for Loop

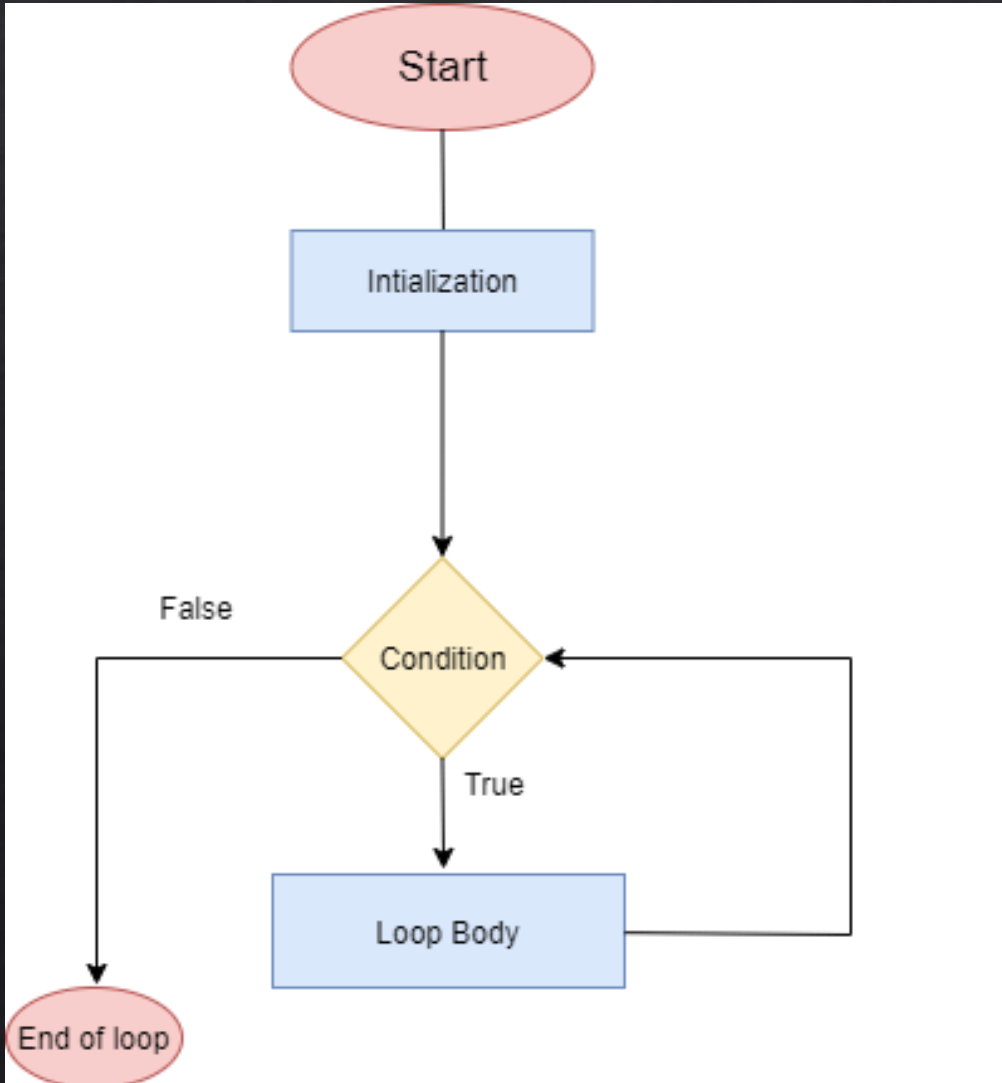


# Dart for..in Loop

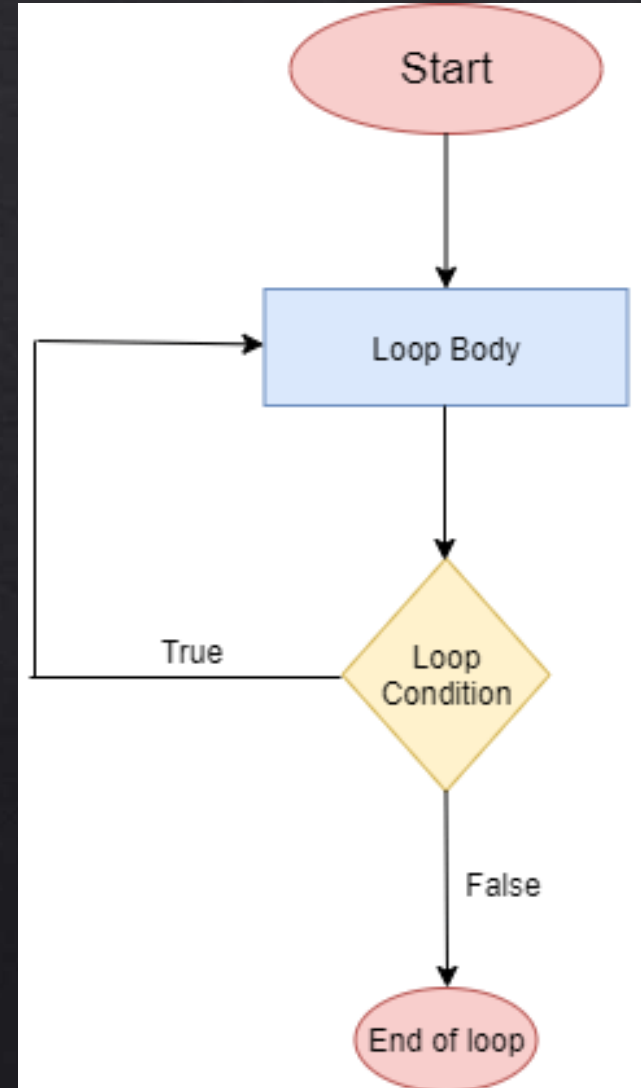




# Dart While Loop



# Dart do while Loop





**THANK  
YOU**