Year: TY B. Tech

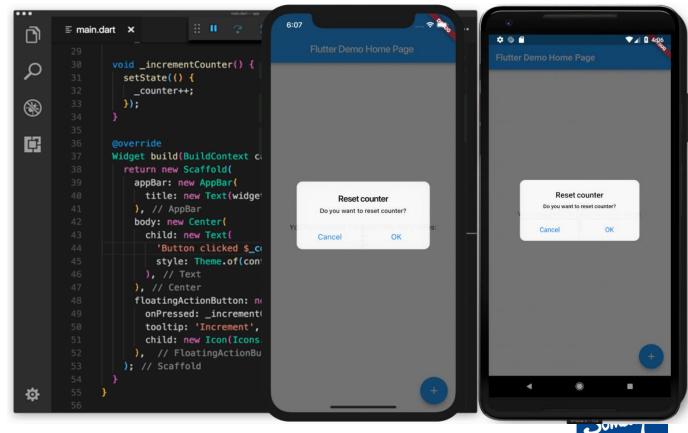
Semester: V

Prof. Gopal Sonune





- 1. Simple to learn and use
- 2. Fast Compilation
- 3. One Code for 2 Platforms
- 4. Less Testing





Course Code	Course Title							
2UST502	Mobile application Development - Flutter							
			P		TUT		Total	
Teaching Scheme(Hrs.)			-				03	
Credits Assigned							02	
Examination Scheme	Marks							
	CA		ECE	TW	o	_ n	P&O	Total
	ISE	IA	ESE	TW	U	P	100	Total
	30	20		-				50





Course Objectives

To Build real native mobile apps for the two most popular mobile platforms - iOS and Android.

Course Outcomes

At the end of successful completion of the course the student will be able to

CO1: Use development tools that support both mac OS and Windows.

CO2: Understand Flutter, Dart and the concept behind widgets

CO3: To make asynchronous API calls, store and retrieve data from a remote server, and use the JSON format for server communication.

CO4: Firebase Database, Firebase Authentication integration for Flutter App Firebase Authentication for our Flutter App to safely handle changes to Firebase.





The course includes topics on - <u>Syllabus</u>

Website Link: https://flutter.dev/



