Beginner Topics

1. Flutter Basics
   - Introduction to Flutter
   - Setting up the development environment
   - Basic syntax and data types

2. Widgets and Layouts
   - Introduction to widgets
   - Basic widgets (Text, Image, Button, etc.)
   - Layouts (Row, Column, Stack, etc.)

3. State Management
   - Introduction to state management
   - Basic state management using StatefulWidget

4. Navigation and Routing
   - Introduction to navigation and routing
   - Basic navigation using Navigator

5. Forms and Input
   - Introduction to forms and input
   - Basic form widgets (TextField, DropdownButton, etc.)

Intermediate

1. Advanced State Management
   - Introduction to provider, BLoC, and Riverpod
   - Using state management libraries

2. Custom Widgets and Animations
   - Creating custom widgets
   - Introduction to animations
   - Basic animation widgets (AnimatedContainer, AnimatedBuilder, etc.)

3. Networking and API Integration
   - Introduction to networking and API integration
   - Using the http package
   - JSON serialization and deserialization

4. Storage and Database
   - Introduction to storage and database
   - Using the shared_preferences package
   - Introduction to SQLite and Firebase Realtime Database

5. Testing and Debugging
   - Introduction to testing and debugging
   - Writing unit tests and widget tests
   - Using the debugger and DevTools

Advanced Topics

1. Architecture and Design Patterns
   - Introduction to architecture and design patterns

- Using the Clean Architecture pattern
- Introduction to the BLoC pattern

2. Advanced Animations and Graphics
- Introduction to advanced animations and graphics
- Using the CustomPainter class
- Introduction to shaders and GPU acceleration

3. Machine Learning and AI
- Introduction to machine learning and AI
- Using the ML Kit library
- Introduction to TensorFlow Lite

4. Web and Desktop Support
- Introduction to web and desktop support
- Using the Flutter Web library
- Introduction to Flutter Desktop

5. Security and Best Practices
- Introduction to security and best practices
- Using secure coding practices
- Introduction to code review and testing

Expert Topics

1. Flutter Engine and Internals
- Introduction to the Flutter engine and internals
- Understanding the rendering pipeline
- Introduction to the widget tree

2. Custom Render Objects and Layers
- Introduction to custom render objects and layers
- Creating custom render objects
- Introduction to layer trees

3. Advanced Performance Optimization
- Introduction to advanced performance optimization
- Using the Flutter DevTools
- Introduction to GPU profiling and optimization

4. Flutter and WebAssembly
- Introduction to Flutter and WebAssembly
- Using the Flutter WebAssembly library
- Introduction to WebAssembly modules

5. Flutter and IoT
- Introduction to Flutter and IoT
- Using the Flutter IoT library
- Introduction to IoT protocols and devices