# Go + Flutter Course Rapid Cross-Platform Development

**Timur Harin** 

Lecture 00: Introduction

## Who am I? Why I can teach you?

#### **Timur Harin**

- Head of Software Development
   Department in Center of Autonomous
   Technologies in Innopolis University
- My interest in teaching how to use modern technologies to solve realworld problems
- Twice taught course about flutter development in fall 2024 and summer 2024



## My research interests

- Software engineering what tools to use to build software and their best practices
- Software architecture how to design software, programing languages, frameworks, libraries, etc.
- Software construction what are existing components and how to use them in software development

## Why Are We Here?

## This course bridges the gap between academic programming and industry reality

- You are in the beginning of your career, hard to choose what to learn and what to focus on
- Learn production-ready tools used in big tech companies
- Master full-stack development with modern technologies
- Practice real software engineering workflows how people actually work in software development
- Build portfolio-worthy projects you can show them to your future employers, because all in github

## The Al Era: Why Rapid Development Matters

## We're Living in the Al Revolution

- Hypothesis-driven development is crucial test ideas quickly
- Rapid prototyping separates successful projects from failures
- Speed to market determines competitive advantage
- Iterative learning from real user feedback

## **Modern Development Demands**

- Build fast, learn fast, iterate fast
- Cross-platform reach maximizes impact
- Efficient backends handle Al workloads and user scale
- Quick validation of product-market fit

## Why This Elective?

## The Modern Development Landscape

- Cross-platform is the future (Mobile, Web, Desktop, Embedded)
- Microservices architecture dominates backend development,
   because of the complexity of the software and the need for scalability
- DevOps and CI/CD are essential skills
- Code review and collaboration are daily practices

#### **Skills That Matter**

- Go: Performance + Simplicity
- Flutter: One codebase, multiple platforms
- Real workflow: Git, MR, peer review

## Why Go + Flutter?

## Go (Backend)

- Fast compilation and excellent performance
- Built-in concurrency with goroutines
- Simple syntax but powerful features
- Excellent tooling and strong standard library

## Flutter (Frontend)

- Single codebase for Mobile, Web, Desktop, Embedded
- Native performance with beautiful Uls
- Hot reload for rapid development
- Growing ecosystem and Large community

## Big Tech Companies Using These Tools

#### Go Users

- Google: Kubernetes, Docker, Go itself
- **Uber**: Backend services, microservices
- Netflix: Performance-critical services
- Cloudflare: Edge computing
- Ozon, Yandex, Wildberries: Backend services, microservices

#### Flutter Users

- Google: Google Ads, Google Pay
- Alibaba: Xianyu app (50M+ users)
- BMW: My BMW app
- eBay: eBay Motors
- Tencent: Multiple apps
- Xiaomi: Multiple apps
- Yandex Pro: Yandex. Taxi app

## Course Structure: 8 Intensive Blocks

#### Each Block = 1 Lecture (1.5h) + 1 Lab (1.5h)

- 1. Foundations Go basics + Flutter widgets
- 2. Concurrency & Streams Goroutines + async programming
- 3. Data & APIs HTTP servers + REST clients
- 4. Database & Persistence PostgreSQL + local storage
- 5. Advanced Patterns & Testing Clean architecture + testing
- 6. Authentication & Security JWT + secure storage
- 7. WebSockets & gRPC Real-time communication
- 8. Docker & Production Containerization + deployment

## Schedule Flexibility & Time Management

#### **Adaptive Schedule**

- Larger amount of dates allocated for each block
- Flexible scheduling when instructor cannot deliver on planned date
- All sessions will be moved nothing gets cancelled
- Advanced notice provided for any changes

#### Communication

• Telegram notifications for schedule updates

Life happens - we adapt and keep learning!

## What You'll Build

## **Final Project**

#### A complete full-stack application with:

- Go backend with microservices
- Flutter frontend (mobile + web)
- Database integration
- Authentication & authorization
- Real-time features
- Containerized deployment

## **Grading & Assessment (part 1)**

## Lab Assignments (42%)

- 7 labs with progressive complexity
- Working software that meets requirements
- Automated testing and code quality checks
- Documentation and clean code

## **Peer Review Participation (14%)**

- Quality of feedback provided to classmates
- Timeliness of reviews (within 48 hours)
- Constructive criticism and helpful suggestions
- Minimum 2 reviews per lab required

## **Grading & Assessment (part 2)**

## Final Project (30%)

- Comprehensive application using all course concepts
- Documentation and deployment
- What you found new and what you learned
- What you would do differently

## **Attendance & Participation (14%)**

• 7 lectures and 7 labs attendance (mandatory, I want to see you)

## **Grading & Assessment (part 3)**

## **Bonus Points (up to +10%)**

- In-class collaboration helping classmates debug issues
- Active participation in discussions asking thoughtful questions
- GitHub contributions for course improvement fixing typos, suggestions
- Community engagement sharing resources, writing blog posts

## **Grading & Assessment (part 4)**

#### **Excellence Track: Automatic Grade A**

• Alternative path: Complete challenging individual project + technical interview. According future technical requirements document

#### **Technical Requirements:**

- Full-stack application with Go backend + Flutter frontend
- Microservices architecture (minimum 3 services)
- Advanced features: WebSockets, gRPC, caching, monitoring
- Production deployment with Docker + CI/CD pipeline
- Comprehensive testing + technical documentation
- Interview: 30-minute technical discussion + code walkthrough
- Deadline: End of Block 6

## **Late Submission Policy**

#### **Lab Deadlines**

- Each lab has a defined deadline announced with the assignment
- **Peer reviews** have separate deadlines (typically 48h after lab deadline)
- No extensions without proper documentation

## **Grading Timeline**

- You submit on time → I grade on time → You pass
- You submit late → Automatic zero (no exceptions)
- I grade late → You get full points (instructor accountability)

## **Exception Process**

- Documentation required for emergencies (medical, family, etc.)
- Dean's office confirmation needed for official excuses
- Resubmission opportunity only with proper documentation

## Al Usage Policy & Learning Philosophy

## Al as a Learning Tool

- Encouraged: Use AI to understand concepts and explore solutions
- Required: Go into details understand what the Al suggests
- Critical: Don't auto-accept question, verify, and improve
- Essential: Write tests for Al-generated code

#### **Best Practices**

- Use Al to explain complex concepts you're struggling with
- Ask Al to suggest alternative approaches to problems
- Have Al review your code for potential improvements
- Always test and validate Al suggestions thoroughly
- Document your understanding explain the code in your own words

#### What We Don't Want

- Copy-paste without understanding
- Blind trust in Al outputs
- Skipping the learning process

## My tools

- Cursor+MCP: Code
- ChatGPT: Al for big problem solving
- DeepSeek or Qwen: Al for small problems solving
- Perplexity: for searching and analyzing

## Feedback & Continuous Improvement

#### **Your Voice Matters**

- Open to feedback throughout the course
- Multiple feedback forms will be shared in Telegram chat
- Quick surveys after each major block
- Course improvement based on your input

## **Feedback Policy**

- Please fill out forms when posted your input shapes the course
- Initially optional but highly encouraged
- If participation is low → forms become mandatory before solution submission
- Anonymous options available for sensitive feedback

#### What We'll Ask About

- Lecture pace and clarity
- Lab difficulty and relevance
- Tool effectiveness
- Suggested improvements

## **Grade Thresholds**

#### Letter Grade Breakdown

- A (90-100%): Exceptional work, exceeds expectations
- B (70-89%): Good work, meets all requirements
- C (60-69%): Satisfactory work, meets most requirements
- F (0-59%): Failing, major requirements not met

## **Component Breakdown Reminder**

• **Labs**: 42% (7 labs × 6% each)

• Peer Reviews: 14% (2 reviews per lab)

• Final Project: 30%

• Attendance: 14%

• **Bonus**: up to +10%

## Peer Review Management System

## **Assignment Strategy**

- Round-robin rotation: Each student reviews different classmates each week
- Random pairing: Automated assignment via spreadsheet
- No self-reviews: Cannot review your own team members' code

## **Review Requirements**

- Minimum 2 reviews per lab submission
- 48-hour deadline after submission
- Structured feedback using provided template
- Check tests and code quality before reviewing

## **Peer Review Tools & Implementation**

## **Review Template (Required Format)**

```
## Code Review for LabXX - [Student Name]
### What Works Well

    Feature X implementation is clean

    Good error handling in function Y

### Q Issues Found
- Bug in line 45: null pointer exception

    Missing unit tests for core functionality

### 💡 Suggestions

    Consider using dependency injection

    Add input validation

### Festing
- [ ] Code compiles successfully
- [ ] All requirements met
- [ ] No security issues found
               Lecture 00: Introduction
```

## **Tracking System**

• Source: Will be announced later

## Lab Workflow: Like Real Software Engineering

#### 1. Fork & Clone

git clone https://github.com/your-username/sum25-go-flutter-course.git

#### 2. Create Branch

git checkout -b lab01-surname-name

## 3. Complete Lab

- Write code in labs/labXX/ directory
- Ensure tests pass: make test
- Check code quality: make lint

## Merge Request Process 🔍

#### 4. Submit for Review

git push origin lab01-surname-name
# Create Merge Request on GitHub

#### 5. Automated Checks

- **CI Pipeline**: Tests, linting, builds
- Code Quality: Style, documentation

#### 6. Peer Review

- Required: At least one peer review
- Encourage: Constructive feedback
- Learn: From others' solutions

## 7. Instructor Review & Merge

• Will be announced later

## Why This Workflow?

## **Real Industry Practices**

- Code review catches bugs and improves quality
- CI/CD ensures reliability and consistency
- Collaboration develops communication skills
- Git workflow is industry standard

## **Learning Benefits**

- See different approaches to same problems
- Learn from mistakes before they reach production
- Build professional habits early
- Network with classmates

## **Getting Started Today**

## **Prerequisites Check**

- V Git installed and configured
- **✓** Go 1.24.3+ installed
- ✓ Flutter 3.32.1+ installed
- V Docker and Docker Compose
- PostgreSQL client

## **First Steps**

- 1. Fork the course repository
- 2. Clone your fork locally
- 3. Run make setup to check dependencies and install them if needed
- 4. Start development environment: make dev

## Course Resources

#### **Documentation**

- Go Documentation
- Flutter Documentation
- Course Repository

#### Communication

- Telegram chat for technical and general questions
- In-person labs for hands-on help
- Peer review for collaborative learning

## What Makes This Course Different?

## **Not Just Theory**

- Real tools used in production
- Professional workflows from day one
- Portfolio projects you can show employers
- Industry practices that matter

## **Hands-On Learning**

- Build, don't just read about concepts
- Debug real problems you'll face in industry
- Collaborate like professional developers
- **Deploy** to real environments

## Questions?

## Ready to build something amazing?

Next week: Lab 01 - Building your first Go program + Flutter widget

Come prepared with:

- Laptop with prerequisites installed
- GitHub account ready
- Questions about the setup

## Let's Build the Future!

- Remember: Every expert was once a beginner
- Everyone can make mistakes, but the difference is that experts learn from them and never stop building
- The difference: They never stopped building

## Welcome to your journey in modern software development!