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Google Dart Interview Questions

Dart is an application programming language that's easy to learn, easy to scale, and deployable everywhere. Google uses Dart to make very large apps. It is open-source software under a permissive free software license (modified BSD license).

Dart is an object-oriented, class defined, single inheritance language using C# style syntax that transcompiles optionally into JavaScript. It supports interfaces, mixins, abstract classes, reified generics, and optional typing.

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Q1. What is Google dart?

Google Dart is a client-optimized programming language that is used to develop fast apps on multiple platforms such as mobile, desktop, server, and web applications. Dart is an object-oriented open-source, class-based, garbage-collected general-purpose programming language that uses C-style syntax. It was originally developed by Google and later on approved as a standard by ECMA. Dart meant for the server as well as the browser

Q2. Enlist major features of Google Dart?

The major features of Google Dart are as follows:

- It can spread operator for expanding collections.
- It can customizing UI for each platform.
- It is easy to learn, with a familiar syntax.

Q3. What are the ways to execute a Dart Program?

The ways to execute a Dart Program are as follows;

- Command line
- Dart console applications

Q4. List data types of Dart programming language?

Data types of Dart programming language are listed below:

- **Strings:** The keyword String is used to represent string values.
- **Booleans**: bool keyword is used to represent a Boolean value.
- **Lists:** It is represented by predefined List classes.
- **Maps:** It is represented by predefined Map classes.
- **The Dynamic Type:** The dynamic keyword used as a type annotation explicitly.

Q5. What is type-checking in Dart?

In Dart, Type checking is the process of verifying and enforcing the constraints of types that can occur either at compile-time (i.e. statically) or at runtime (i.e. dynamically).

Q6. What is use of typedef in Dart?

In Dart, Typedef is used to create a user-defined identity (alias) for a function. In the program code that identity can be used in place of the function. typedef is used to define the parameters of the function. It can also assign a function to the variable.

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