

APP DEVELOPMENT WEEK 1 & 2

POINTS COVERED IN THE WEEK:-

- Linux class
- CTF via originbase <https://overthewire.org/wargames/bandit/bandit0.html>
- Different ting installation
- Basics of linux commands
- Flutter udey course installation
- First task : APP

FIRST WEEK

In the first week we studied linux and its origin. Through an online lecture conducted by our internship incharge(charchit) we understood about linux, Who made it, How it functions and the installation process. The installation was done via a video sent on our group wherein we had to unzip and extract the flutter folder which we downloaded, and download Android Studio along with Visual Studio and VS Code. These were some essentials needed for flutter to run. As for dart, there is no need to install dart as the Flutter SDK contains dart sdk too. We had to run flutter doctor to see if flutter would run smoothly on our device and we created a folder via “flutter create first_app”. VS code is the text editor /IDE that we primarily used in the past two weeks and will be using henceforth. We installed flutter and dart packages in VS Code and furthermore did a whole lotta coding in the coming week.

First week consisted of the installation and Linux. A 10 minute video of whole lotta linux commands (63 god zamn) was sent to the group, which we then had to watch and take note of to complete the next task which was given. The task given was : CTF or CAPTURE THE FLAG. The course in charge gave us a site :

<https://overthewire.org/wargames/bandit/bandit0.html> wherein we had to explore first off then connect to the username and host provided(bandit0). Zamn fun and in the tasks we had to find a password to unlock the next level. Also important ting i forgot to mention earlier: WSL which stands for windows subsystem of Linux has to be ticked in environment variables so that we do linux coding/hacking.

SECOND WEEK

In the coming week we were instructed to watch vids and explore the course. The first module mostly had installation which we already did BUT we didn't do the emulator ting. So we had to add an android emulator in our laptop via VSCODE. We did this as the vids

gave a detailed explanation on everything and thus I had lotta fun opening youtube on my mobile which I opened on my laptop boom damn hacker.

Apart from this we also learnt about material design and material app.

In the second module the angrez made a rolling dice app. The module had 38 vids (XC)

But it was fun abtak thoda bacha hai but still upar se he made a fun rolling dice app and told us how to make it.

Upar Upar se he explained dart and machine code, importing packages, importing images, widgets, scaffold, Source code, Gradient colours etc.