



Application Development using Flutter

The course is for designing and building mobile applications using Flutter open-source cross-platform. It will be a combination of lecture and laboratory course which will help the student understand the philosophy of developing mobile applications through its main application development building blocks and their interaction with one another. This course encourages students to learn by building increasingly more sophisticated and meaningful mobile applications.

Syllabus

- Introduction to Flutter
- Features of Flutter
- Advantages of Flutter
- Flutter – Installation
- Creating Simple Application in Android Studio
- The architecture of Flutter Application
- Gestures
- Concept of State
- Layers
- Introduction to Dart Programming
- Variables and Data types
- Decision Making and Loops
- Functions
- Object Oriented Programming
- Introduction to Widgets
- Widget Build Visualization
- Platform-specific widgets
- Layout widgets
- Image, Icons adding
- Introduction to Layouts
- Advanced Layout Application
- Introduction to Gestures
- State Management
- Animation
- Writing Android-Specific Code

- Writing iOS Specific Code
- Introduction to Package
- Accessing REST API
- Database Concepts
- Introduction to Firebase
- Creating firebase account
- Creating database
- Establishing connection to app and database
- Fetching data from firebase
- SQLite Database, CRUD operations with it.
- Procedures to launch your App on the Play store.
- **3 Android applications (APKs)**

What you will learn

- Build enterprise-level mobile applications using Flutter
- Understand both the basic and advanced concepts of Flutter
- Understand why to use Flutter in android application development
- Install and configure Android Studio
- Explain and use key Dart programming concepts
- Using firebase as a database
- Deploy the application on Google Play

SKILLS GAIN



```
While( ! ( Succeed= try() ) );
```

