

# DART CHEAT SHEET PDF

A Dart Language PDF for C# and Java Developers

## PRIMITIVES

`bool, int, double`

`String, List, Map, Set`

## FUNCTIONS

`return-type name (parameters) {body}`

`return-type name (parameters) => expression;`

## OPTIONAL PARAMETERS

`void foo(string arg1, [int arg2 = 0, int arg3 = 0]) {...}` Positional

`void foo(string arg1, {int arg2 = 0, int arg3 = 0}) {...}` Named

## PROPERTIES

`string get ClientName => _clientName;`

`string set ClientName(string s) { _clientName = s; }`

## CONSTRUCTORS

`Point(double x, double y) {...}` Default

`Point.asPolar(double angle, double r) {...}` Named

`Client(String this._name) {...}` **this** instance initializer

`Customer(String name) : _code = _name {...}` Member initializer

## MODIFIERS

`int _x` Private because of underscore

`var a = 1;` Variable

`final b = a + 1;` Runtime constant

`const c = 3;` Compile-time constant

## A FEW OPERATORS

`emp ..name = 'Alice' ..supervisor = 'Zoltron' ..hire();` Cascade

`var smallList = [1, 2];  
var bigList = [0, ...smallList, 3, 4];` Spread

`if (obj is String) ...` Type test

`if (obj is! String) ...` Negative type test

`print(message ?? "none");` Null-coalesce (use right expression if left is `null`)

`x ??= 1;` Assign only if `x` was `null`

`client?.name;` Null-aware (returns `null` if `client` is `null`)

`count ~/ 100;` Integer division