



# Professional Skills 3

Personal Professionalization Program

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## Learn Figma: User Interface Design Essentials – UI/UX Design

Arash is the name of the teacher for this course, he is an UI/UX designer. The course start with the Design Basics, after that all about Figma and then start the practice creating a Wireframe, Application, Website, Logo and more.

This course has **10 hours** in total.

The screenshot shows the Udemy course page for 'Learn Figma: User Interface Design Essentials - UI/UX Design'. At the top, there's a navigation bar with the Udemy logo, categories, a search bar, and links for 'Udemy Business', 'Enseña en Udemy', 'Mi aprendizaje', and user profile icons. The main title is 'Learn Figma: User Interface Design Essentials - UI/UX Design'. Below it, a sub-section title is 'Master Figma app to get a job in UI Design, User Interface, User Experience design, Web Design & UX design.' The course has a rating of 4.4 stars from 1,619 reviews and 5,912 students. It was created by Arash Ahmadzadeh and last updated on 11/2022. The course includes 10 articles, 14 downloadable resources, lifetime access, mobile and TV access, and a certificate of completion. A video thumbnail features a man with a beard and a colorful abstract background. A button 'Ir al curso' (Go to the course) is prominent. On the left, a box lists learning objectives: becoming a UI/UX designer, earning money from Figma skills, getting an e-book, building a mobile app, adding it to a CV, working with colors & fonts, mastering cross-platform software, becoming a web designer, building projects from start to finish, building landing pages, designing mobile apps/websites, and learning interactive prototyping. A 'Garantía de reembolso de 30 días' (30-day refund guarantee) is mentioned. On the right, a sidebar lists course inclusion: 10 hours of video on demand, 10 articles, 14 downloadable resources, lifetime access, mobile and TV access, and a certificate of completion. Buttons for 'Compartir' (Share), 'Regalar este curso' (Gift this course), and 'Aplicar cupón' (Apply coupon) are also present.

### Section 1: Introduction

#### 1. Introduction to the course

This video is to know better what this course is really about and all the information that will be given.

The screenshot shows a Figma workspace with a wireframe of a mobile application. The screen has a yellow header with the text 'Meet our customers'. Below the header, there's a section titled 'Design' with the text 'Fast and powerful, just like your work'. To the right, there's a wireframe of a card with three green lines connecting white circles. Below the wireframe, the text 'Rag 123' is displayed. On the right side of the workspace, there's a sidebar titled 'Contenido del curso' (Course Content) which lists the following sections: 1. Introduction to the course (2 min), 2. Introduction (3 min), 3. Structure of the course (1 min), 4. Required Tools (1 min), 5. Free UI Kits (1 min), and 6. Get Your Free E-book (1 min). Below these, there are sections for 'Sección 2: Design Basics', 'Sección 3: Figma Academy', and 'Sección 4: UI Elements'. The bottom of the screen shows the Figma interface with various tools and a timeline at the bottom left.

#### 2. Introduction

This video is to understand the structure of the course, understand the difference between UX and UI. Also understand what the responsibilities of each part are, being UX the behavior to have a good experience using the interface and the UI the nice-looking part of the interface.

### 3. Structure of the course

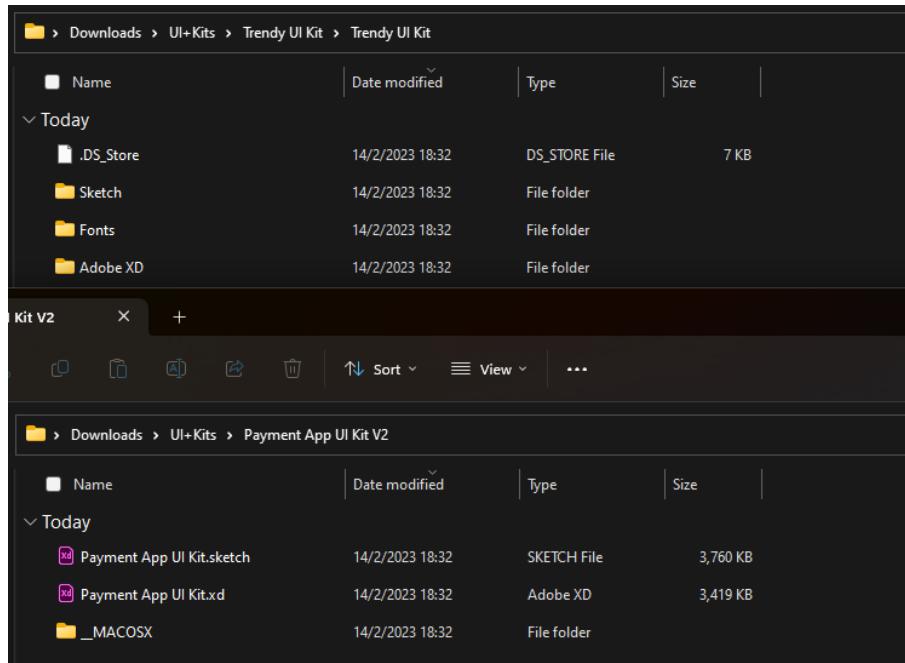
Going into details of the two main parts of the course. The theoretical part and the practical part.

### 4. Required Tools

All the different design tools that will be used in this course.

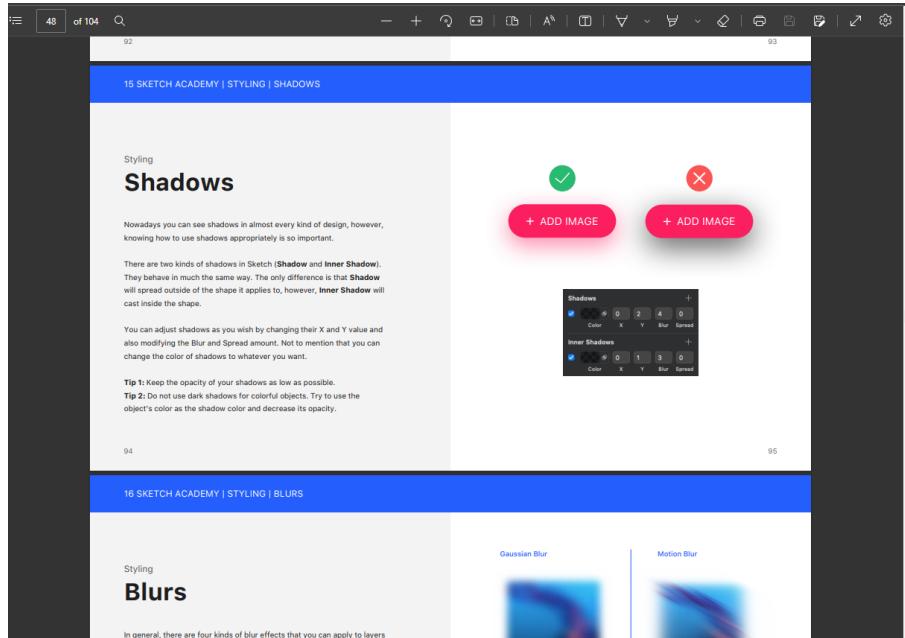
## 5. Free UI Kits

This part gives the link to download a zip file with files to use later.



## 6. Get Your Free E-book

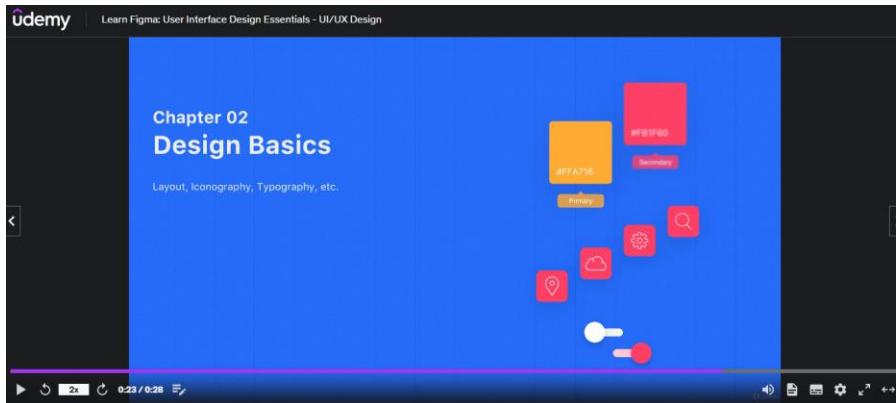
This part is to get the PDF version of the theoretical part that will be given in the next videos, this is also the best-selling book of Arash.



## Section 2: Design Basics

### 7. Intro to Design Basics

Here it is just a brief explanation of all the content that is coming.

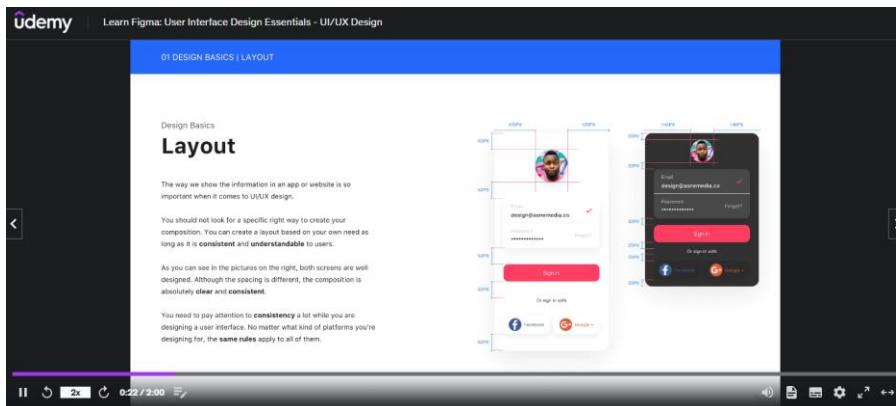


The video player interface shows the progress bar at 0:23 / 0:28. The right sidebar lists the course content under 'Contenido del curso' with 'Sección 2: Design Basics' expanded, showing 16 items from 7. Intro to Design Basics to 14. Color Palette, each with a duration indicator.

Contenido del curso
Sección 2: Design Basics
7. Intro to Design Basics
8. Layout
9. Visual hierarchy
10. Visual noise
11. Iconography
12. Typography
13. Color Contrast
14. Color Palette

### 8. Layout

The importance of the way to show the information, being consistent with the information, this is the most important part since there is not a unique way to show the information.

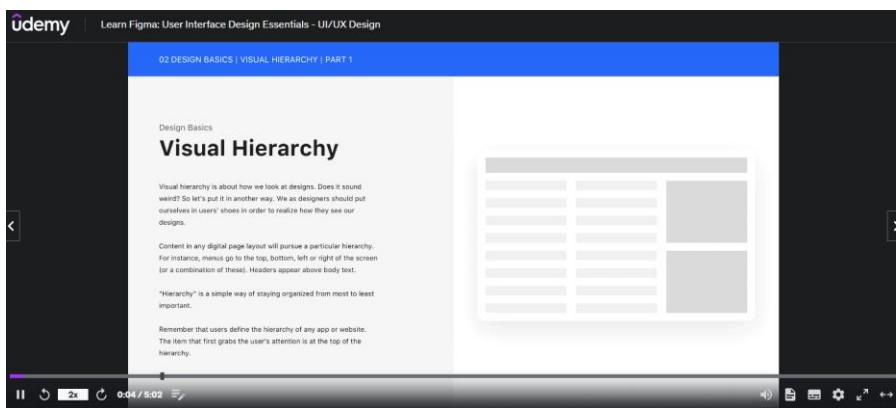


The video player interface shows the progress bar at 0:22 / 2:00. The right sidebar lists the course content under 'Contenido del curso' with '8. Layout' selected, showing 16 items from 8. Layout to 16. Composition, each with a duration indicator.

Contenido del curso
8. Layout
9. Visual hierarchy
10. Visual noise
11. Iconography
12. Typography
13. Color Contrast
14. Color Palette
15. Spacing
16. Composition

### 9. Visual Hierarchy

This is about how we look at designs, the importance to put ourselves in the user shoes and see what they see in order to give them the information they need and want.



The video player interface shows the progress bar at 0:04 / 8:02. The right sidebar lists the course content under 'Contenido del curso' with '9. Visual hierarchy' selected, showing 17 items from 9. Visual hierarchy to 17. Design Guide, each with a duration indicator.

Contenido del curso
9. Visual hierarchy
10. Visual noise
11. Iconography
12. Typography
13. Color Contrast
14. Color Palette
15. Spacing
16. Composition
17. Design Guide

## 10. Visual noise

Everything that gives too much and unnecessary information to the user. It is always a good idea to ask to the user if you are not sure about it.

The screenshot shows a Udemy course video player. The title bar says '03 DESIGN BASICS | VISUAL NOISE'. The main content area displays a slide with the heading 'Visual Noise' and a sub-section 'Design Basics'. It includes text about visual noise being about screens with too much information and examples of mobile app interfaces with excessive elements. A sidebar on the right lists course contents from '10. Visual noise' to '18. Consistent fonts'.

## 11. Iconography

It is not necessary to reinvent the wheel, a lot of icons are already design but in case it is necessary because of the unique type, then it is important to keep the harmony and consistency to be sure users can understand them.

This screenshot is identical to the one above, showing the same course video player for '03 DESIGN BASICS | VISUAL NOISE'. The slide content and sidebar are the same, illustrating the concept of visual noise through mobile interface designs.

## 12. Typography

Avoid confuse the user by using not more than 3 types of fonts, 2 is the best.

The screenshot shows a Udemy course video player for '05 DESIGN BASICS | TYPOGRAPHY | FOUNDATION'. The main content area displays a slide with the heading 'Typography Foundation' and a sub-section 'What is Typography?'. It includes text about typography transforming language into a decorative element and a comparison between 'DEFAULT SPACING' and 'MODIFIED SPACING' of the letter 'A'. A sidebar on the right lists course contents from '12. Typography' to '20. Consistent Icons'.

## 13. Color Contrast

Important for readability and legibility, do not let the creativity makes difficult to the user to understand the design.

Contenido del curso

- 13. Color Contrast
- 14. Color Palette
- 15. Spacing
- 16. Composition
- 17. Design Guide
- 18. Consistent fonts
- 19. Consistent Colors
- 20. Consistent Icons
- 21. Consistent UI Elements

## 14. Color Palette

Again, not more than 3 different colors, and always important to choose them to think in the properties of the color to combine them.

Contenido del curso

- 14. Color Palette
- 15. Spacing
- 16. Composition
- 17. Design Guide
- 18. Consistent fonts
- 19. Consistent Colors
- 20. Consistent Icons
- 21. Consistent UI Elements
- 22. Font Resources

## 15. Spacing

Keep the design clear using consistency in the spacing patterns. This part is not always easy to see once you are designing when you are just starting.

Contenido del curso

- 15. Spacing
- 16. Composition
- 17. Design Guide
- 18. Consistent fonts
- 19. Consistent Colors
- 20. Consistent Icons
- 21. Consistent UI Elements
- 22. Font Resources
- 23. Color Resources

## 16. Composition

Using the golden ratio to direct the user attention to an specific part of the design and also setting there the most important information.

09 DESIGN BASICS | COMPOSITION

### Design Basics

## Composition

**What is the Golden Ratio?**

The golden ratio is a mathematical proportion between the elements of different sizes which is thought to be the most aesthetically pleasing proportions for human eyes.

The golden ratio equals **1.618** and it is usually illustrated with seashell-shaped spirals. This number was used in creating proportions for architecture, paintings, photography, design, etc.

**How to use the Golden Ratio in your design?**

If you have a screen with the width of 1200px, you need to divide it by 1.618 and the result will be 741.6 and now we can say 1200-741.6=458. So we have two sections with the width of 741px and 458px.

Contenido del curso

- 16. Composition
- 17. Design Guide
- 18. Consistent fonts
- 19. Consistent Colors
- 20. Consistent Icons
- 21. Consistent UI Elements
- 22. Font Resources
- 23. Color Resources
- 24. Icon Resources

## 17. Design Guide

This makes design easier, having a path to follow is useful to avoid creating designs that not fits with the whole project.

10 DESIGN BASICS | DESIGN GUIDE

### Design Basics

## Design Guide

**What is a Design Guide?**

A design guide is a system that can help you to keep your design consistent. It can also accelerate your design process.

The examples you are looking at are only a few components that can be used in your design guide. There are lots of things that can be included in your design guide such as:

- UI Elements
- Typography
- Iconsography
- Sizing & Spacing
- Color Palettes

Contenido del curso

- 17. Design Guide
- 18. Consistent fonts
- 19. Consistent Colors
- 20. Consistent Icons
- 21. Consistent UI Elements
- 22. Font Resources
- 23. Color Resources
- 24. Icon Resources

## 18. Consistent fonts

Here more about the importance of the type of fonts and some advice to which one use depending of the type of design.

11 DESIGN BASICS | CONSISTENCY | FONTS

### Consistency

## Fon

As a designer you always work with different fonts, so you need to know how to use them properly.

As it was mentioned in the Typography section, it is recommended to work with 2 different fonts at most to keep your UI simple.

What are the best fonts for UI design?

- San Francisco: Best for modern websites and mobile apps
- Open Sans: Best for websites and mobile apps
- Montserrat: Best for minimal websites and mobile apps
- Proxima Nova: Modern, content-centric websites & mobile apps
- Roboto: Best for modern websites and mobile apps

**Fashion**

Fashion is a popular style, especially in clothing, footwear, lifestyle, accessories, makeup, hairstyle and body. Fashion is a distinctive and often constant trend in which people present themselves. A fashion can become the prevailing style in behaviour or motivate the newest creation of designers, technologists, engineers, and design managers.

**Food**

Food is any substance consumed to provide nutritional support for the body. It is usually of plant or animal origin, and contains essential nutrients, such as carbohydrates, fats, proteins, vitamins, or minerals. The substance is ingested by an organism and assimilated by the organism's cells in an effort to produce energy, maintain life, or stimulate growth.

Contenido del curso

- 18. Consistent fonts
- 19. Consistent Colors
- 20. Consistent Icons
- 21. Consistent UI Elements
- 22. Font Resources
- 23. Color Resources
- 24. Icon Resources

## 19. Consistent Colors

Color is the most important part for a good design, always keeping consistency. Using the same color for every element that has the same meaning.

The screenshot shows a Udemy video player interface. The main content area displays a slide titled 'Consistency Colors'. The slide text discusses the importance of applying colors consistently across different UI elements like titles and purchase buttons. It includes two screenshots of a mobile checkout process, one showing consistent colors and another showing inconsistent colors. To the right, a sidebar titled 'Contenido del curso' lists course modules: 19. Consistent Colors (1 min), 20. Consistent Icons (2 min), 21. Consistent UI Elements (1 min), 22. Font Resources (1 min), 23. Color Resources (1 min), and 24. Icon Resources (1 min). Below this are sections for 'Figma Academy' and 'UI Elements'.

## 20. Consistent Icons

Important to consider the scalability, sized, consistency and alignment of your icons. They should give the same message, the same meaning, and the same feeling in every interface.

The screenshot shows a Udemy video player interface. The main content area displays a slide titled 'Consistency Icons'. It compares 'Consistent Iconography' (using outline icons) with 'Inconsistent Iconography' (using outline and solid icons at the same time). To the right, a sidebar titled 'Contenido del curso' lists course modules: 20. Consistent Icons (2 min), 21. Consistent UI Elements (1 min), 22. Font Resources (1 min), 23. Color Resources (1 min), and 24. Icon Resources (1 min). Below this are sections for 'Figma Academy' and 'UI Elements'.

## 21. Consistent UI Elements

It is important to recognize all the different UI Elements in order to can search information about it or find them easily once we are working with them.

The screenshot shows a Udemy video player interface. The main content area displays a slide titled 'Consistency UI Elements'. It lists common UI elements such as Buttons, Cards, Text Fields, Sliders, Dialogs, Charts, Lists, Tables, Selection Controls, Menus, and Snackbars. To the right, a sidebar titled 'Contenido del curso' lists course modules: 21. Consistent UI Elements (1 min), 22. Font Resources (1 min), 23. Color Resources (1 min), and 24. Icon Resources (1 min). Below this are sections for 'Figma Academy', 'UI Elements', and 'Wireframing'.

## 22. Font Resources

Some websites where it is possible to find and use different kind of fonts for free, one of the most popular and easy to implement is Google Fonts.

The screenshot shows a Udemy course interface. The main slide is titled "15 DESIGN BASICS | FONT RESOURCES" and contains the following content:

### Design Basics

## Font Resources

Sometimes choosing the right fonts for your projects could be tricky and time-consuming. So, in this part, you are going to know about the best online resources to get your fonts easily.

- Google Fonts - [www.fonts.google.com](http://www.fonts.google.com) (Free)
- MyFonts - [www.myfonts.com](http://www.myfonts.com) (Free & Paid)
- Adobe Fonts - [www.fonts.adobe.com](http://www.fonts.adobe.com) (Paid)

If you are having troubles with pairing fonts, you can also use:

- TypeWolf - [www.typewolf.com](http://www.typewolf.com)
- FontPair - [www.fontpair.co](http://www.fontpair.co)

The slide includes a preview of several font websites and a progress bar at 0:03 / 0:48.

The sidebar on the right lists the course content:

- Contenido del curso
  - 22. Font Resources
  - 23. Color Resources
  - 24. Icon Resources
- Sección 3: Figma Academy
  - 25. Introduction to Figma
  - 26. Figma Requirements
  - 27. Figma Environment
  - 28. Assets
  - 29. Shapes
  - 30. Editing Shapes
  - 31. Layer Basics

## 23. Color Resources

Since it is difficult to choose colors once you are starting with designs, this websites can help with information and inspiration to choose the right colors.

The screenshot shows a Udemy course interface. The main slide is titled "16 DESIGN BASICS | COLOR RESOURCES" and contains the following content:

### Design Basics

## Color Resources

Now it is time to look for our colors in order to use them in our projects. Most of the time finding good colors is a difficult task for UI designers especially if you are a beginner.

Here are some absolutely useful resources for finding colors:

- Color Hunt - [www.colourhunt.co](http://www.colourhunt.co)
- Adobe Color - [www.color.adobe.com](http://www.color.adobe.com)
- Colors - [www.colors.co](http://www.colors.co)
- WebGradients - [www.webgradients.com](http://www.webgradients.com)

Make sure to spend enough time finding the best possible color palette for your projects.

The slide includes a preview of several color palettes and a progress bar at 0:03 / 0:48.

The sidebar on the right lists the course content:

- Contenido del curso
  - 23. Color Resources
  - 24. Icon Resources
- Sección 3: Figma Academy
  - 25. Introduction to Figma
  - 26. Figma Requirements
  - 27. Figma Environment
  - 28. Assets
  - 29. Shapes
  - 30. Editing Shapes
  - 31. Layer Basics

## 24. Icon Resources

Again, do not reinvent the wheel and use the icons that are already available in some websites completely for free.

The screenshot shows a Udemy course interface. The main slide is titled "17 DESIGN BASICS | ICON RESOURCES" and contains the following content:

### Design Basics

## Icon Resources

As mentioned before, iconography is an essential part of the UI design process and it is so important to know where you can find engaging and standard icons.

Here are some useful resources for finding icons:

- FlatIcon - [www.flaticon.com](http://www.flaticon.com)
- IconFinder - [www.iconfinder.com](http://www.iconfinder.com)
- Nucleo - [www.nucleoapp.com](http://www.nucleoapp.com)

Make sure to use the icons which are easy to recognize by users.

The slide includes a preview of several icon websites and a progress bar at 0:03 / 0:48.

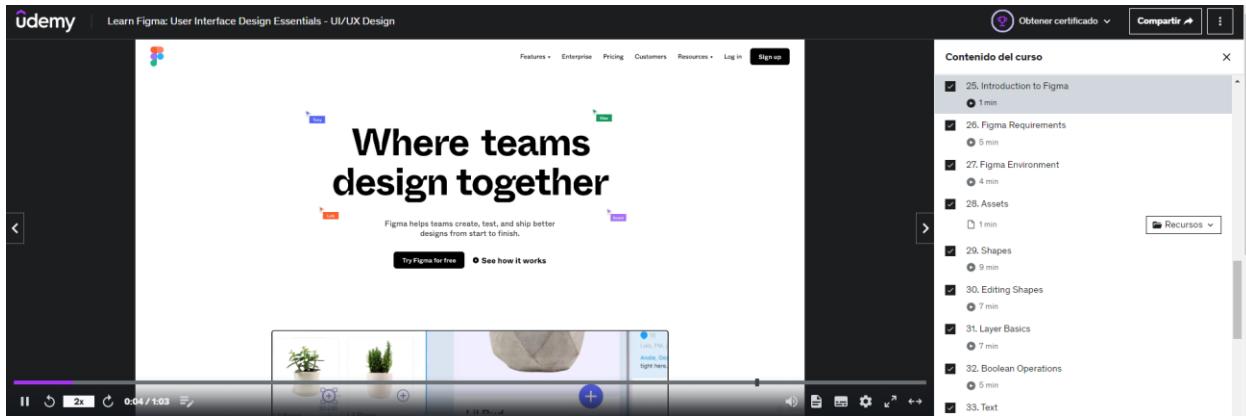
The sidebar on the right lists the course content:

- Contenido del curso
  - 24. Icon Resources
- Sección 3: Figma Academy
  - 25. Introduction to Figma
  - 26. Figma Requirements
  - 27. Figma Environment
  - 28. Assets
  - 29. Shapes
  - 30. Editing Shapes
  - 31. Layer Basics

## Section 3: Figma Academy

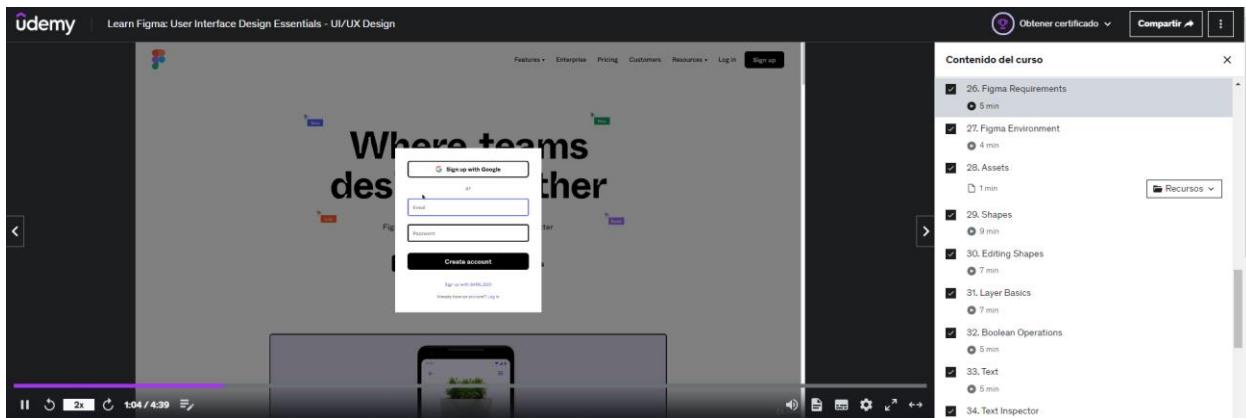
### 25. Introduction to Figma

Brief description of what Figma is and how to use it.



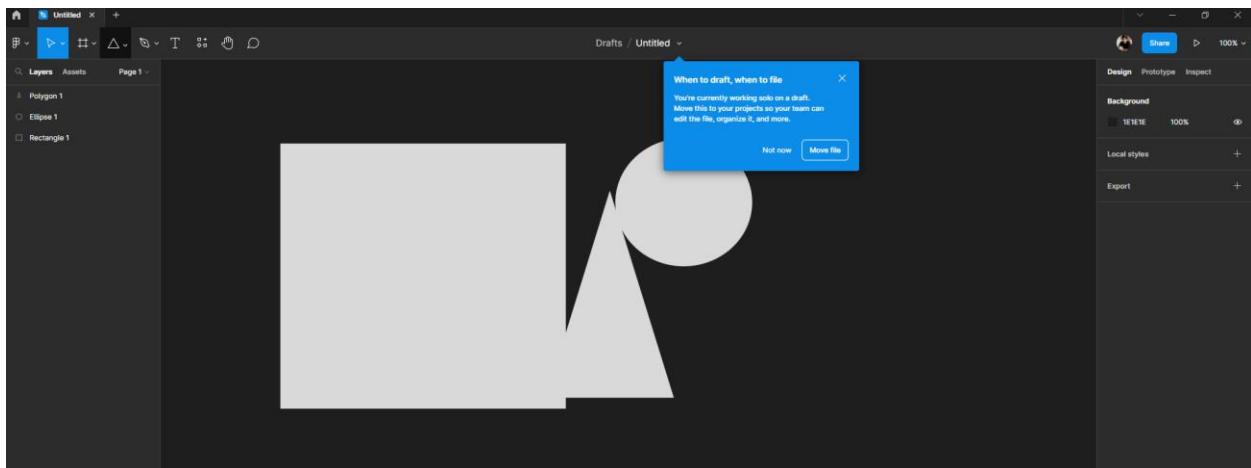
### 26. Figma Requirements

Getting Figma, creating an account working from the web browser or the app, create teams, etc.



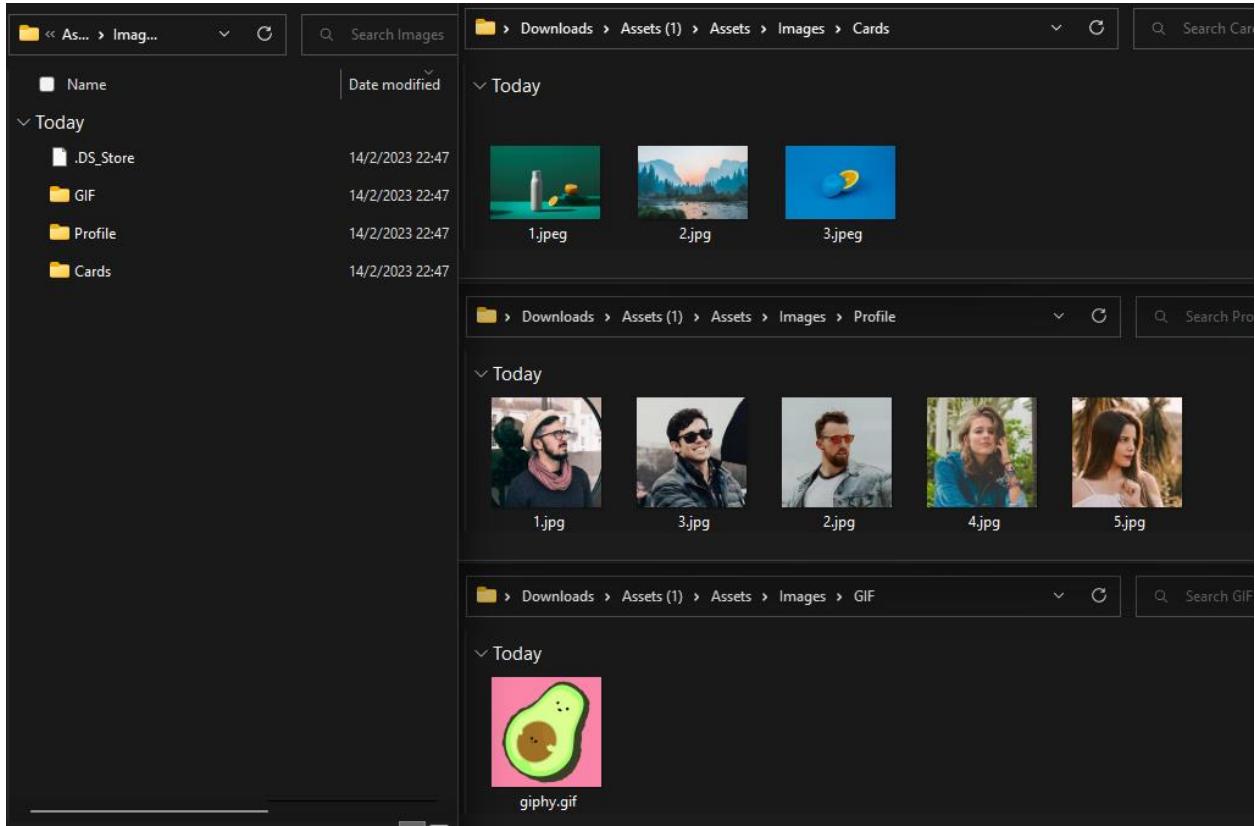
### 27. Figma Environment

First and quick look to all the options that Figma has, here is installed in windows using dark theme.



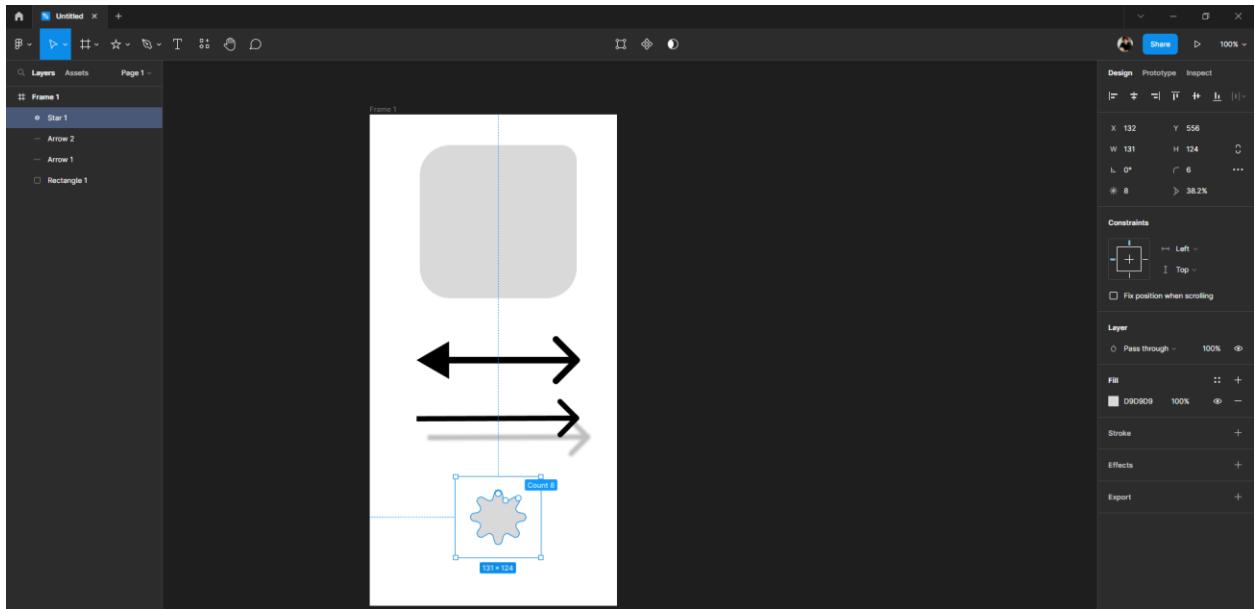
## 28. Assets

Some assets that will be used in the next classes.



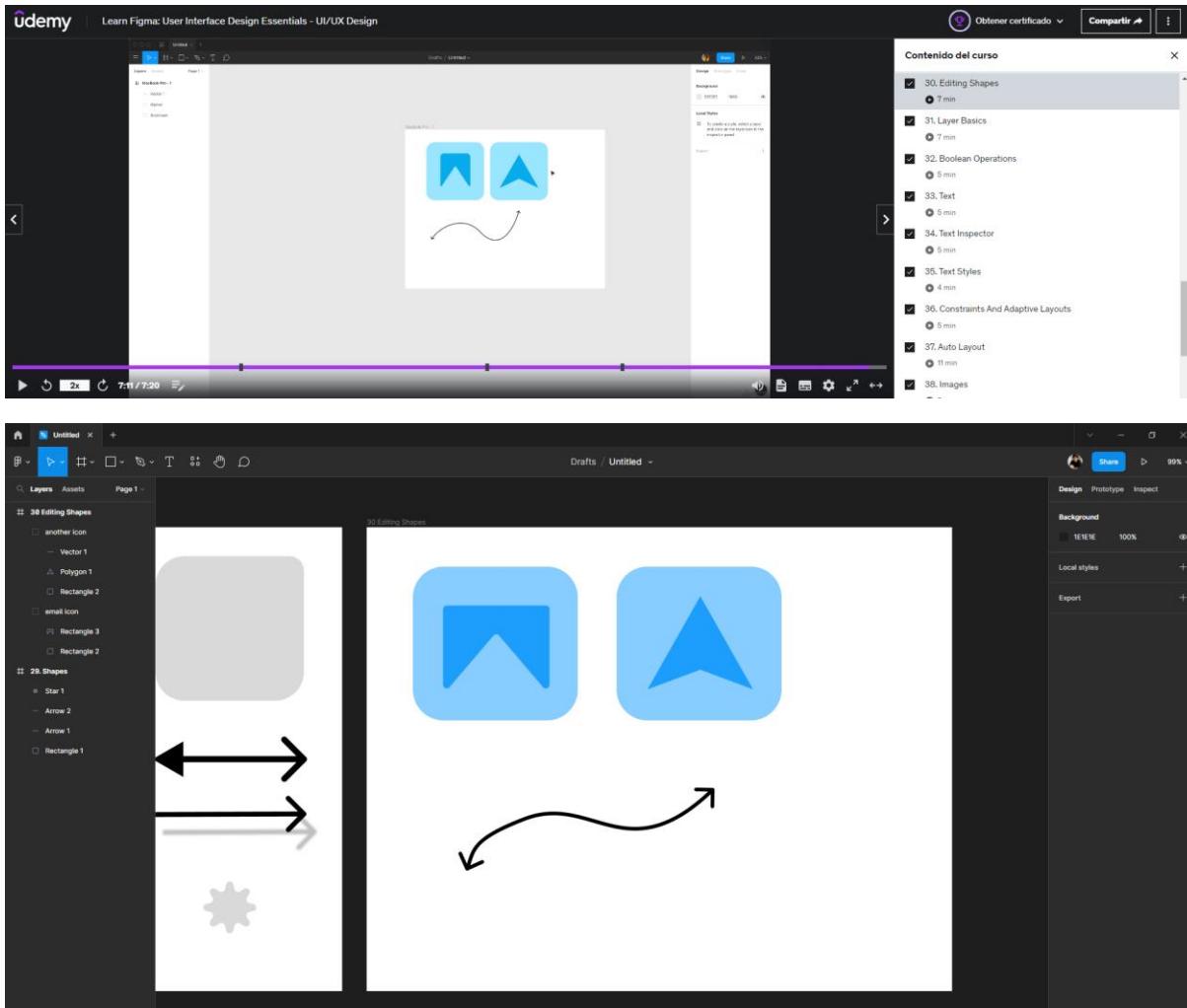
## 29. Shapes

Understanding the shapes and properties, like the sizes, shadows, positions, round borders, etc.



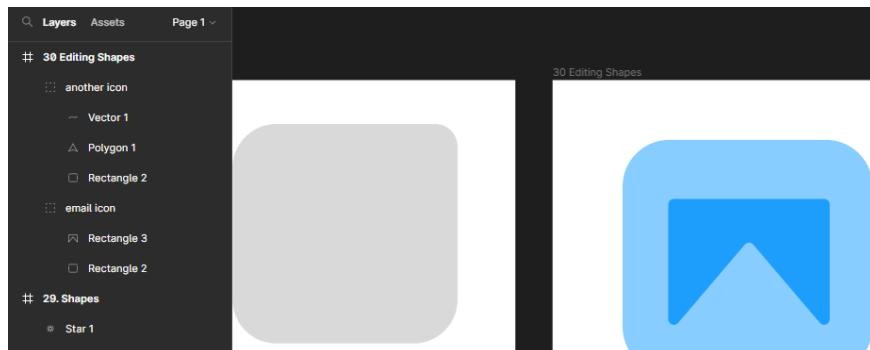
## 30. Editing Shapes

Here just showing how to make more changes in the shapes.



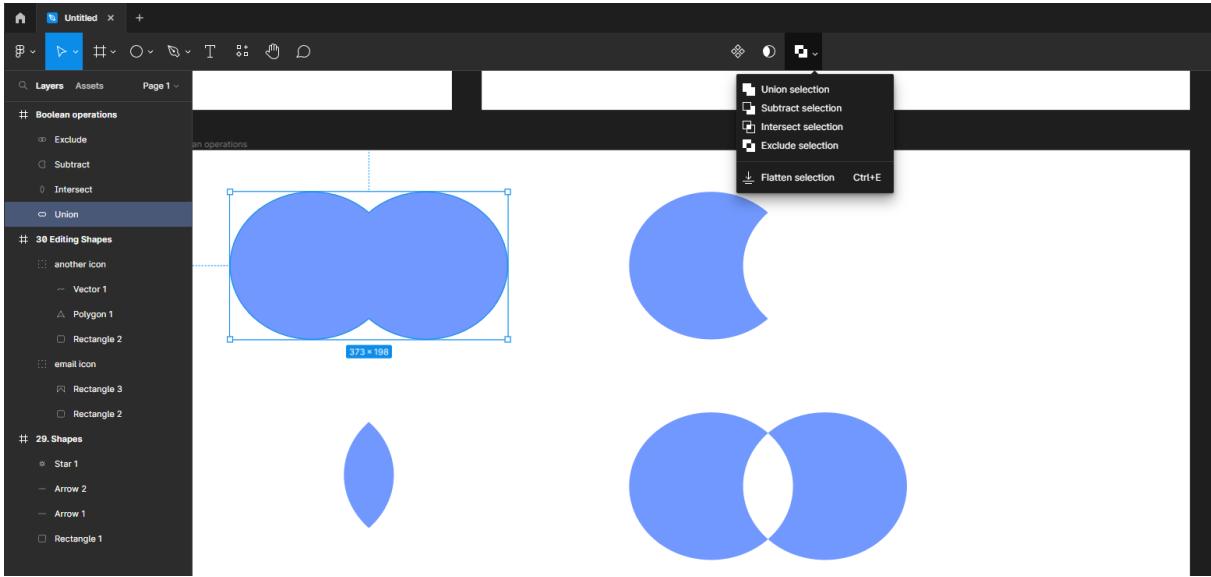
## 31. Layers Basics

Layers are in the left part, and they are useful to group some parts of the content that can be block or hide or just duplicate them to use the same whole element in other part.



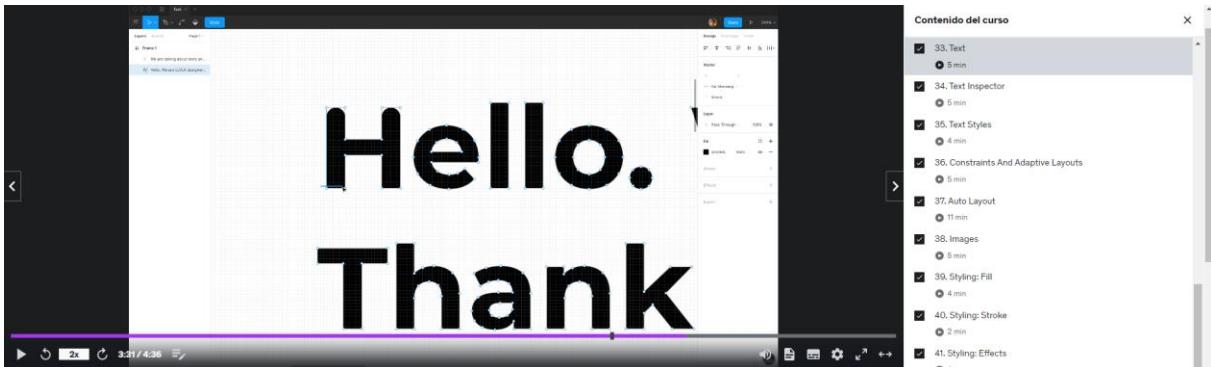
## 32. Boolean Operations

Union, Exclude, Subtract, Intersect.



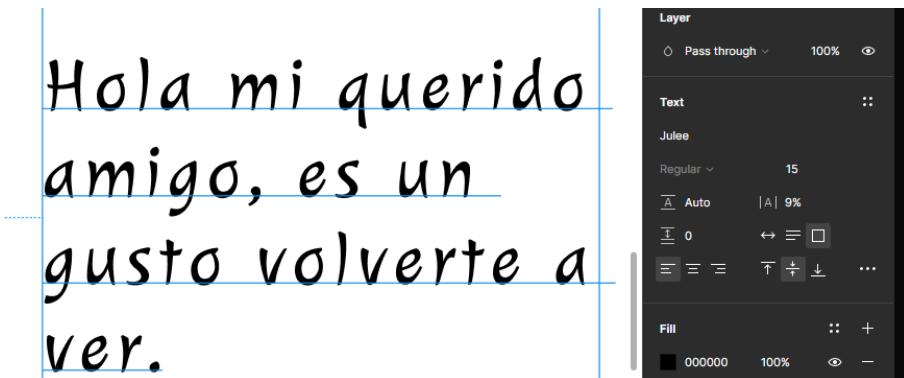
## 33. Text

Insert text is easy as press **ctrl + T** or also using the option from the top menu. The text can be transform to a vector to edit letter by letter if it is necessary.



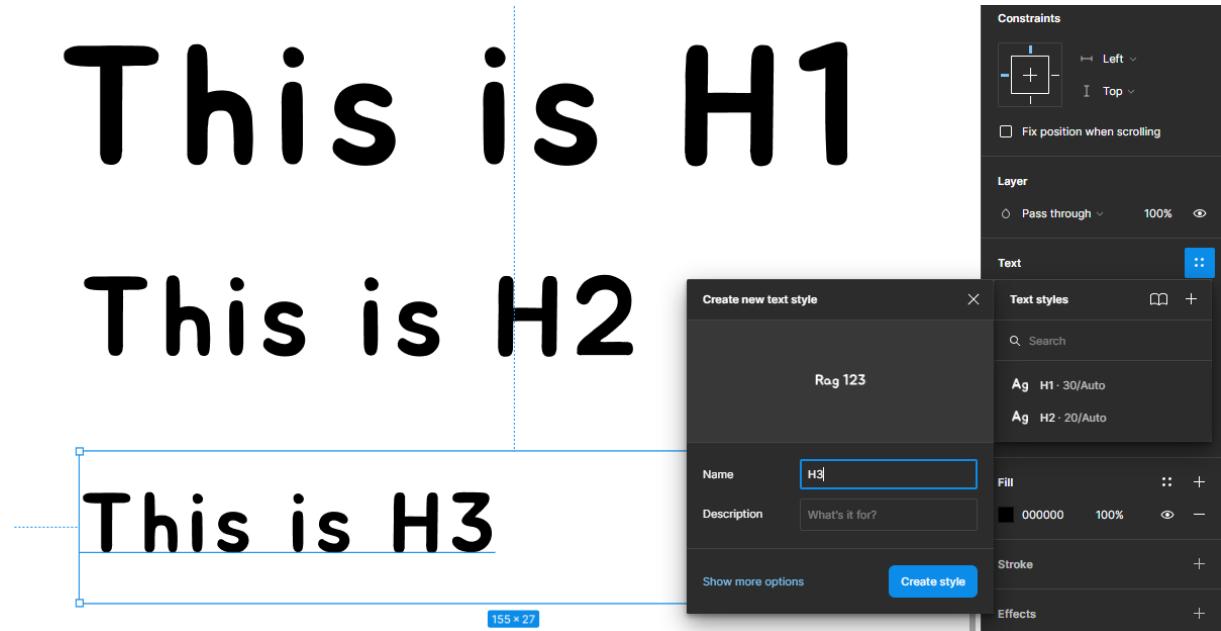
## 34. Text Inspector

This part is used to modify the properties of the text like the size, font, space, etc.



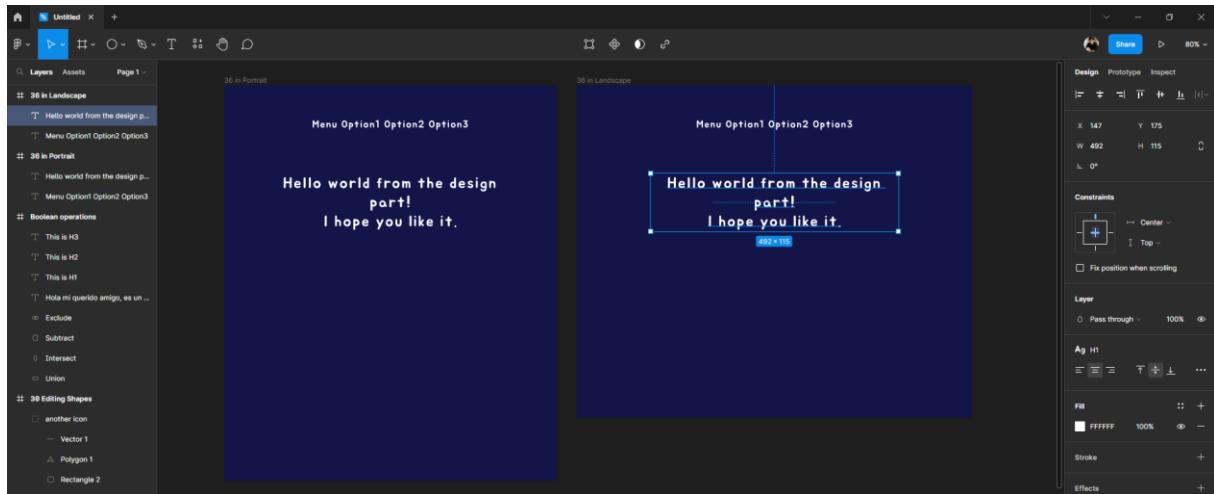
## 35. Text Styles

To normalize the project and use the same type of texts, you can create text styles, using for example the name of the tags in HTML (but for colors we need a color style too).



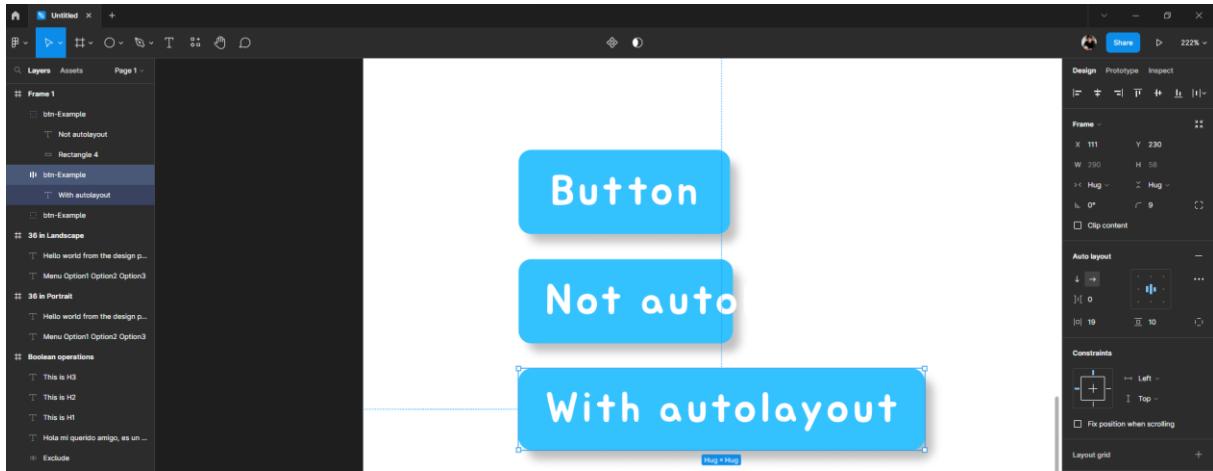
## 36. Constraints And Adaptive Layouts

To be able to create responsive designs that are adapted to the portrait or landscape screens. This option is in the right menu, with the properties of the elements. The element can be centered in horizontal or vertical or even both ways to keep it exactly in the middle.



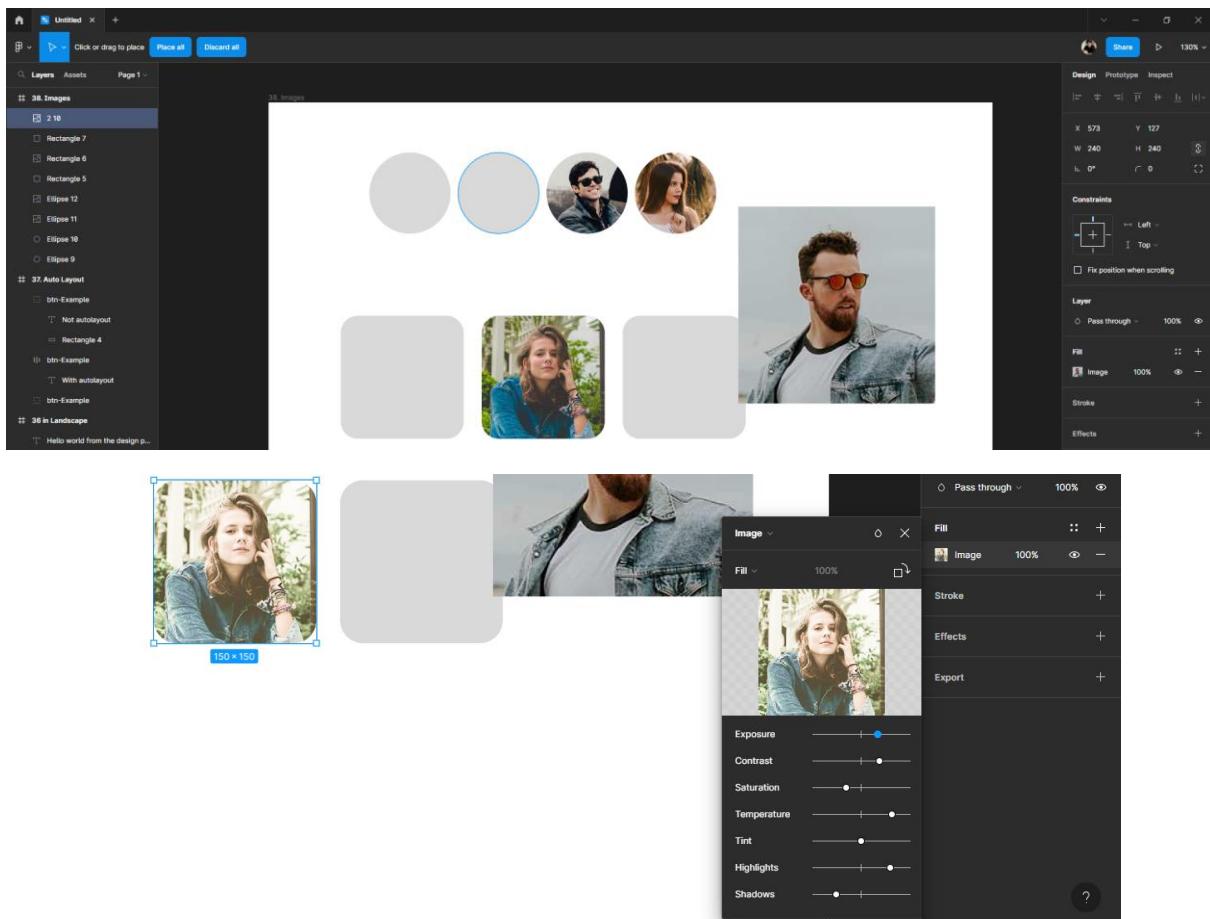
## 37. Auto Layout

To avoid resize elements that are in group, auto layout allows you to change one element and automatically change the size of other element related to that one. For example, with the text inside a button.



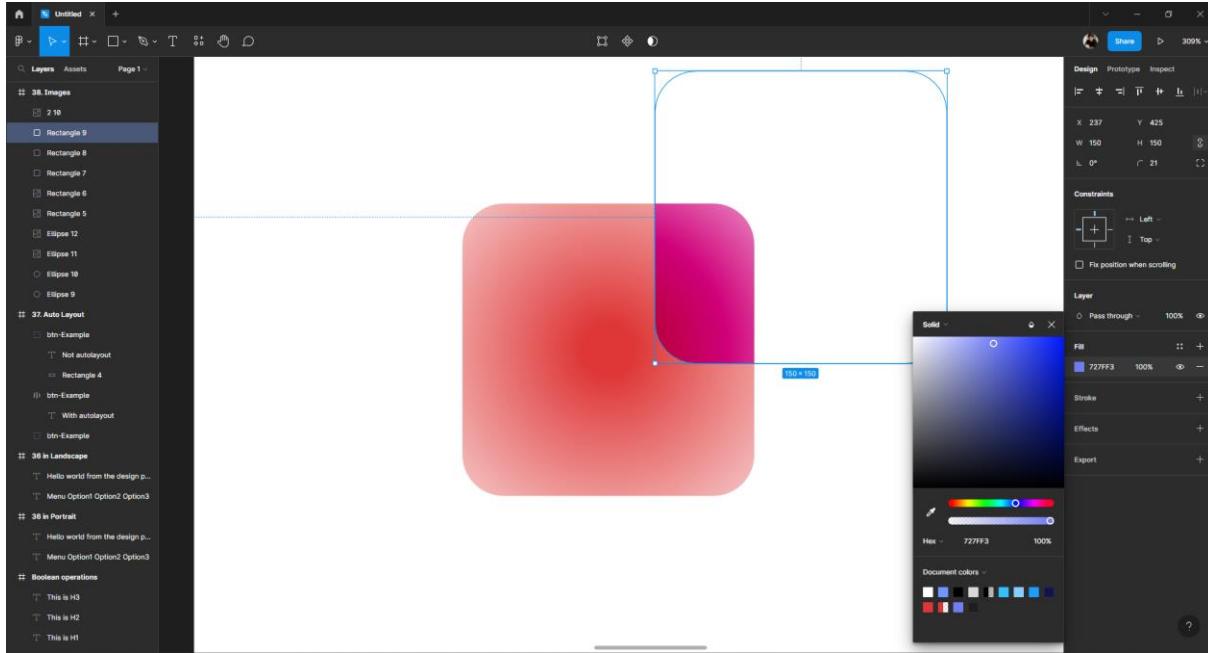
## 38. Images

Insert an image can be as easy as drag and drop an image from your computer but sometimes it is necessary to insert the image with an specific shape. Also, it's possible to change image properties.



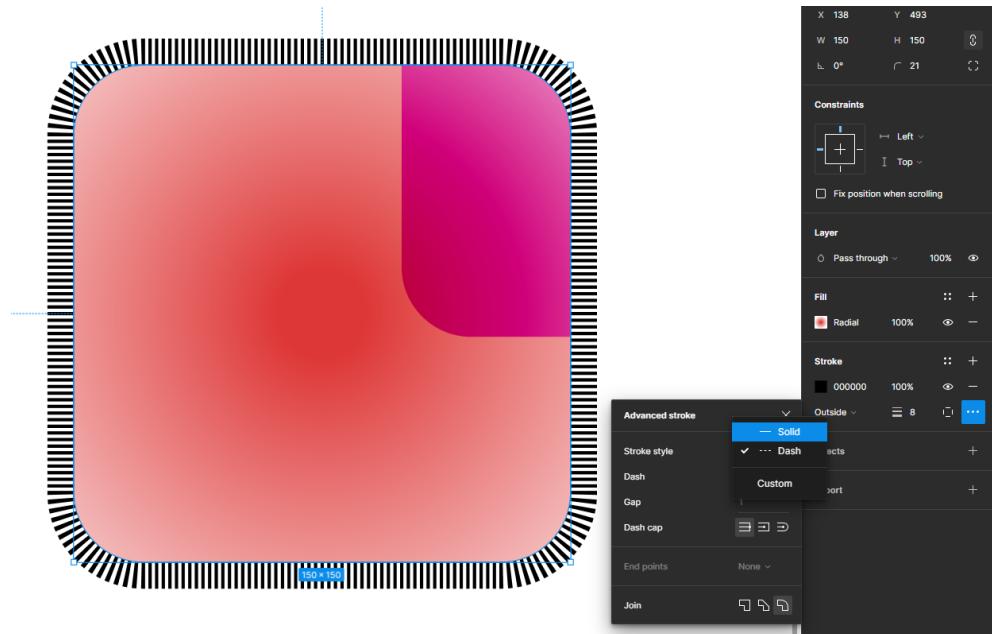
## 39. Styling: Fill

This option gives the possibility to set a color if it is solid, linear, etc. Or if it is a picture or another kind of behaviors.



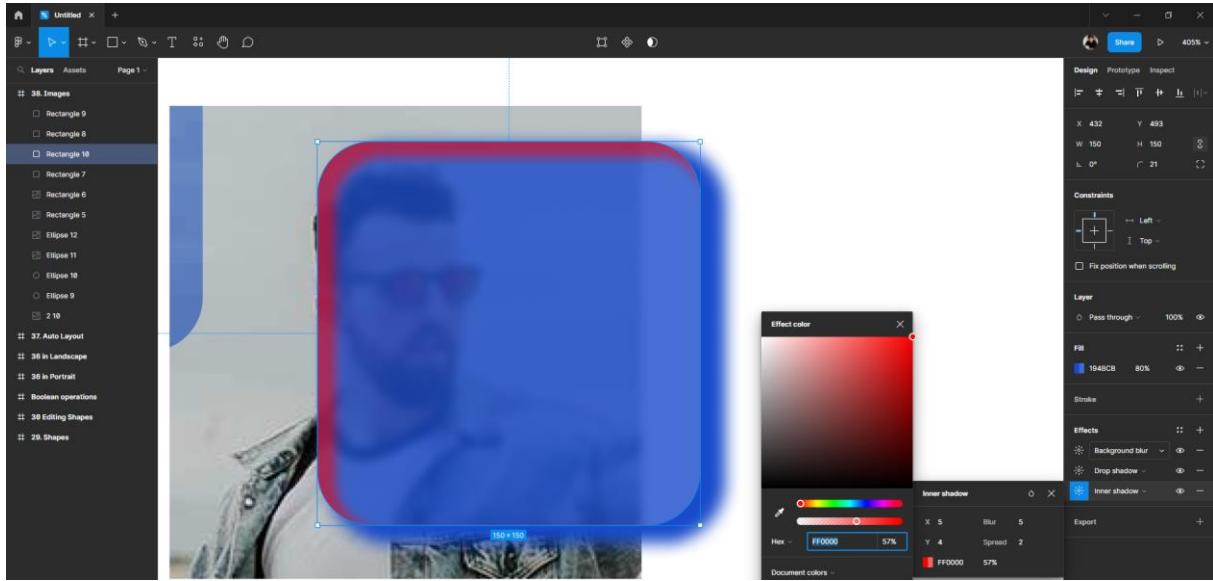
## 40. Styling Stroke

Like the fill option, this also allows multiple properties that can be added or modified.



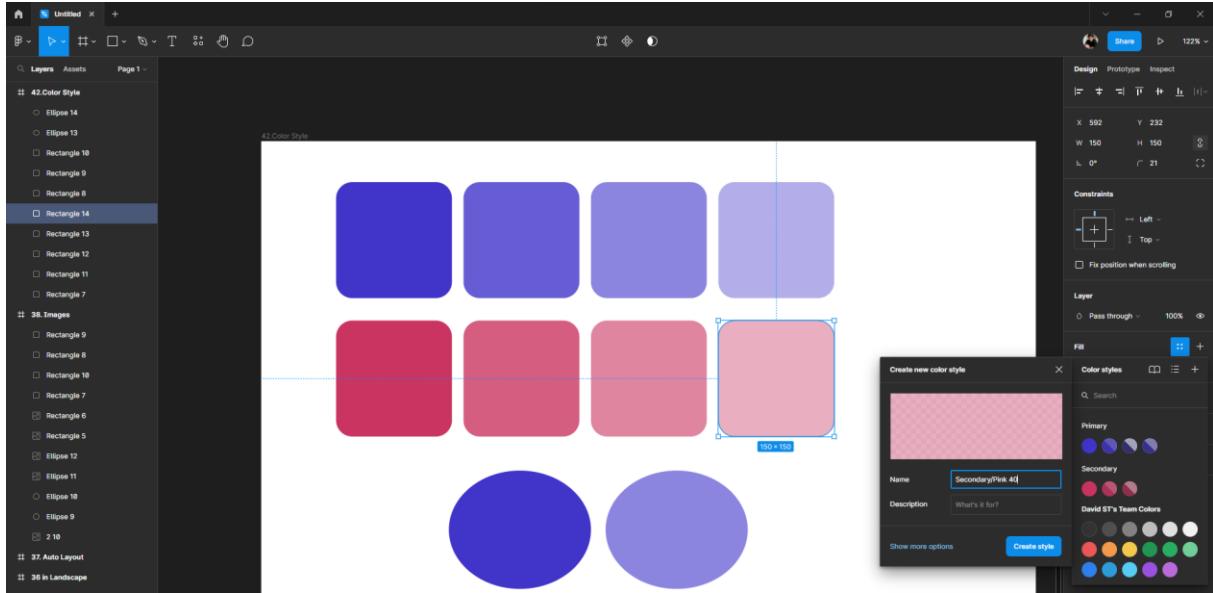
## 41. Styling: Effects

It is possible to add some effects like shadows and also background blur, this can be set in front of an image or set the image as a background and then make it blurry.



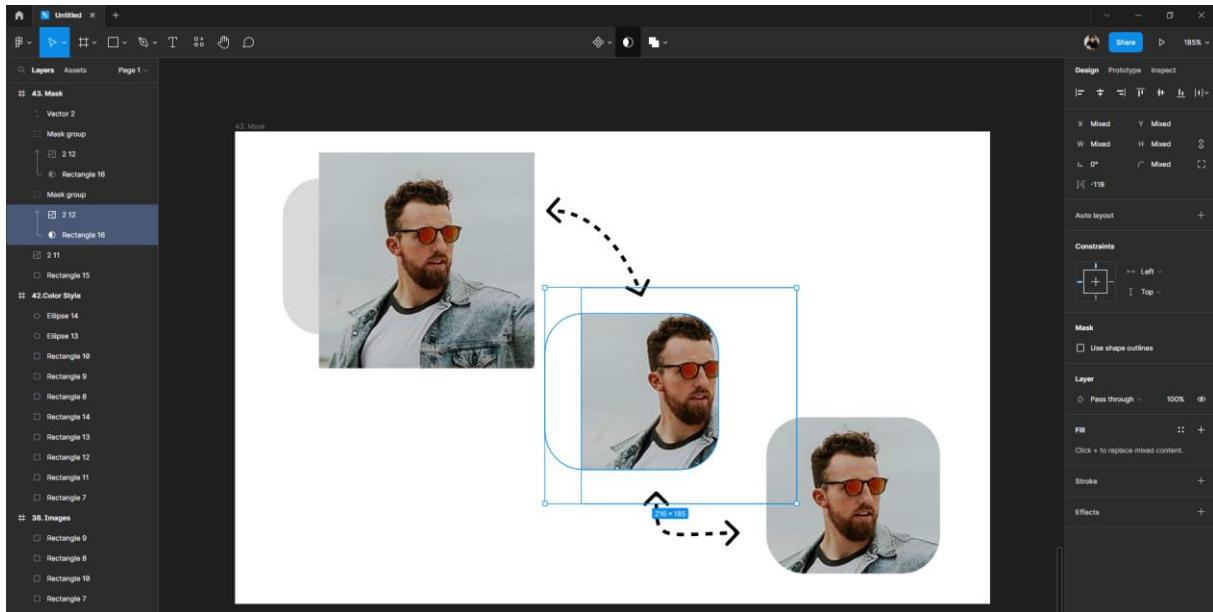
## 42. Color Style

This part is important to create an style that can be use in different elements, so it is easy just to set the specific style and if a change is need, then it is not necessary to go element by element changing that color because all will be change just in the style itself.



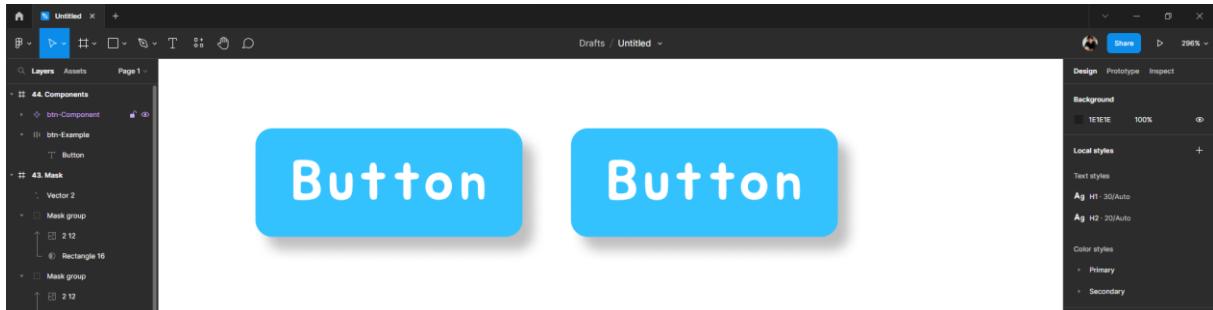
## 43. Masking

Used to make images or even other elements in a specific shape.

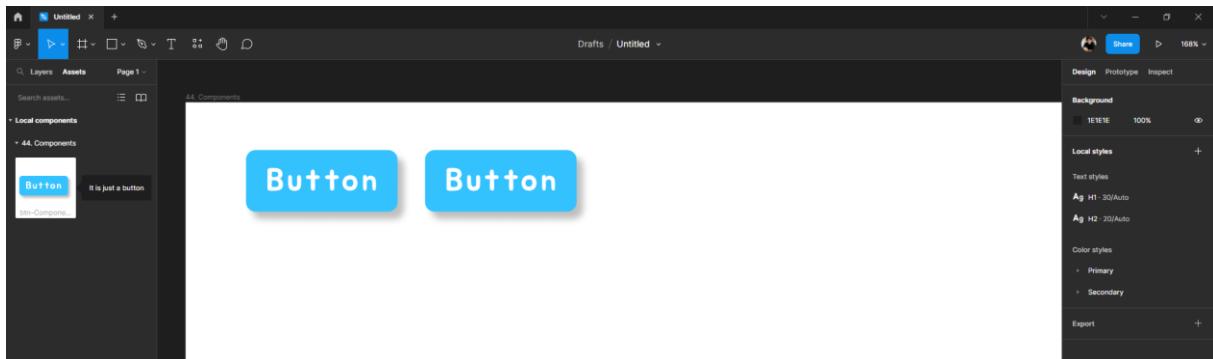


## 44. Components

The main point is created once and use in multiple part, like the styles but now with a group of elements that can be sections, buttons, menus, etc.

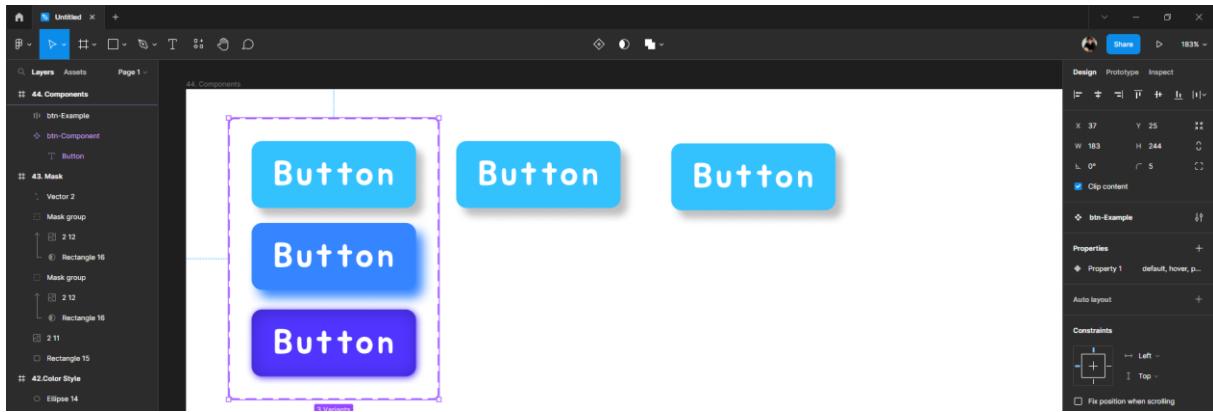


These components can have a description and even a link for the documentation. And to use them is just go to the Assets in the top of the left menu and then you can drag and drop.

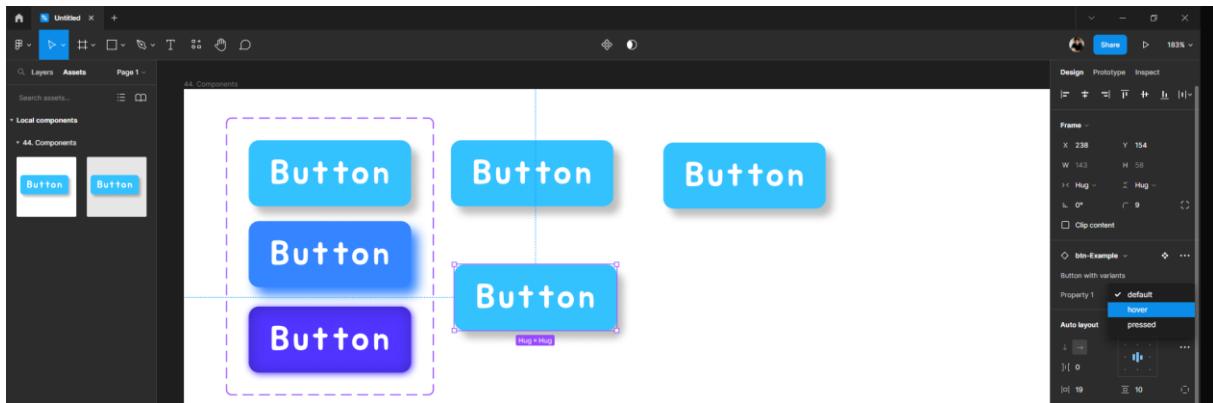


## 45. Variants

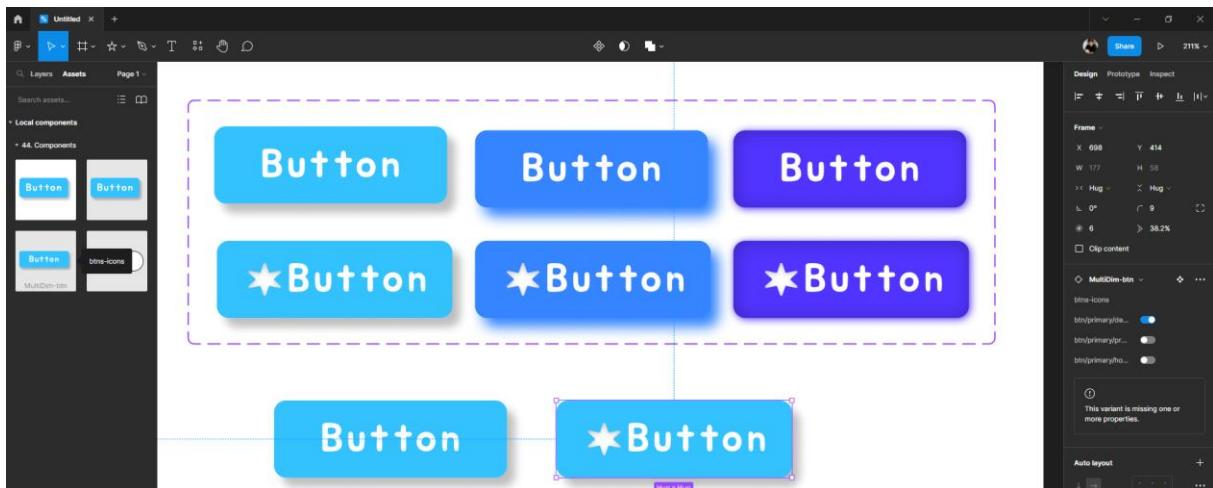
A good example is what if we want to have a button that has different states like when it is pressed or hover, then is when we can use the variants.



And now we still have one component which is the button but in the properties we can change the variant.

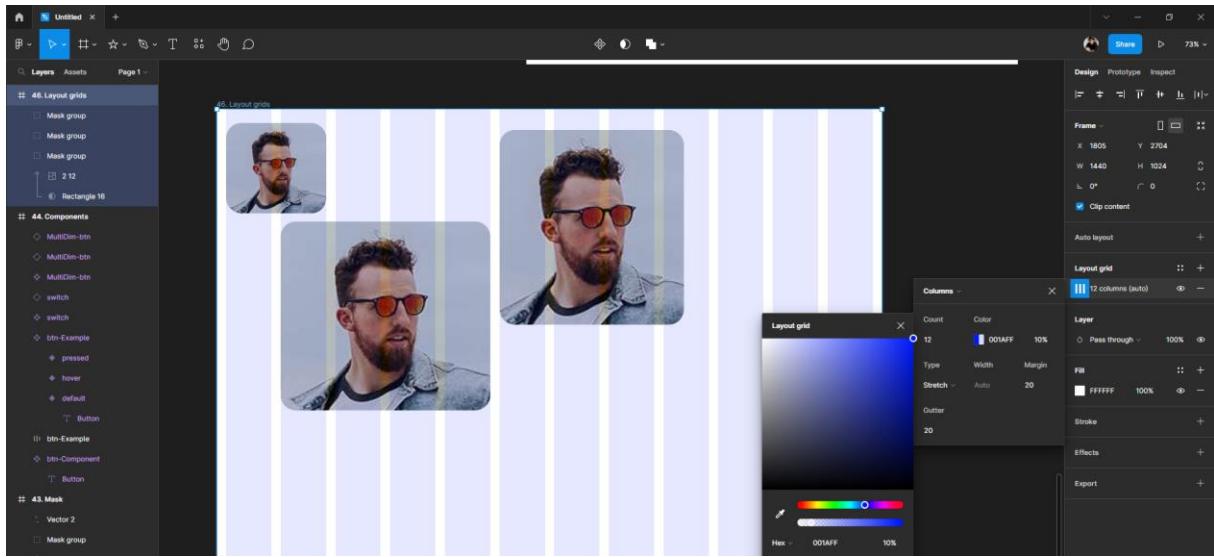


There are one-dimension variant and multi-dimension variant. This can be in the case that something is added to the normal one-dimension variant. And using "on" or "off" in the name allows us to use a switch in the properties to add or remove that variant.



## 46. Layout Grids

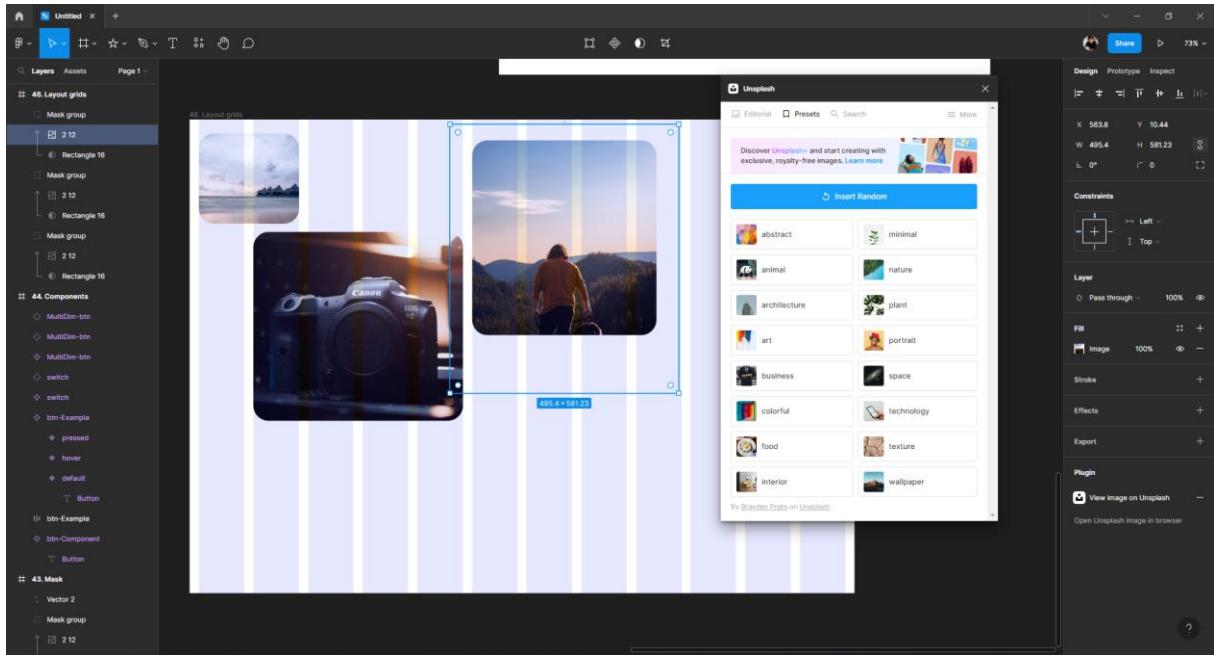
This is very useful to set the elements in a good position following a pre-defined structure, one of the examples can be using bootstrap when the width of the row is split in 12 columns.



## 47. Plugins

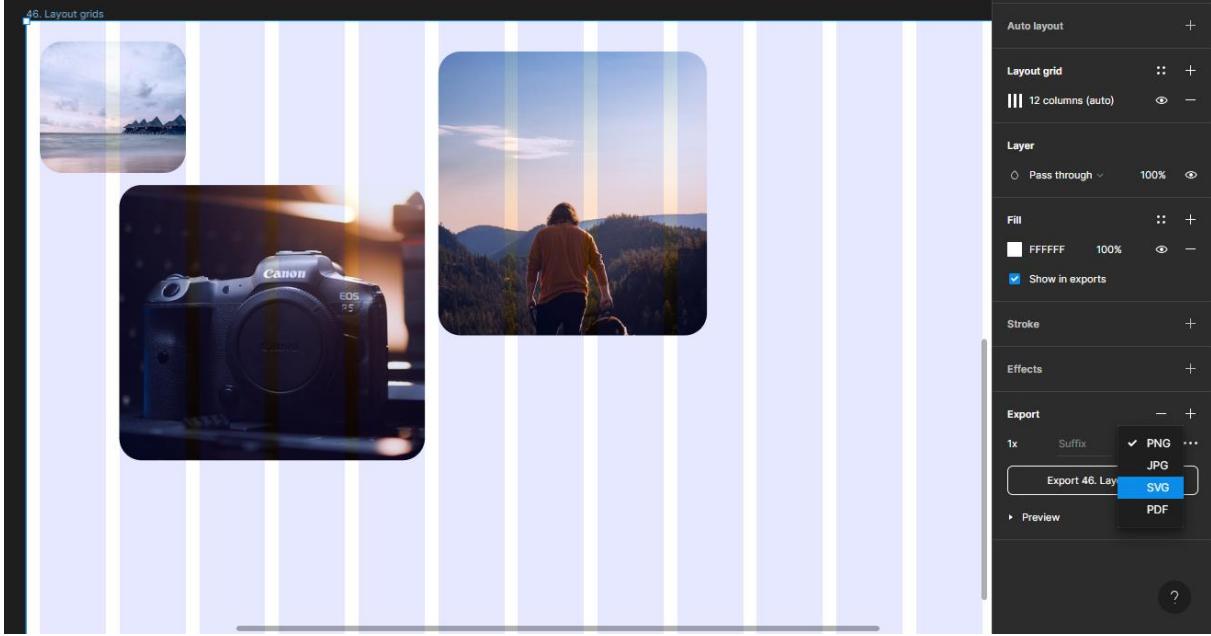
Figma has a section with all the different plugins that are so easy to install and with good documentation to use. In this example we use Unsplash, a plugin to insert pictures.

There are a lot of different kind of plugins to different uses that can help you to save time. It is always important to remember in not reinvented the wheel. Plus, you can always create your own plugin and even share it with the community of Figma.

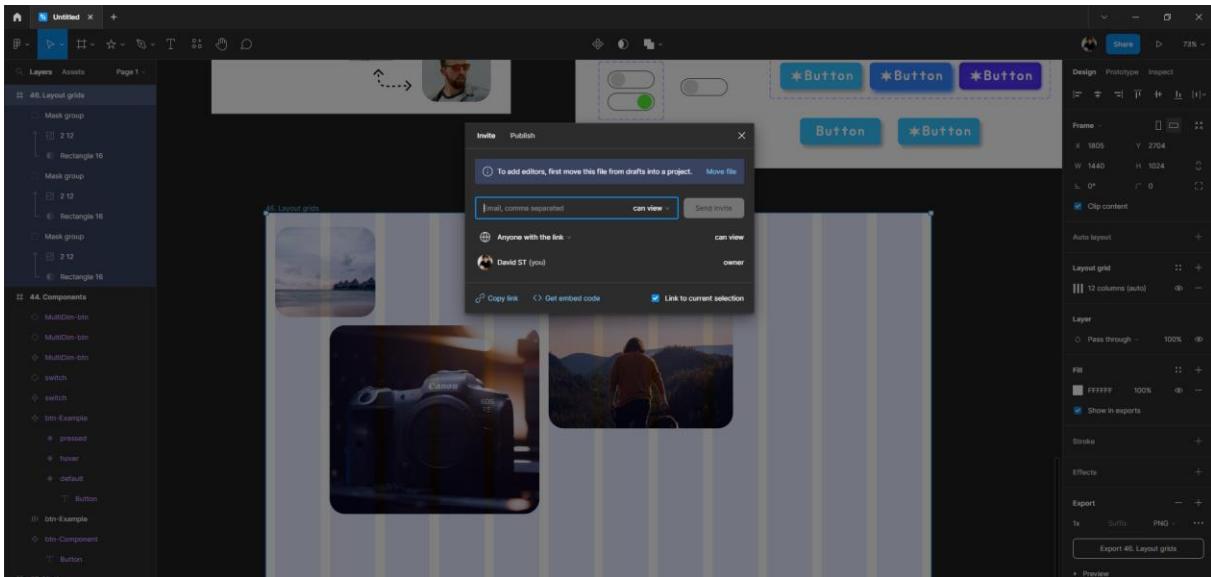


## 48. Exporting

For exporting it is just select the element or group of elements, can be even a frame and then go to the right menu, in the bottom, the last option is Export and allows you to export in different formats, size and a suffix for the name.

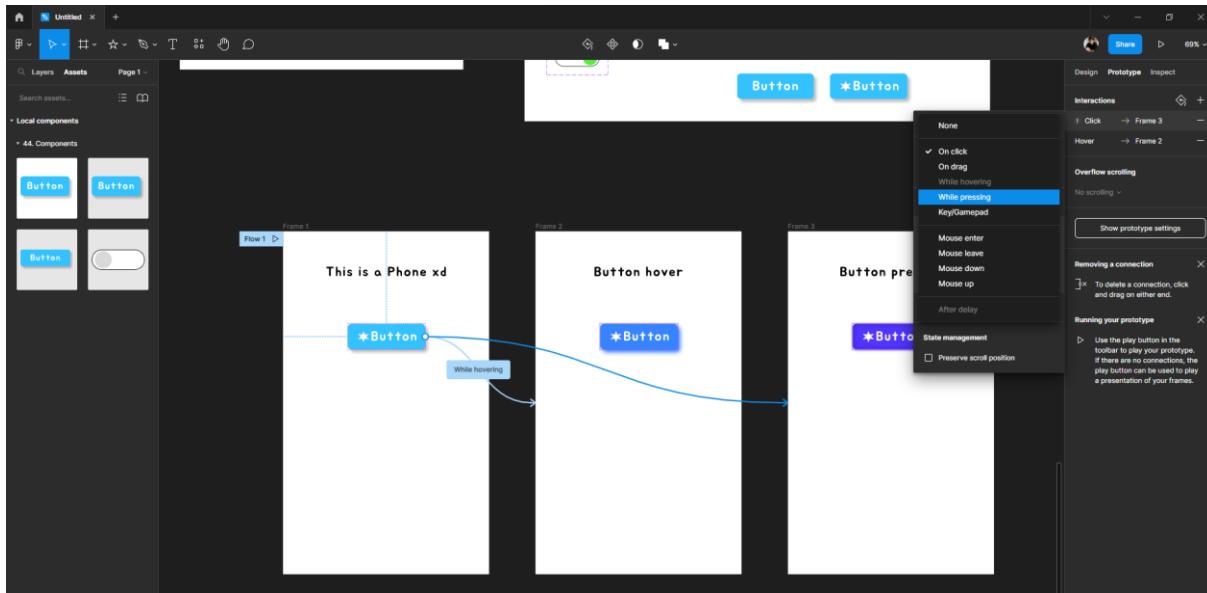


But in the top right corner you can found the option to share, this can be for only view or edit if you want to share your designs with more people. For the edition Figma only allows a limited number of users that can work on it if you have a free account. But there is not limit for the views, the link can be copied and shared without problems.

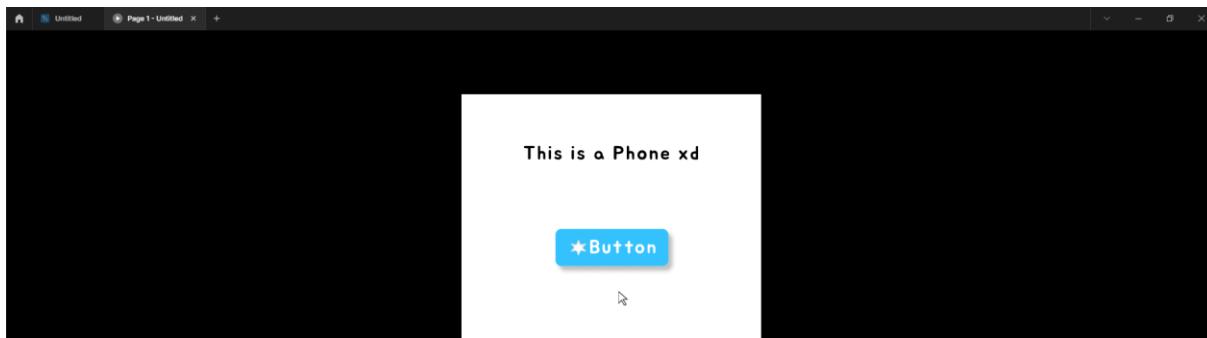


## 49. Prototyping

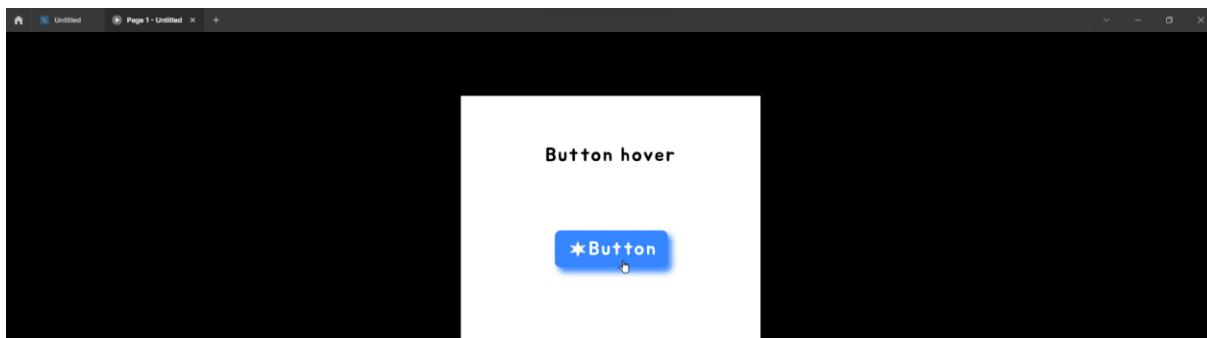
This helps us to see or to show how the design should work, it has different options to go from one frame to another or we can also say to go from one screen to another.



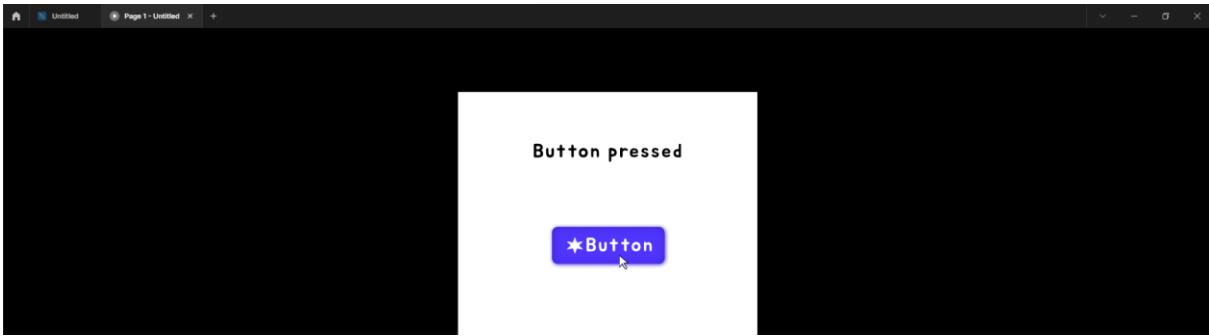
Once the prototype is done, choosing the right interactions, in the right top corner there is the option to run the prototype. There you will see the screens you set with prototyping.



And once we test the screens should change in the way it was set in the prototype.

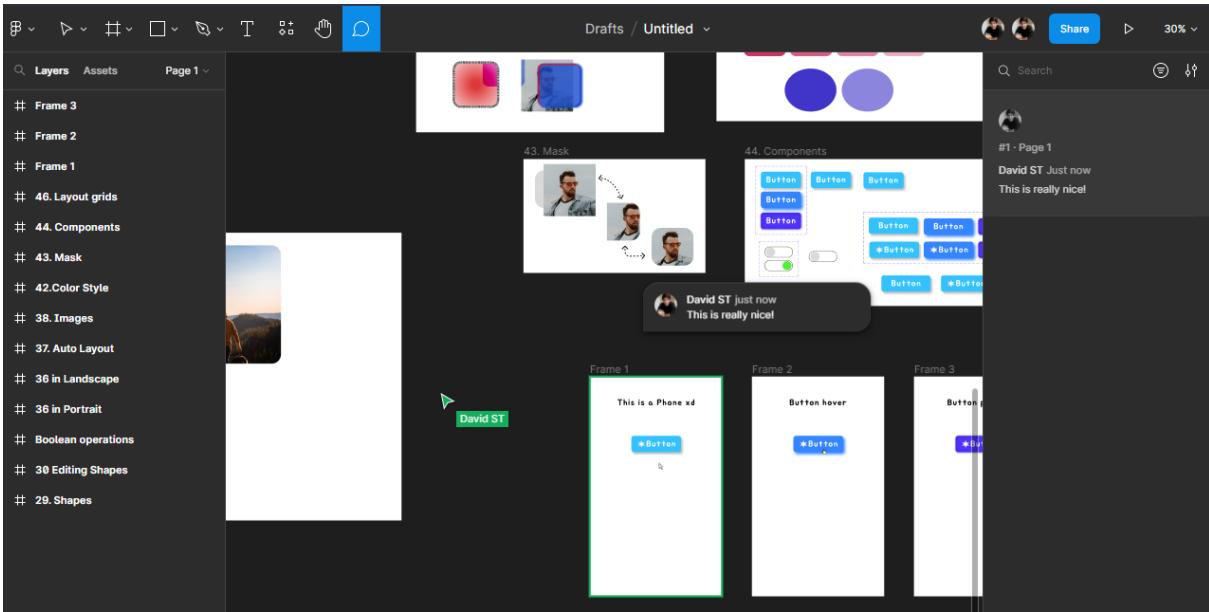


Here I had to create a mouse icon and a hand icon because it was not possible to see them with the screenshots. But it is working how it should.

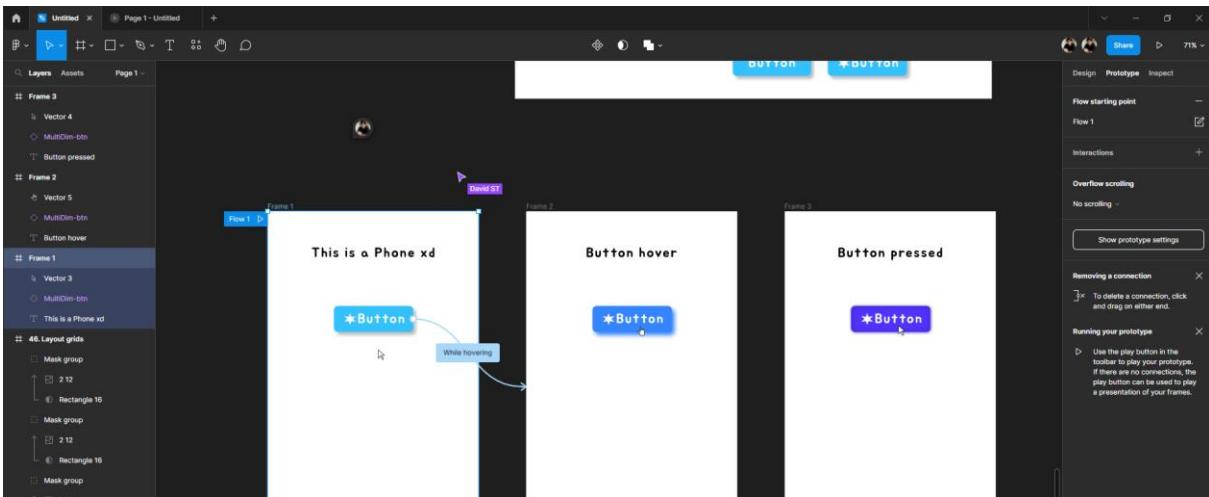


## 50. Multiplayer & Commenting

You can always set a comment in every part of the design, so another collaborator or viewer can see it. Also you can always see where a collaborator is working now if she/he is in the current project.

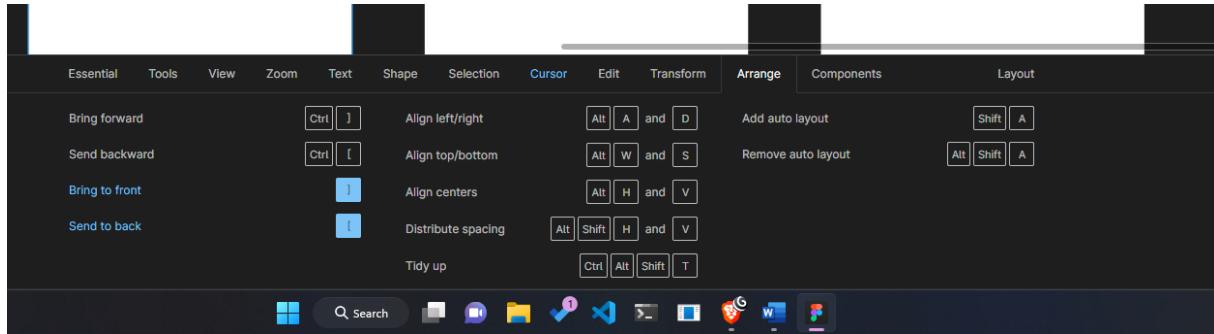


The previous screenshot was from the browser and the next one is a screenshot from the Figma App.



## 51. Keyboard Shortcuts

Shortcuts have some difference between macOS and Windows. To see all those shortcuts it is just to go to the right bottom part of the program and click on the interrogation icon.



## 52. Final Projects

Here we can find a zip file with different elements that the teacher did during the classes.

This is just the summary of all the tools and components created in this section of the course.

Name	Type	Compressed size	Password ...	Size	Ratio
_MACOSX	File folder				
Auto Layout.fig	FIG File	19 KB	No	19 KB	4%
Boolean Operations.fig	FIG File	16 KB	No	16 KB	5%
Components.fig	FIG File	14 KB	No	14 KB	5%
Constraints and Responsive Lay...	FIG File	17 KB	No	18 KB	6%
Editing Shapes.fig	FIG File	13 KB	No	14 KB	5%
Effects.fig	FIG File	178 KB	No	179 KB	1%
Images.fig	FIG File	10,714 KB	No	10,712 KB	0%
Plugins.fig	FIG File	541 KB	No	541 KB	1%
Prototyping.fig	FIG File	10,368 KB	No	10,365 KB	0%
Stroke.fig	FIG File	184 KB	No	185 KB	1%
Text Styles.fig	FIG File	16 KB	No	17 KB	7%
Text.fig	FIG File	44 KB	No	45 KB	4%

## Section 4: UI Elements

### Intro to the UI Elements

Brief explanation of what we are going to see in the next classes, to understand better all the UI Elements. More theory coming.

The UI Elements in this section

This are all the elements that see in the next classes.

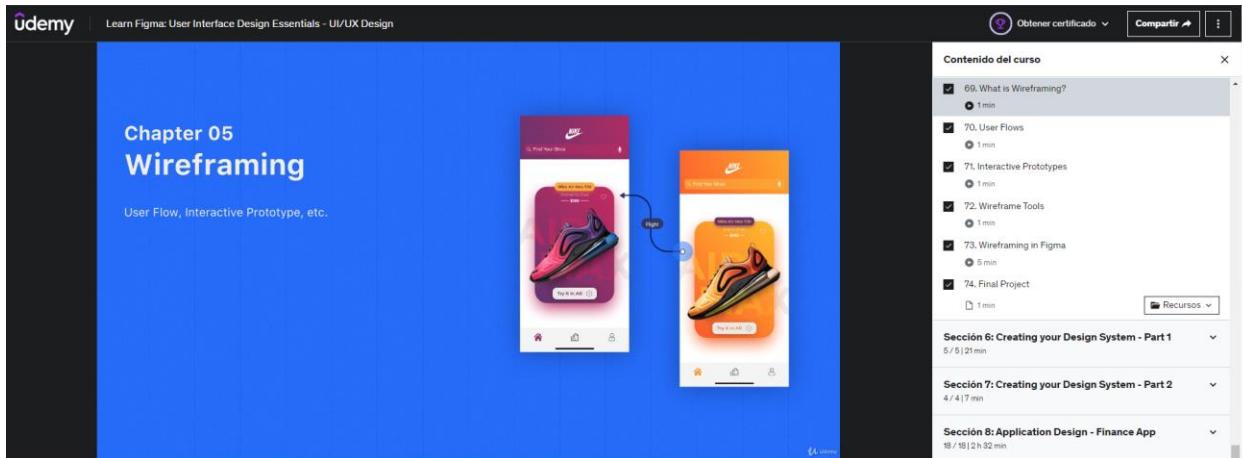
Elemento	Duración
53. Intro to UI Elements	1 min
54. Text Fields	1 min
55. Buttons	2 min
56. Sliders	1 min
57. Tooltip	1 min
58. Selection Control	1 min
59. Chips	1 min
60. Cards	1 min
61. Dialogs	1 min
62. Lists	1 min
63. Tables	1 min
64. Navigation	1 min
65. Menu	1 min
66. Charts	1 min
67. Steppers	1 min
68. Snackbar	1 min

**Sección 5: Wireframing**

## Section 5: Wireframing

### Introduction to the Wireframing

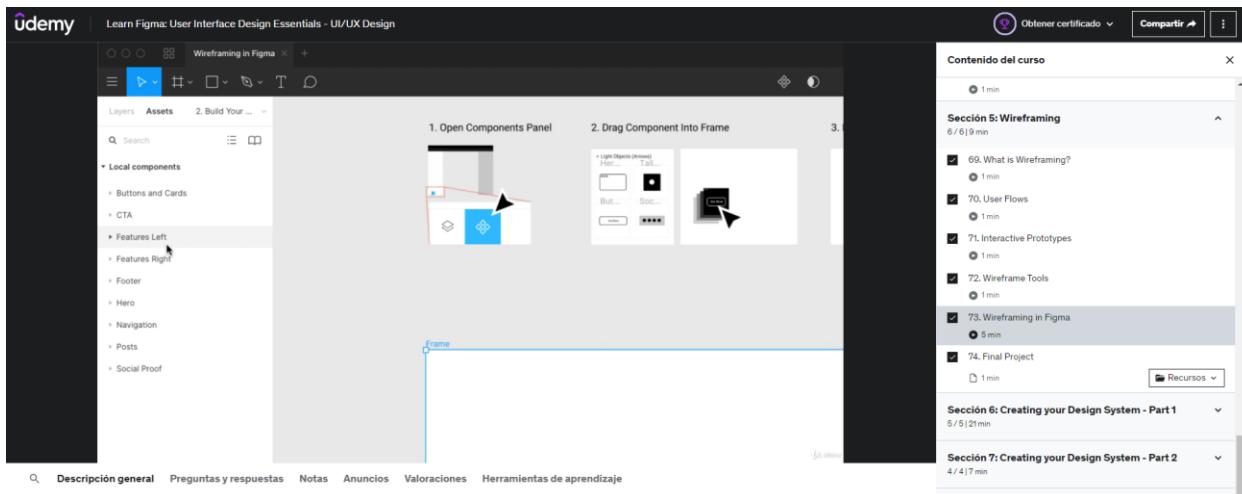
The Wireframe is like a blueprint of a machine, we can see all the details of the project and the initial state. And even when Wireframe is confused with Prototyping like a same thing, the truth is that Wireframe has low-fidelity design and Prototype has High-fidelity design, dynamic and interactive, even almost like the final product.



### More information about Wireframe and Prototype

Next classes are more about Theory in the wireframe and prototype itself. In the previous classes we already use the prototype to see how interact with a button when it is hover or pressed.

In one part it is mentioned that Figma also have the option to create a wireframe, and this is show with a project that Figma gives to try out using pre-made components and a pre-made design.

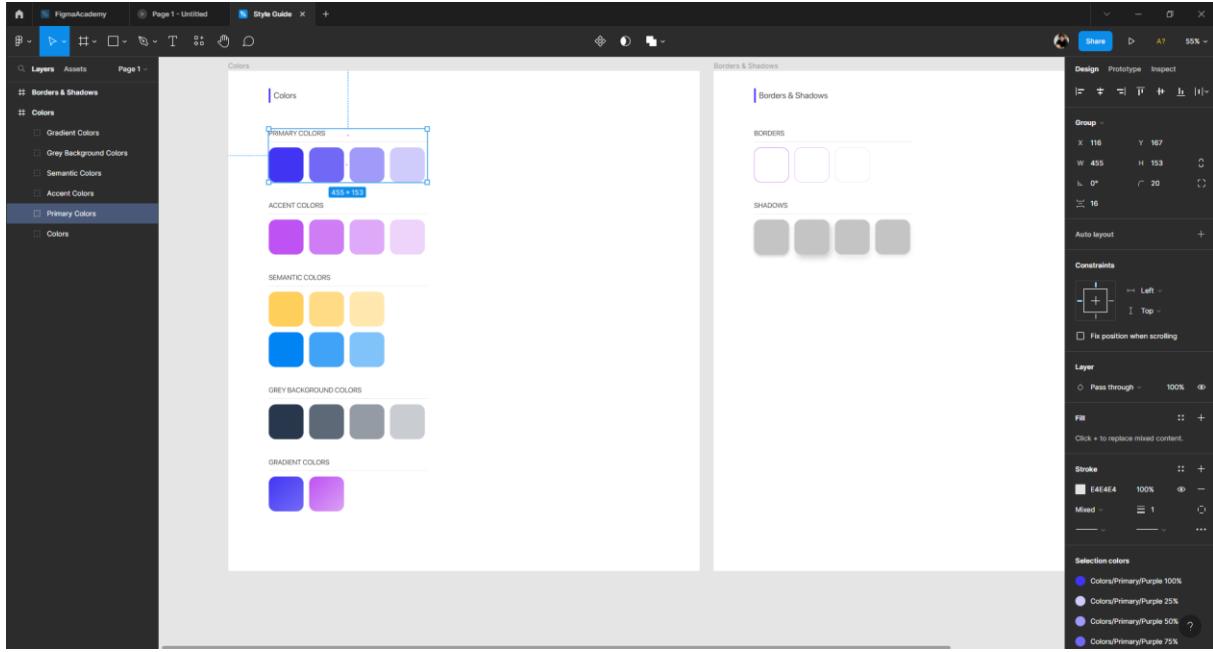


## Section 6: Creating your Design System – Part 1

### Introduction Color Style

This part is to understand the importance of the colors in the designs and most important how to create styles in Figma, so it is easier to make changes to a group of different elements without going to each element and make the change there.

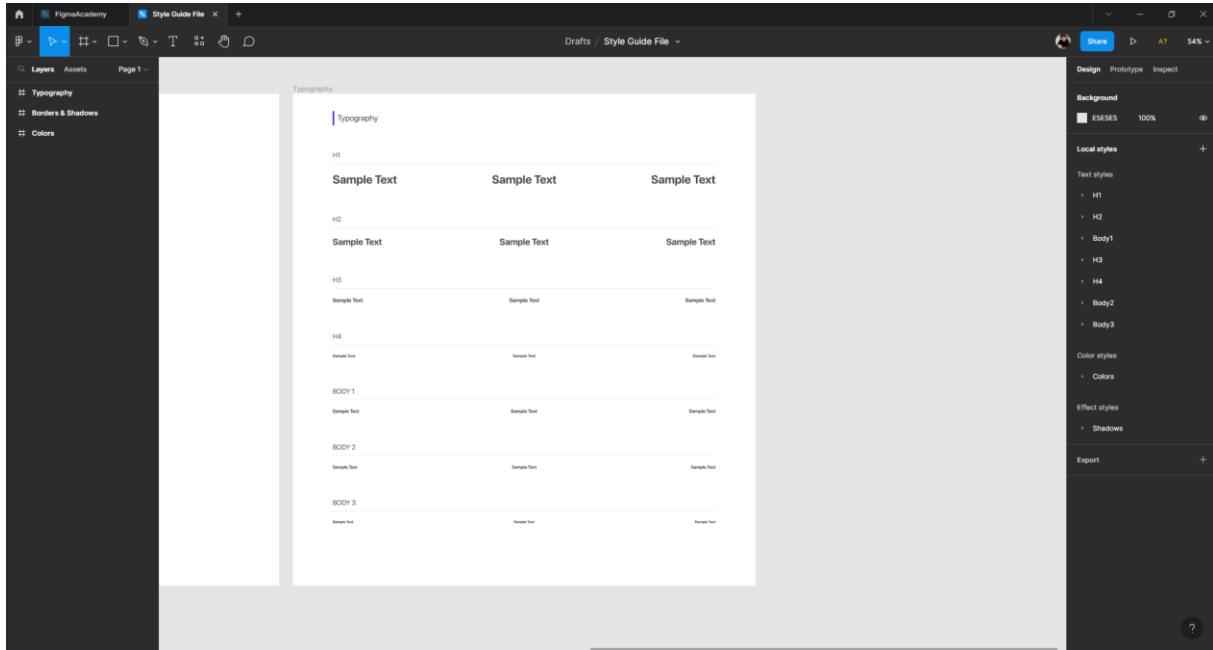
The most important color is the primary, secondary, accent, semantic, grey backgrounds, gradients. In the previous classes we already use some of these options to create styles. Also, the borders and shadows can make a big impact in some elements.



## Section 7: Creating your Design System – Part 2

### Introduction to typography

It is important to define the fonts, maximum 2 types but also defining the size, the weight or also how bold it looks and the most important which is a guide of where every text is going to be used. Like H1, H2, H3, body, and others that are necessary for the project.



## Section 8: Application Design – Finance App

### Designing a Modern App

First, we have a quick look of what are we going to create in the next classes, screen by screen using all the knowledge from the previous classes. But for this project it is necessary to download the files or assets that the teacher gives.

The screenshot shows the Figma interface with the following details:

- Left Sidebar (Layers):** Pages, Symbols, Assets, etc. (e.g., Onboarding 1, 2, 3; Profile; OTP; Transactions).
- Main Canvas:** Displays two screens: "Launch Screen" and "Sign in". The "Sign in" screen includes fields for Email Address (design@fisrt.co), Password, and a "Forgot Password?" link.
- Right Sidebar (Content):** "Contenido del curso" (Course Content) for "Sección 8: Application Design - Finance App". It lists 18 lessons completed in 2 hours and 32 minutes, including:
  - 84. Designing a Modern Finance App (2 min)
  - 85. Assets (1 min)
  - 86. Launch Screen (2 min)
  - 87. Sign-in & Welcome Page (22 min)
  - 88. Sign-up Page (6 min)
  - 89. OTP Verification Screens (12 min)
  - 90. Profile Screens (13 min)
  - 91. Homepage

Result of the designed app

The only thing this design needs is the prototyping can see how it will work.

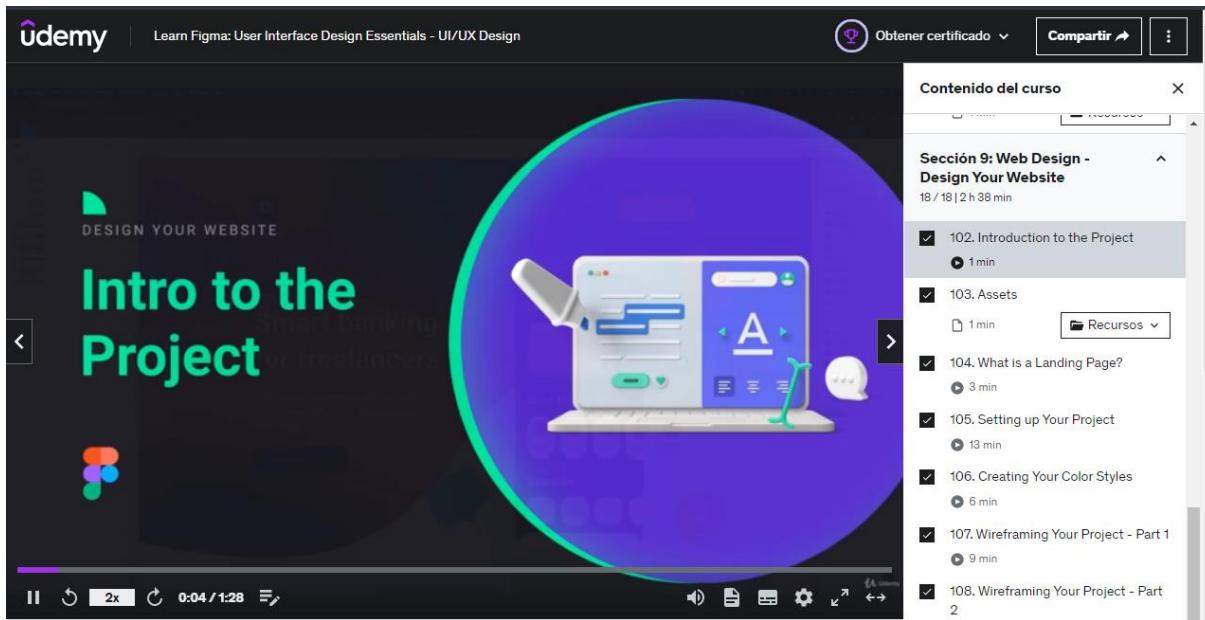
The screenshot shows the Figma interface with the following details:

- Left Sidebar (Layers):** Pages, Symbols, Assets, etc. (e.g., OTP, Welcome, Sign in, Sign up, OTP Verification Screens, Profile Screens, Homepage).
- Main Canvas:** Displays a grid of mobile screens for the "Finance App" prototype, including various screens for sign-in, sign-up, OTP verification, and profile management.
- Right Sidebar (Design Tab):** Shows the "Design" tab selected, with options for "Background" (color E5E5E5, 100%), "Local styles", and "Export".

## Section 9: Web Design – Design Your Website

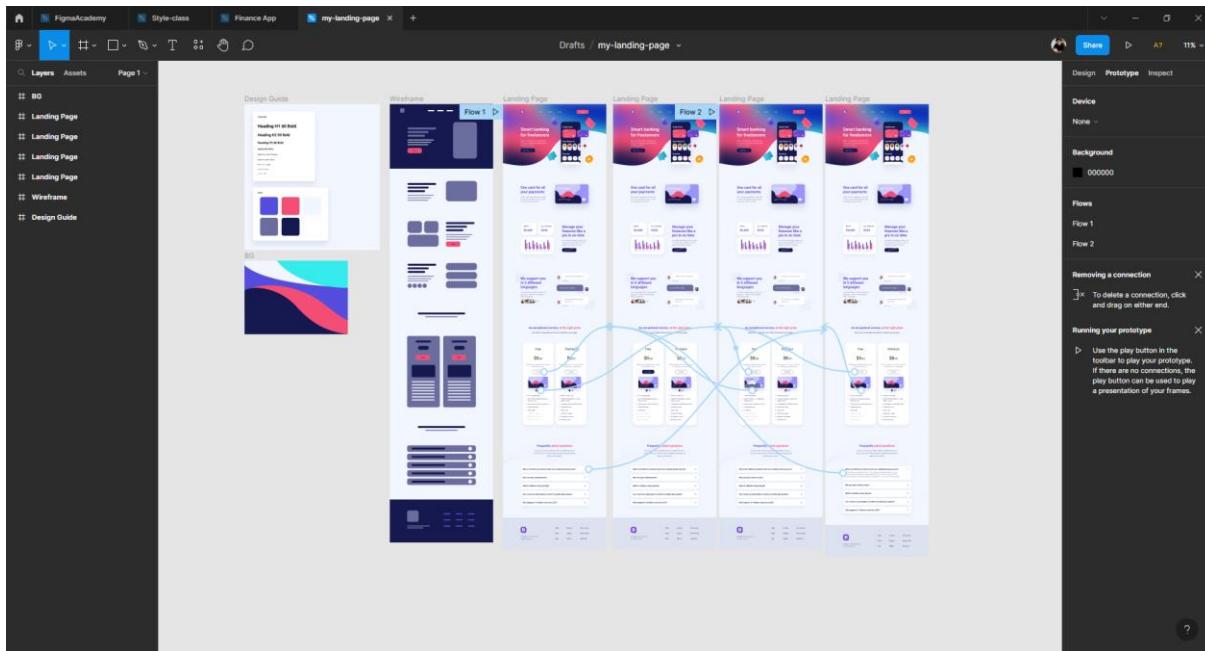
### Introduction to the Project

First, like with the other project, just a quick view of how it will look the final project and mention some new topics, specific from web designs that will be cover in the next classes. Again, the assets are available to download.



### Result of the designed website

First some styles like text and color style and a wireframe to have an overview of the web page. This design have prototype to show how it works when some parts are clicked.



## Section 10: Logo Design

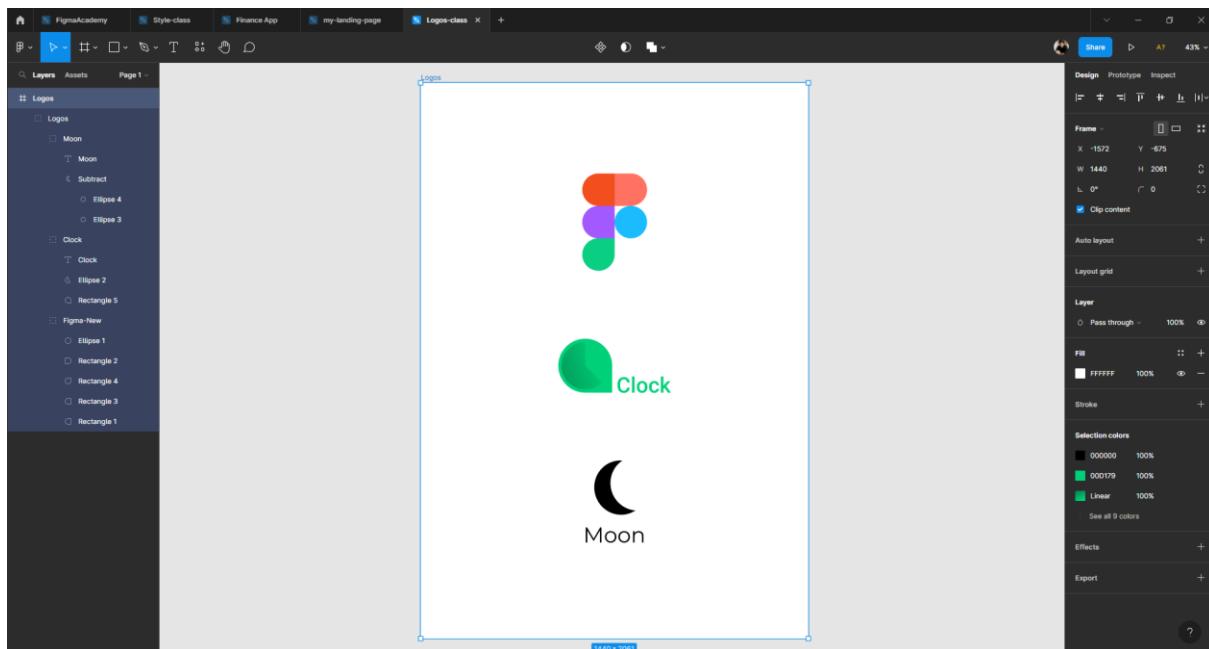
### Introduction

First a class to talk about all the different kind of logos, like Monogram, Wordmarks, Abstracts, Pictorial Marks, Mascots, Combination Marks, and Emblems.

The screenshot shows a video player interface. At the top, a blue bar displays "01 LOGO DESIGN | LOGO TYPES". To the right, a sidebar titled "Contenido del curso" lists course sections: "Sección 9: Web Design - Design Your Website" and "Sección 10: Logo Design". "Sección 10" is expanded, showing five video lessons: 120. Logo Types (selected), 121. Required files, 122. Designing Our First Logo, 123. Designing Our Second Logo, 124. Designing Our Third Logo, and 125. Final Project. Each lesson includes a thumbnail, title, duration (e.g., 2 min, 3 min), and a "Recursos" button. Below the sidebar, three logo designs are displayed in separate boxes: Starbucks Coffee (green circular logo), Warner Bros. Pictures (black shield logo), and Harley-Davidson Cycles (orange shield logo). The bottom of the screen shows a toolbar with playback controls (play/pause, volume, etc.) and a progress bar indicating the video is at 2:03 of 7:220.

### Result of the Logos

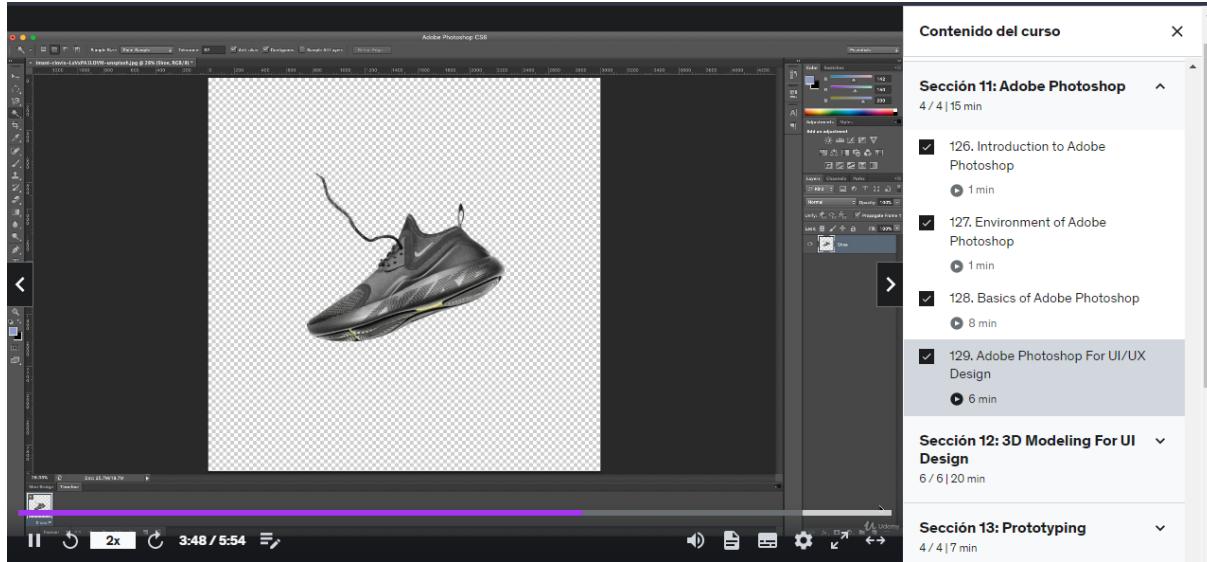
The first one is the logo from Figma itself and the others 2 are invented logos to use once more all the tools Figma has.



## Section 11: Adobe Photoshop

### Information about this section

This section is to show in a quick way how to use some tools of Adobe Photoshop that Figma still doesn't have, so to complement Figma. This section is to understand Adobe Photoshop interface and try some new basic things with it.

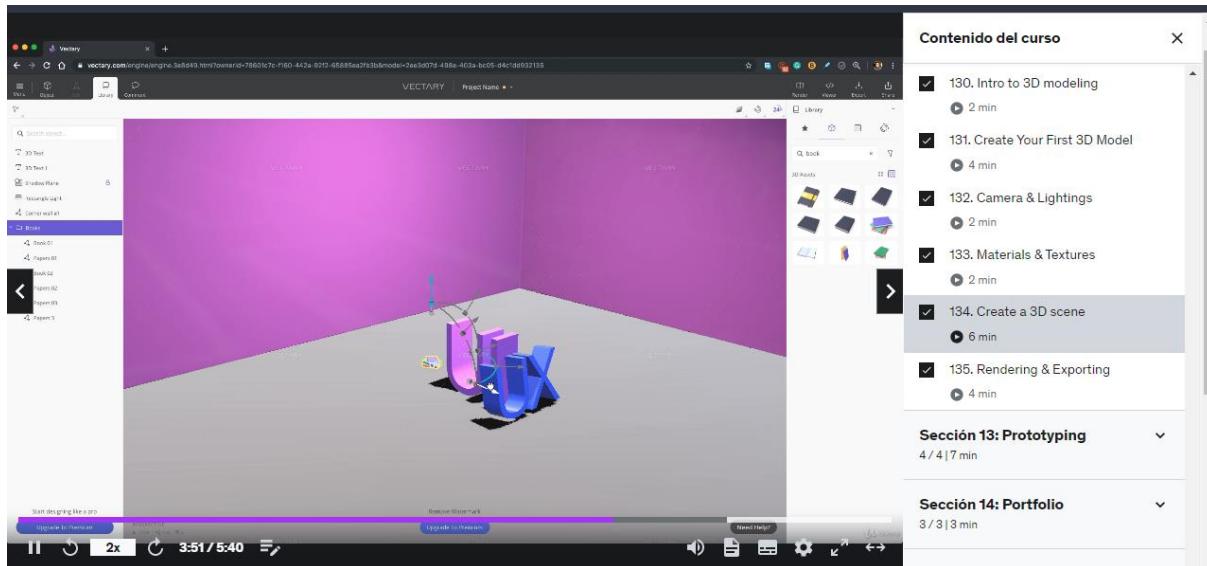


## Section 12: 3D Modeling for UI Design

### Information about this section

Have knowledge about 3D modelling is very useful to create amazing designs, and even show you own designs in mockups, for example even giving a better idea of how it will look from different point of views if it was in a phone.

For this section VECTARY is used, not need to be download since it is possible to use from the browser.



## Section 13: Prototyping

### Information about this section

Figma is not the only program to create prototypes, for other kind of prototypes, we can say "fancy" prototypes, we can use ProtoPie, Zeplin, Invision Studio, Marvel, etc. But this apps are not free, so Figma is still the best option. In the next classes is add more prototype to the app created before and create a mockup for one screen.

01 PROTOTYPING | TOOLS

Contenido del curso

- 135. Rendering & Exporting
- 136. Tools
- 137. Prototyping in Figma
- 138. Mocking up an app in Figma
- 139. Final Project

Sección 13: Prototyping

136. Tools

Sección 14: Portfolio

Sección 15: Business Ideas

## Section 14: Portfolio

### Information about this section

Getting information about places where you can share your designs to show them to the world and have a prove that you know how to make designs. For a portfolio it is possible to use websites for designers if you have not knowledge about web developing to create your own page.

01 PORTFOLIO | ONLINE PORTFOLIO

Contenido del curso

- 137. Prototyping in Figma
- 138. Mocking up an app in Figma
- 139. Final Project

Sección 14: Portfolio

140. How to Create Your Own Online Portfolio?

141. How to Use Dribbble?

142. How to Use Behance?

Sección 15: Business Ideas

## Section 15: Business Ideas

### Information about this section

How to get your first clients, necessary your portfolio and how do you like to work: for a company or as freelance. Remember managing your business can take a lot of time at the beginning more because all the regulations that you must learn at the beginning and recognize where your public is located to sell your designs. Communication is always the key with clients.

02 BUSINESS IDEAS | HOW TO START YOUR OWN BUSINESS?

Starting Business

Contenido del curso

- Portfolio? 1 min
- 141. How to Use Dribbble? 1 min
- 142. How to Use Behance? 1 min

Sección 15: Business Ideas 5 / 5 | 6 min

- 143. How to Get Your First Client? 1 min
- 144. How to Start Your Own Business? 2 min
- 145. How to Scale Your Business? 1 min
- 146. Communicating With Your Clients 1 min

147. Contracts

## Section 16: Inspiration & Resources

### Information about this section

Remember always ask for permission if you want to use content that is created from someone else, there are a lot of websites with free content but some of them ask to mention the creator. You can also always buy content that you like, and you think is useful.

üdemey Learn Figma: User Interface Design Essentials - UI/UX Design

Chapter 15

Inspiration & Resources

World-class Design Inspiration & Resources

dribbble www.dribbble.com

Behance www.behance.com

awwards www.awwards.com

uplabs www.uplabs.com

Contenido del curso

- 143. How to Get Your First Client? 1 min
- 144. How to Start Your Own Business? 2 min
- 145. How to Scale Your Business? 1 min
- 146. Communicating With Your Clients 1 min
- 147. Contracts 1 min

Sección 16: Inspiration & Resources 2 / 2 | 2 min

- 148. Where to Find World-Class Design Inspiration? 1 min
- 149. Image Resources

## Section 17: What do Next

### Information about this section

Practice is the key to become better in what you are doing, that is why it is so important to do something you like to do it a lot and do not get tired of it. But also remember, your designs should not be perfect so even is good to challenge yourself, try to not spend too much time in things that won't take you further.

The screenshot shows a Udemy course page for 'Learn Figma: User Interface Design Essentials - UI/UX Design'. The main content area displays a section titled '01 WHAT TO DO NEXT? | THE NEXT STEP' featuring a yellow circular icon with two stylized figures jumping around a trophy. Below this is a video player bar showing a progress of 0:27 / 1:19. To the right is a sidebar titled 'Contenido del curso' listing several video lessons:

- 143. HOW to Get Your First Client? (1 min)
- 144. How to Start Your Own Business? (2 min)
- 145. How to Scale Your Business? (1 min)
- 146. Communicating With Your Clients (1 min)
- 147. Contracts (1 min)

Below this is a section titled 'Sección 16: Inspiration & Resources' containing two more lessons:

- 148. Where to Find World-Class Design Inspiration? (1 min)
- 149. Image Resources

## Section 18: Bonus Lecture

### Information about this section

Well, this is more just the goodbye and a discount for another course from the teacher.

The screenshot shows a bonus lecture page for the same course. The title 'Bonus Lecture' is centered at the top. The main content area contains the following text:

Hi. I hope you enjoyed the course and developed so many skills. If you would like to learn about Sketch. I have a complete bootcamp on this subject and you can get it with a 90% discount from the link below:

You can also apply the code manually:

**Nope! you are not having it my amigo**  
design-bootcamp-sketch.udemy.com  
haha xddddddd.com

Using my design skills ;)

Certificate from Learn Figma Course.

Screenshot from the Udemy website

The screenshot shows a certificate page on the Udemy website. At the top, there's a navigation bar with the Udemy logo, categories, a search bar, and links for Udemy Business, Teach on Udemy, My learning, and a user profile icon. Below the navigation is the certificate itself, which includes the Udemy logo, the course title 'Learn Figma: User Interface Design Essentials - UI/UX Design', the instructor's name 'Arash Ahadzadeh', and the student's name 'David Silva Troya'. It also shows the completion date (13 de Febrero de 2023) and total duration (10 horas en total). To the right of the certificate, there's a sidebar titled 'Destinatario del certificado:' showing the student's profile picture and details. Another sidebar titled 'Acerca del curso:' shows the course thumbnail, title, instructor, rating (4.4 stars), duration (10 horas en total), price (11,99 €), and a 'Descarga' (Download) button.

Link to see the certificate:

<http://ude.my/UC-e39fcdda-0cb4-43cf-b8e5-8a065a82eb92>

## Flutter Artificial Intelligence Course – Build 15+ AI Apps

Flutter is a framework that uses Dart as program language, this was created by Google and allows us to create apps for Android and iOS, it is faster than React-Native since it transforms the Dart code into the main code of the Operational System. Plus, Flutter can also be used to create websites. Using Artificial Intelligence in apps is the main topic now days.

This course has **9.5 hours** in total.

The screenshot shows the course landing page on Udemy. At the top, there's a navigation bar with the Udemy logo, categories, a search bar, and user account links. Below the header, the course title 'Flutter Artificial Intelligence Course - Build 15+ AI Apps' is displayed in large bold letters. Underneath the title, a subtitle reads 'Learn Flutter 2.0 Android & iOS Machine Learning & Deep Learning with TensorFlow Lite & Make 15+ Apps - Complete Guide'. The course has a rating of 3.5 stars from 98 reviews and 1,611 students. It was created by Coding Cafe and last updated on 12/2021. The course is in English with automatic subtitles. A large video thumbnail on the right shows a smartphone displaying a neural network interface. Below the video, a message says 'Has comprado este curso el Oct. 26, 2022'. A prominent 'Ir al curso' button is at the bottom of the main section. To the right, there's a sidebar with a 'Garantía de reembolso de 30 días' link, a 'Acceso de por vida' link, sharing options ('Compartir', 'Regalar este curso', 'Aplicar cupón'), and a '¿La formación es para 5 o más personas?' section. At the bottom right is a 'Prueba Udemy Business' button.

### Section 1: Introduction

Welcome to the course

Explanation of the frameworks to be used like Flutter and TensorFlow. Showing all the projects that we are going to create and giving a brief explanation from them.

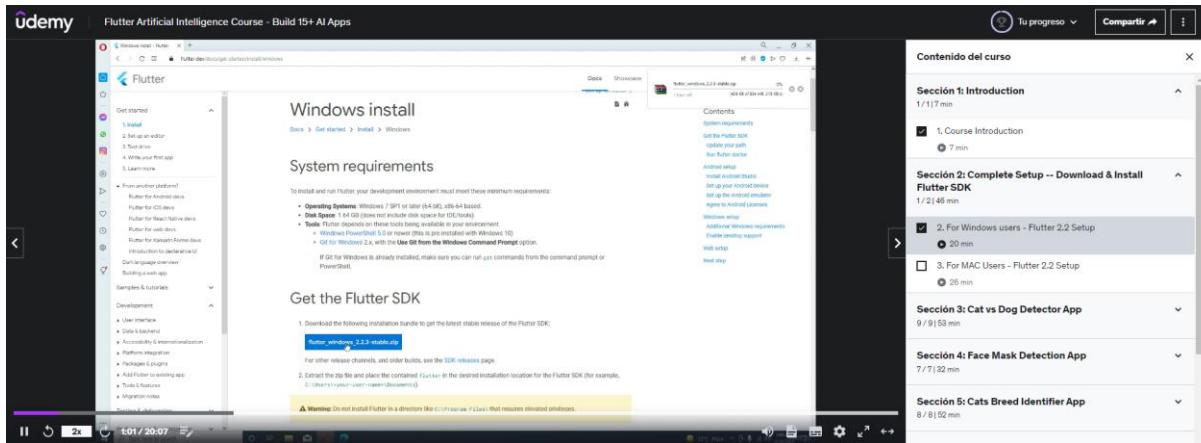
The screenshot shows a video player window. The video frame displays a futuristic scene with a white robot hand interacting with a smartphone screen that shows a neural network diagram. The video player interface includes a play button, volume controls, and a progress bar indicating the video is at 0:05 of 7:27. To the right of the video frame is a sidebar titled 'Contenido del curso' (Course Content) which lists the sections of the course with their respective video thumbnails and completion status.

Sección	Video	Estado
1. Course Introduction	1 / 1	7 min
Sección 2: Complete Setup -- Download & Install Flutter SDK	1 / 2	46 min
Sección 3: Cat vs Dog Detector App	0 / 9	53 min
Sección 4: Face Mask Detection App	7 / 7	32 min
Sección 5: Cats Breed Identifier App	8 / 8	52 min
Sección 6: Flower Types Identifier App	4 / 5	15 min
Sección 7: Avengers Characters Recogniser App	0 / 6	20 min
Sección 8: Image Captions Generator App - (NLP) Natural Language Processing Algorithm	12 / 12	1141 min

## Section 2: Complete Setup – Download & Install Flutter SDK

### Flutter for Windows

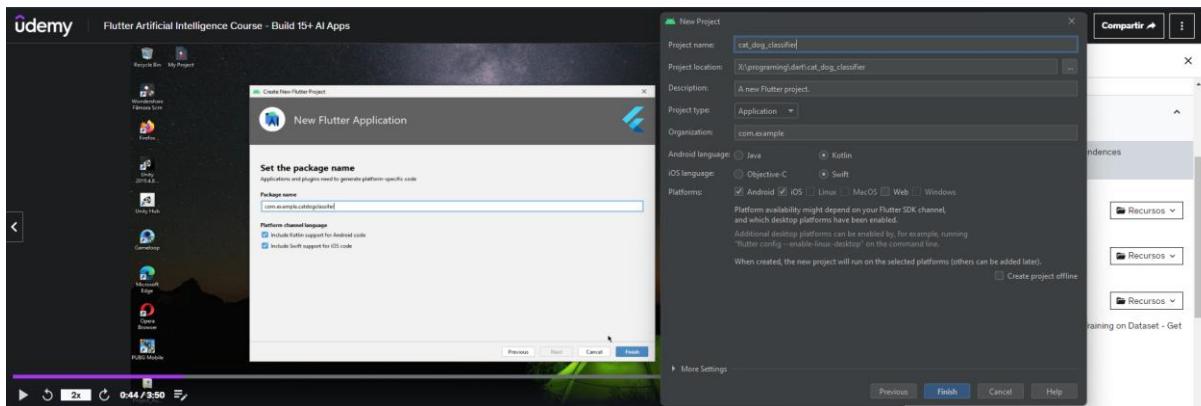
Installing all the necessary programs, frameworks, and plugins. I only saw the windows part since I have no MAC.



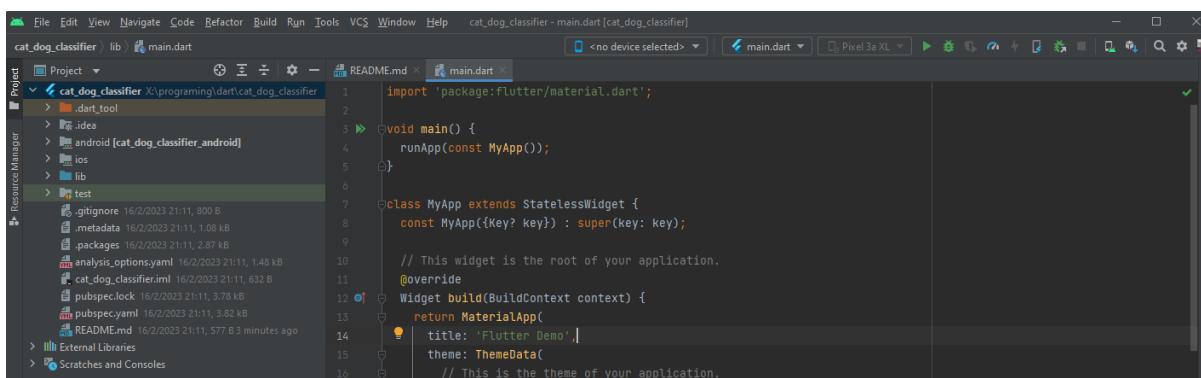
## Section 3: Cat vs Dog Detector App

### Creating Project and Installing Dependencies

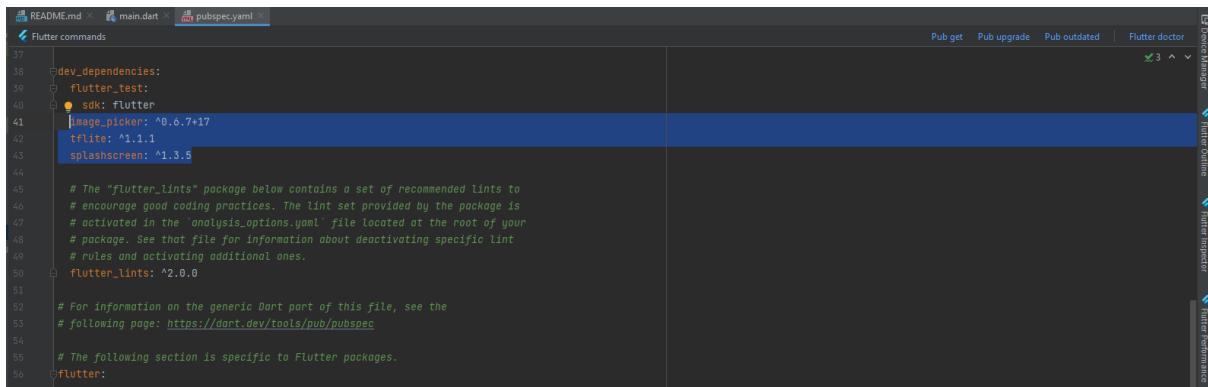
First, we open **Android Studio** to create the Flutter Project. Actually this can be done also from Visual Studio Code and I decided to work there after create the Project.



The main part now is to edit everything inside the folder "lib". We start with the **main.dart** file.

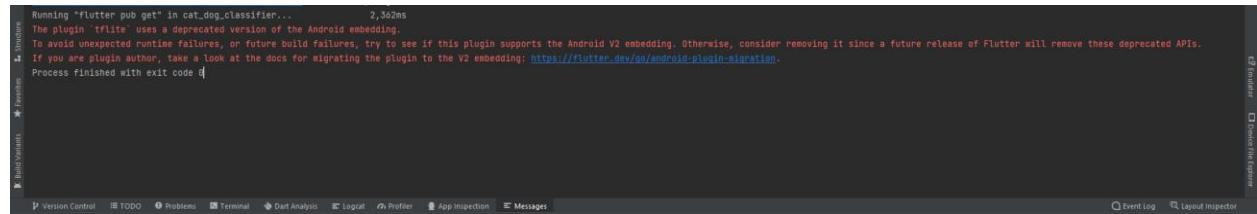


For the dependencies we must edit the **pubsec.yaml** file, like in the next screenshot.



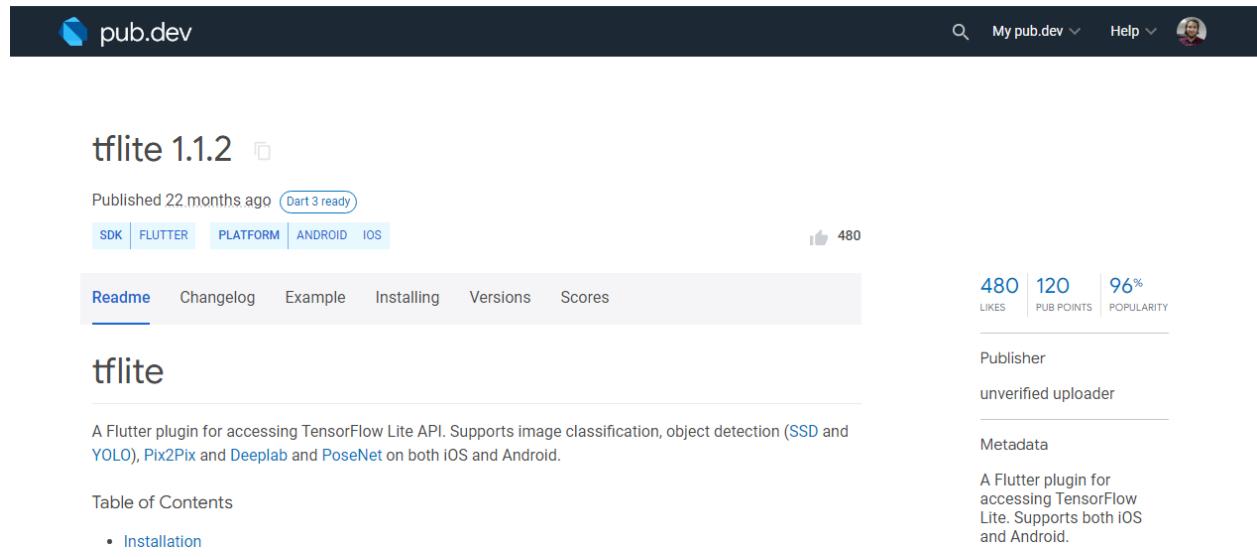
```
37
38 dev_dependencies:
39   flutter_test:
40     sdk: flutter
41   image_picker: ^0.6.7+17
42   tflite: ~1.1.1
43   splashscreen: ~1.3.5
44
45   # The "flutter_lints" package below contains a set of recommended lints to
46   # encourage good coding practices. The lint set provided by the package is
47   # activated in the "analysis_options.yaml" file located at the root of your
48   # package. See that file for information about deactivating specific lint
49   # rules and activating additional ones.
50   flutter_lints: ^2.0.0
51
52   # For information on the generic Dart part of this file, see the
53   # following page: https://dart.dev/tools/pub/pubspec
54
55   # The following section is specific to Flutter packages.
56
57 flutter:
```

And like every time programing, we get an error. The error is related to the library tflite that hasn't been update with the last dart version.



```
Running "flutter pub get" in cat_dog_classifier...          2,362ms
The plugin tflite uses a deprecated version of the Android embedding.
To avoid unexpected runtime failures, or future build failures, try to see if this plugin supports the Android V2 embedding. Otherwise, consider removing it since a future release of Flutter will remove these deprecated APIs.
If you are plugin author, take a look at the docs for migrating the plugin to the V2 embedding: https://flutter.dev/go/android-plugin-migration.
Process finished with exit code 8
```

We can see in the libraries from the community that flutter has, the tflite library hasn't been updated in the last 22 months.



tflite 1.1.2

Published 22 months ago [Dart 3 ready](#)

SDK FLUTTER PLATFORM ANDROID IOS

480

480 | 120 | 96%

LIKES PUB POINTS POPULARITY

Publisher  
unverified uploader

Metadata  
A Flutter plugin for accessing TensorFlow Lite. Supports both iOS and Android.

Readme Changelog Example Installing Versions Scores

**tflite**

A Flutter plugin for accessing TensorFlow Lite API. Supports image classification, object detection (SSD and YOLO), Pix2Pix and DeepLab and PoseNet on both iOS and Android.

Table of Contents

- Installation

The solution is then looking for a new library that the community has to replace that forgotten one, the problem is that Flutter never delete the libraries created by someone that were verified in that moment, to can be sure every app that is using it does not crash. But the problem is when the creator does not give maintenance to the library like in this moment.

Luckily the community is big and there are already some options to replace the tflite library, we can just hope the functions does not change as much as the name of the library does.

**tensorflutt** 10 | 110 | 54%  
LIKES PUB POINTS POPULARITY

TensorFlow Lite Flutter plugin provides an easy, flexible, and fast Dart API to integrate TFLite models in flutter apps across mobile and desktop platforms.

v 0.9.1 (4 months ago) unknown

SDK FLUTTER PLATFORM ANDROID IOS

API result: [tflite\\_flutter/tflite\\_flutter-library.html](#)

**flutter\_tflite** 19 | 110 | 91%  
LIKES PUB POINTS POPULARITY

A Flutter plugin for accessing TensorFlow Lite. Supports both iOS and Android.

v 1.0.1 (4 months ago) MIT

SDK FLUTTER PLATFORM ANDROID IOS

API results: [flutter\\_tflite/flutter\\_tflite-library.html](#)

**tflite\_dart** 0 | 120 | 24%  
LIKES PUB POINTS POPULARITY

A library for interact with tensorflow lite on cross platform.

v 0.0.0 (5 months ago) MIT

SDK DART FLUTTER PLATFORM ANDROID IOS LINUX MACOS WINDOWS

API result: [tflite\\_dart/tflite\\_dart-library.html](#)

Now we can try latter on which one is the best option to use. And with no surprises we get a new error now with the other dependency.

```
Console ↻

↑ Resolving dependencies...
↓ The current Dart SDK version is 3.0.0-244.0.dev.

Because splashscreen 1.3.5 doesn't support null safety and no versions of splashscreen match >1.3.5 <2.0.0, splashscreen ^1.3.5 is forbidden.
So, because cat_dog_classifier depends on splashscreen ^1.3.5, version solving failed.

The lower bound of "sdk: '>=2.0.0-dev.68.0 <3.0.0'" must be 2.12.0 or higher to enable null safety.
For details, see https://dart.dev/null-safety
```

Once again, this is solve using another library that works in the same way. It is the second option we get if we search for splashscreen. And we can see the difference in the last time that each of them were update.

**splashscreen** 508 | 110 | 98%  
LIKES PUB POINTS POPULARITY

A splashscreen package created as intro for any flutter application easily with a lot of customization

v 1.3.5 (2 years ago) MIT

SDK FLUTTER PLATFORM ANDROID IOS LINUX MACOS WEB WINDOWS

API results: [splashscreen/splashscreen-library.html](#)

**easy\_splash\_screen** 37 | 140 | 95%  
LIKES PUB POINTS POPULARITY

Easy Splash Screen plugin for your flutter app. You can easily implement this plugin to show splash screen and save time.

v 1.0.4 (6 months ago) MIT

SDK FLUTTER PLATFORM ANDROID IOS LINUX MACOS WEB WINDOWS

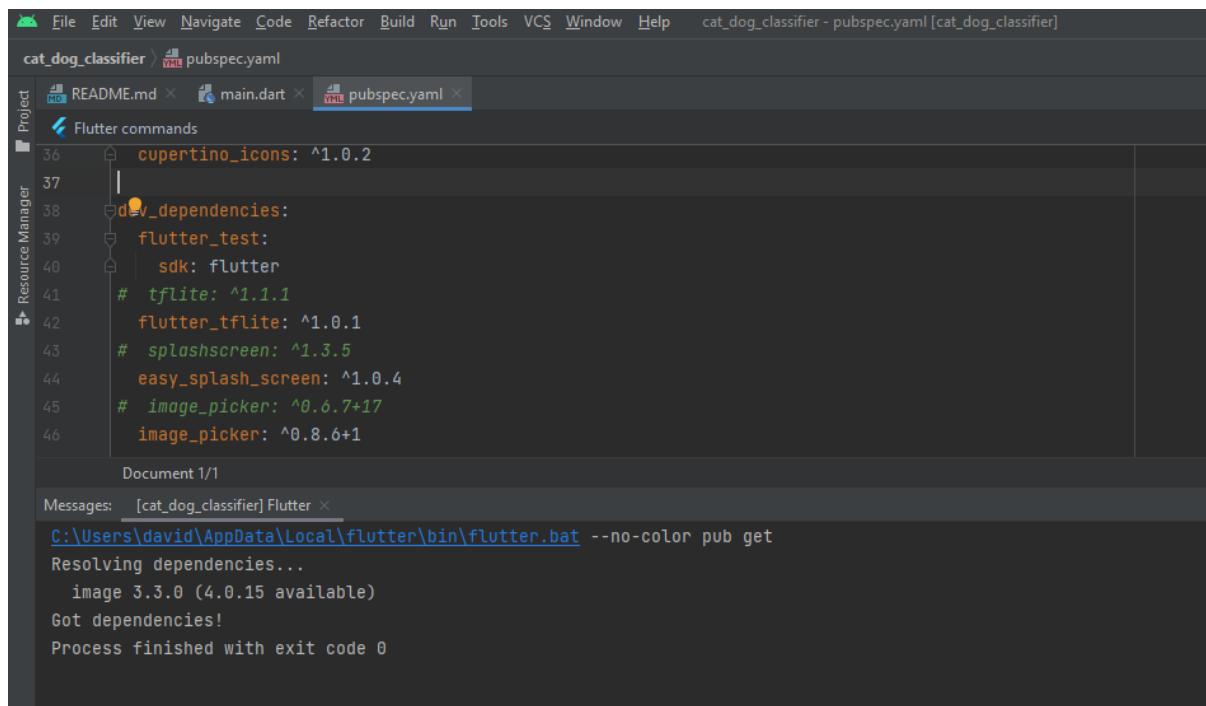
And now the last error, this library actually got maintenance, so we only need to write the new version.

```
C:\Users\david\AppData\Local\flutter\bin\flutter.bat --no-color pub get
Resolving dependencies...
The current Dart SDK version is 3.0.0-244.0.dev.

Because cat_dog_classifier depends on image_picker >=0.0.2 <0.7.0-nullsafety which doesn't support null safety, version solving failed.

The lower bound of "sdk: '>=1.8.0 <2.0.0 or >=2.0.0-dev.28.0 <3.0.0'" must be 2.12.0 or higher to enable null safety.
For details, see https://dart.dev/null-safety
Process finished with exit code 1
```

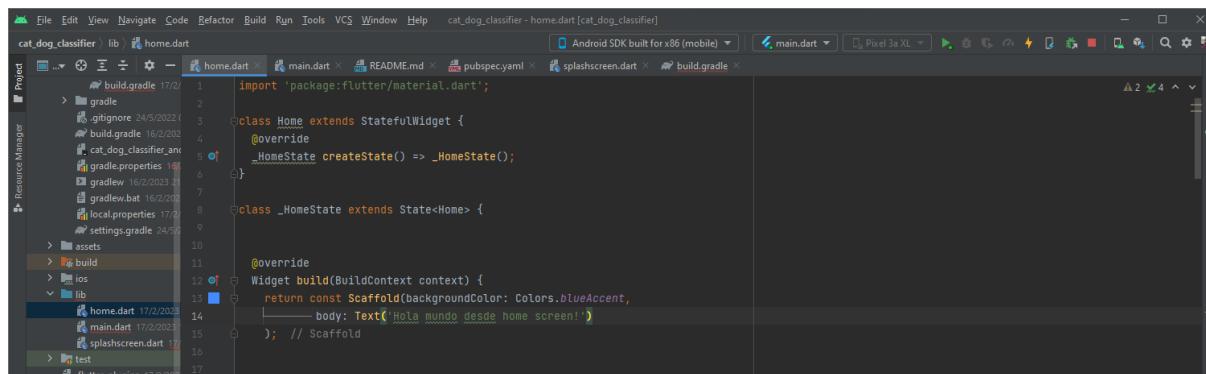
At the end all the dependencies are not giving error anymore and they should work as the previous one were working, the documentation was similar and for tflite even the same but now fixing the problem that the other had.



I have to say, this was not cover in the classes. I had to search for these new libraries.

## Adding Splash Screen

We will need to create 2 new files, for the home screen and the splash screen. First the home screen.



And the splash screen, this code looks like this just to save space in this screenshot. Normally you can have a lot more space and separations.

```

import 'package:cat_dog_classifier/home.dart';
import 'package:flutter/material.dart';
import 'package:easy_splash_screen/easy_splash_screen.dart';
class MySplash extends StatefulWidget {
  @override
  _MySplashState createState() => _MySplashState();
}
class _MySplashState extends State<MySplash> {
  @override
  Widget build(BuildContext context) {
    return EasySplashScreen(
      logo: Image.asset('assets/cat_dog_icon.png'),
      title: const Text('Cat and Dog Classifier',
        style: TextStyle(fontWeight: FontWeight.bold, fontSize: 25, color: Colors.yellowAccent),
        backgroundColor: Colors.blueAccent, logoWidth: 80, loaderColor: Colors.redAccent, // Text
        showLoader: true, navigator: Home(), durationInSeconds: 5,
      );
    }
  }
}

```

To be able to use the code we just created we need to change the **main.dart** file.

```

import 'package:cat_dog_classifier/splashscreen.dart';
import 'package:flutter/material.dart';
void main() {
  runApp(const MyApp());
}
class MyApp extends StatelessWidget {
  const MyApp({Key? key}) : super(key: key);
  // This widget is the root of your application.
  @override
  Widget build(BuildContext context) {
    return MaterialApp(
      title: 'Cat and Dog Classifier',
      home: MySplash(),
    );
  }
}

```

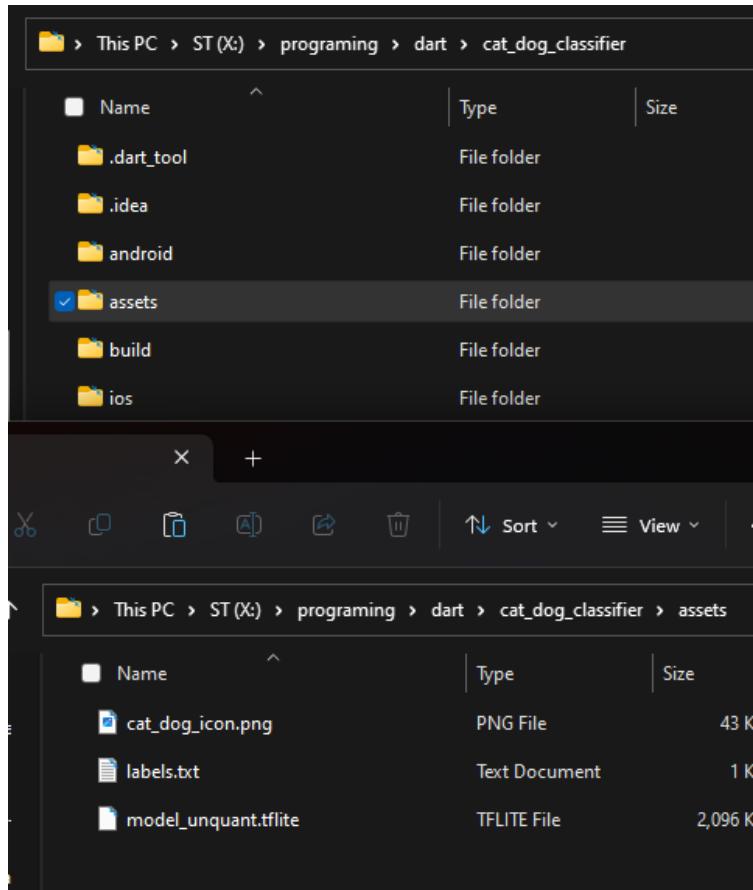
And last detail before to run the code is edit the **build.gradle** file from Android.

```

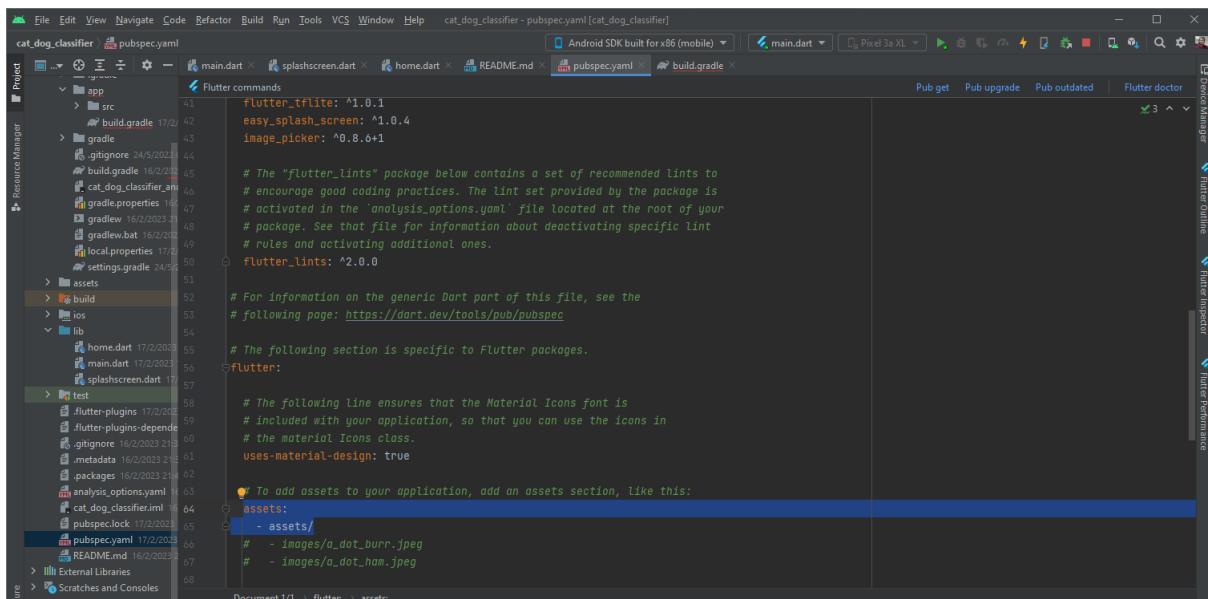
defaultConfig {
  // TODO: Specify your own unique Application ID (https://developer.android.com/studio/build/application-id.html).
  applicationId "com.example.cat_dog_Classifier"
  // You can update the following values to match your application needs.
  // For more information, see: https://docs.flutter.dev/deployment/android#reviewing-the-build-configuration.
  minSdkVersion flutter.minSdkVersion
  targetSdkVersion flutter.targetSdkVersion
  versionCode flutterVersionCode.toInt()
  versionName flutterVersionName
}
buildTypes {
  release {
}

```

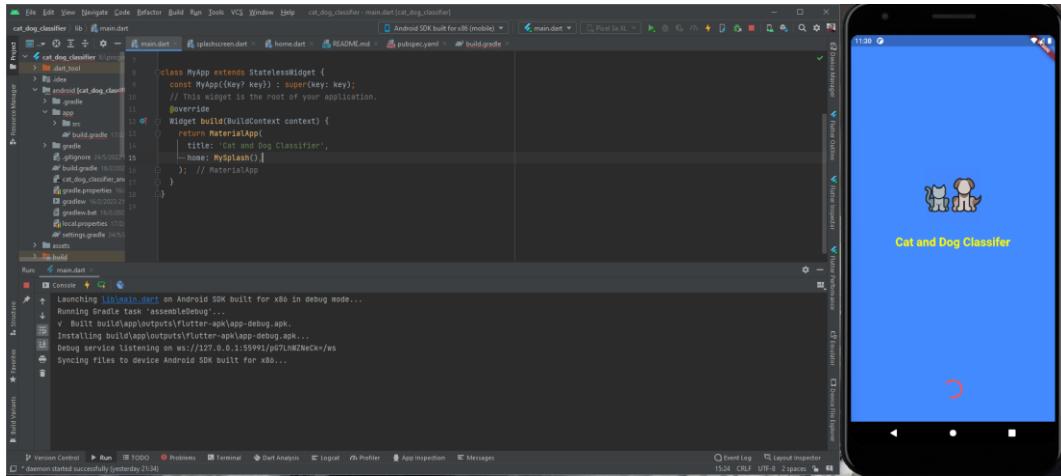
But we are making use from some assets and for that we need make some other modifications. For this we must create a new folder called **assets** and there put there all the images and other files we want to use. In this case I also added the labels and the model.



And now that it is created, we specify in the ***pubspec.yaml*** that we are going to use all inside the folder assets.

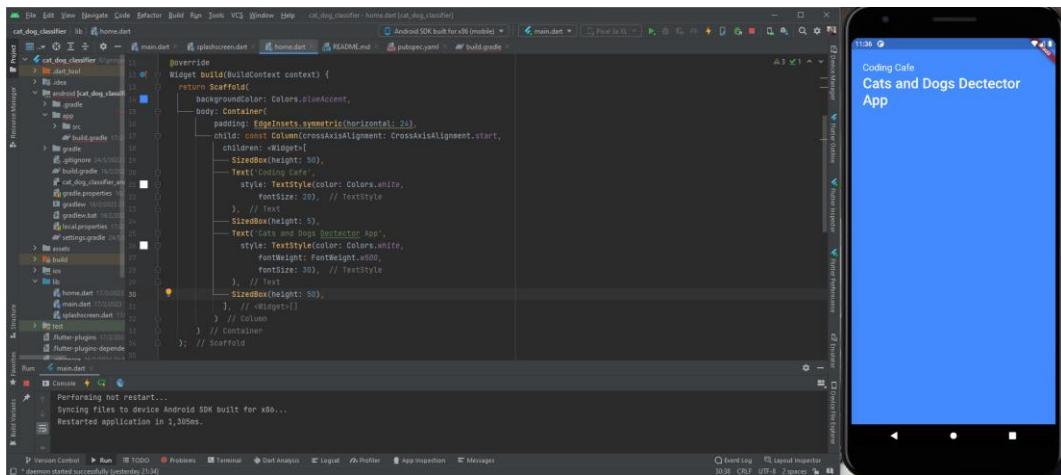


And finally, we can start our android device to then run the program.



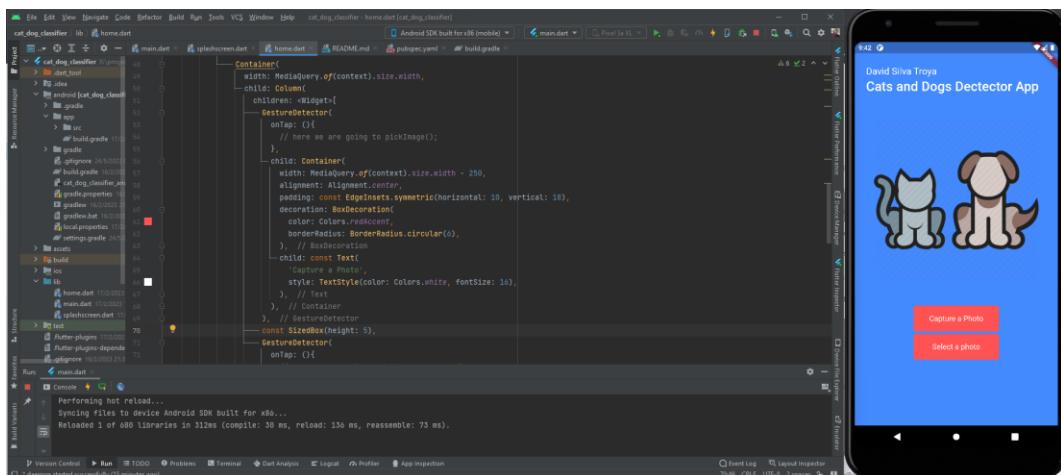
## Creating Home Page

In this part we just edit the **home.dart** file that we created before.



## Home Page Design – Complete

Now we must add the buttons for capturing a photo and also another to select a picture from the gallery of the phone.

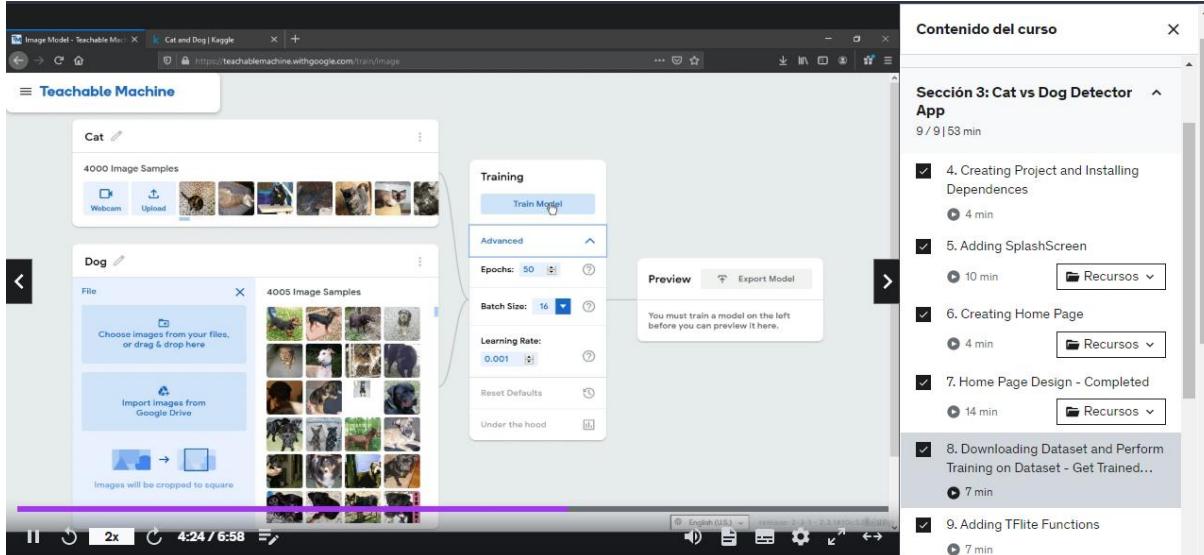


## Downloading Dataset and Perform Training on Dataset – Get Trained Model

This part is downloading the dataset from Kaggle and then training with Google teachable machine.

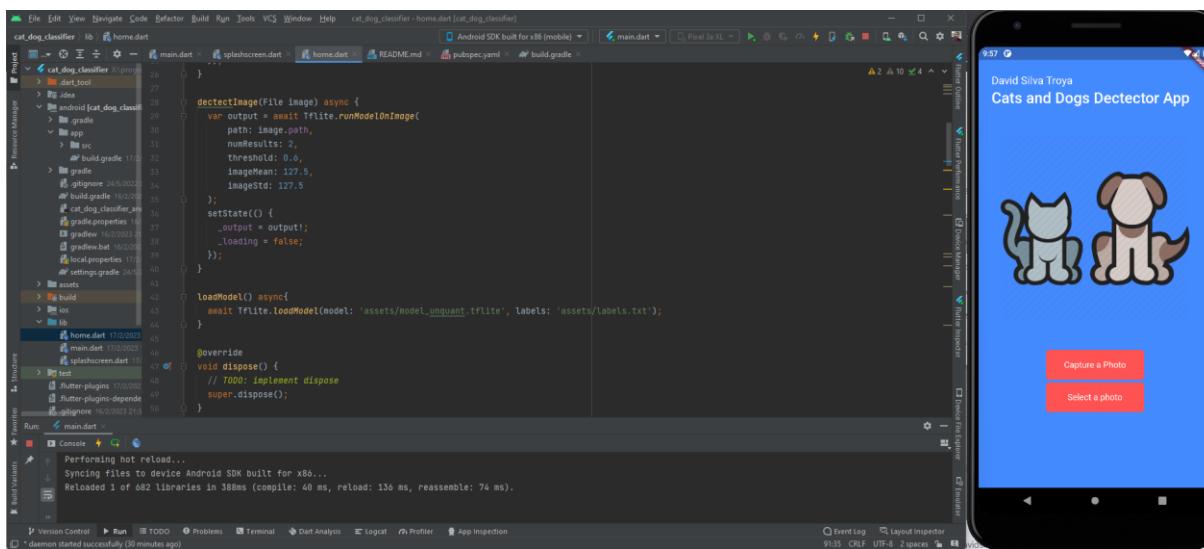
Kaggle link: <https://www.kaggle.com/datasets/tongpython/cat-and-dog>

Google Teachable Machine: <https://teachablemachine.withgoogle.com/>



## Adding TFlite Functions

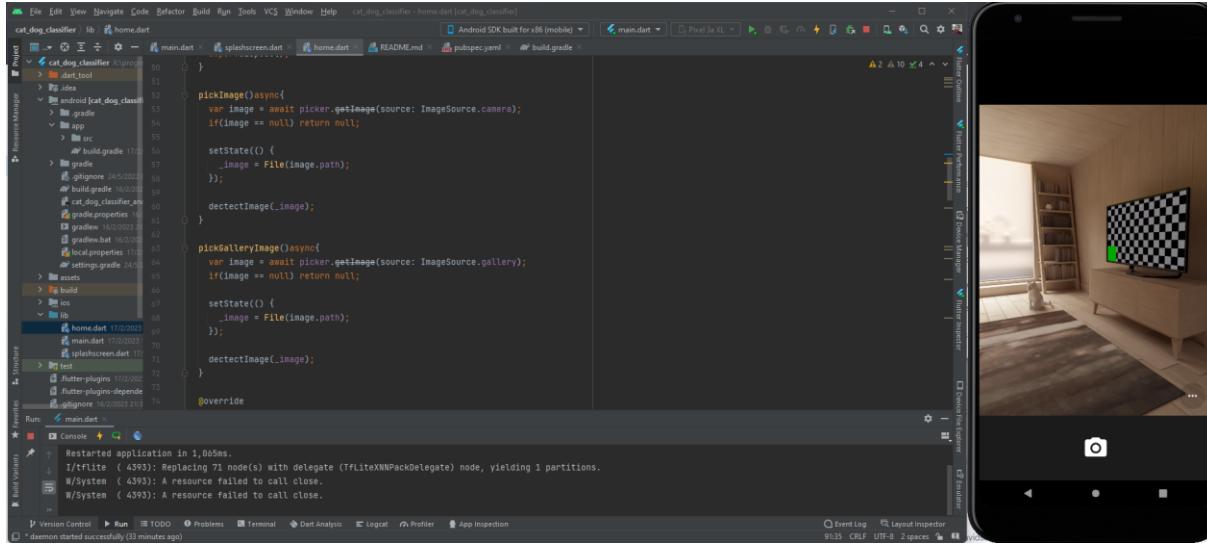
Ok, here we add quite too much code for one screenshot but at least I can show how the model part looks like.



## Creating Functions for Capturing Image and Pick Image from Gallery

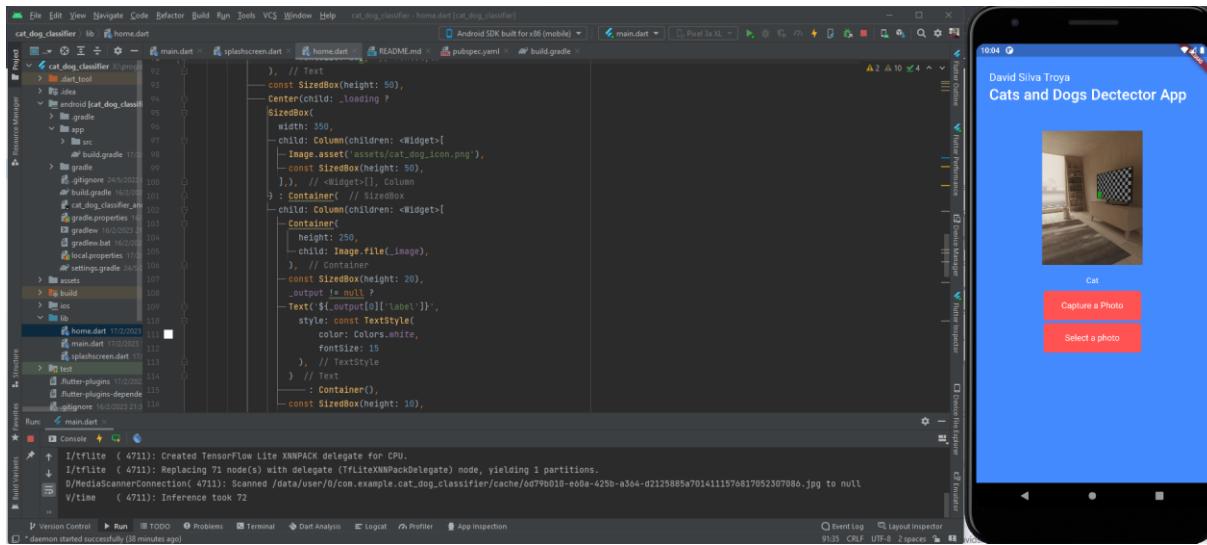
I have to mention here that when I tried to use the camera in the emulator phone I was thinking I will see the webcam but actually it gives a kind of Virtual Reality space.

Now the functions to use the camera and see the gallery are working.



## Completing App and Texting the App

Now we finish the code by adding the function to showing the picture with the label in text.

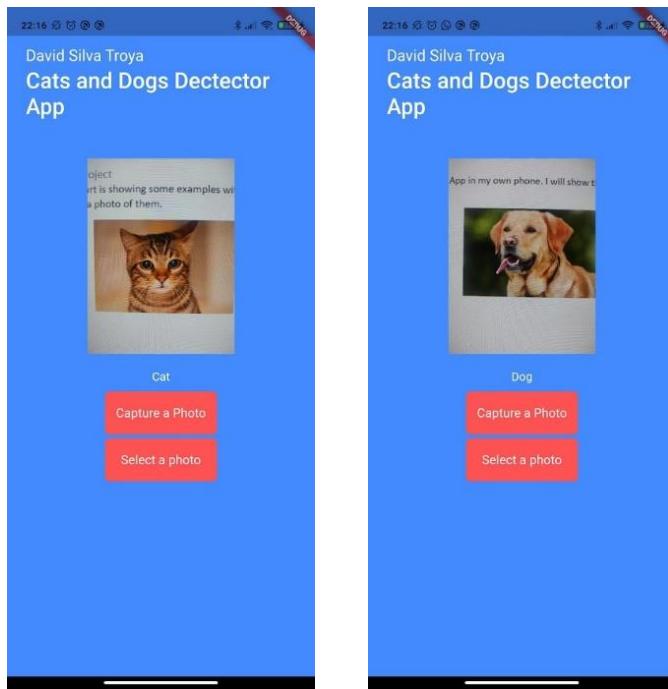


## Completed Project

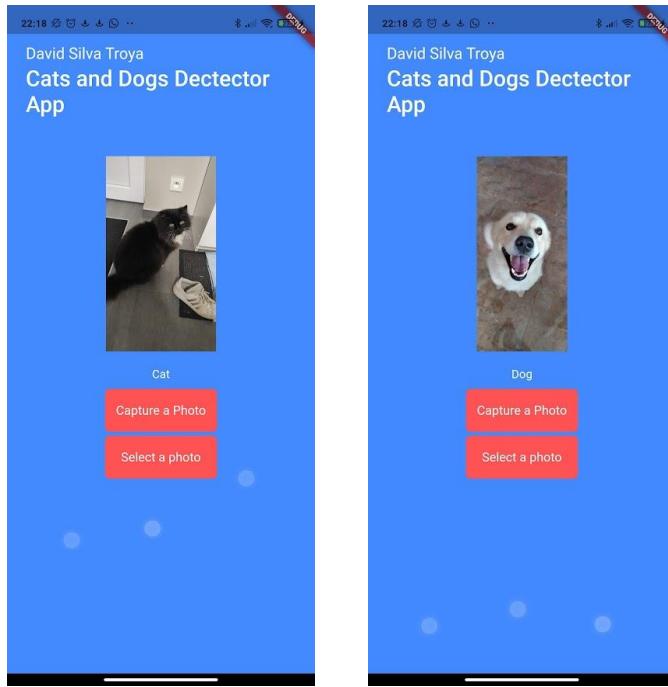
And the last part is showing some examples with the App in my own phone. I will show the examples here and take a photo of them.



Now the results of **taking the picture**.



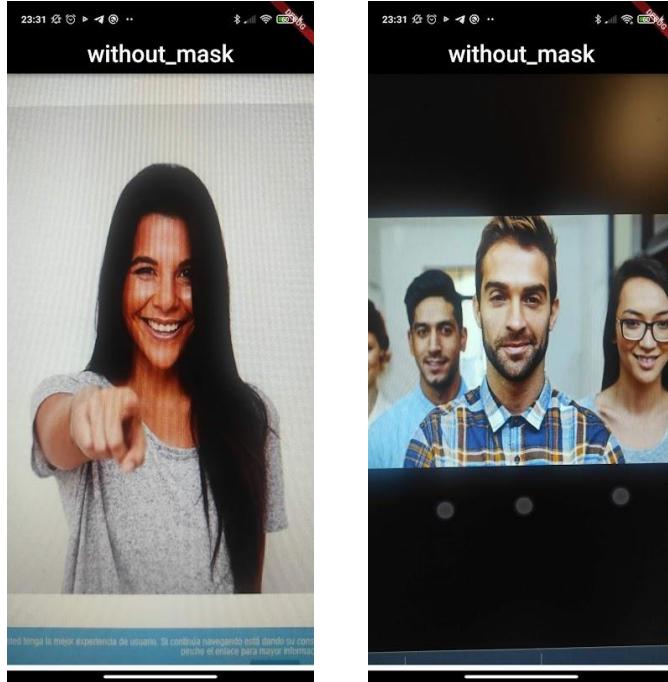
And the result of using **the Gallery**. (The 3 white dots are my fingers taking a screenshot)



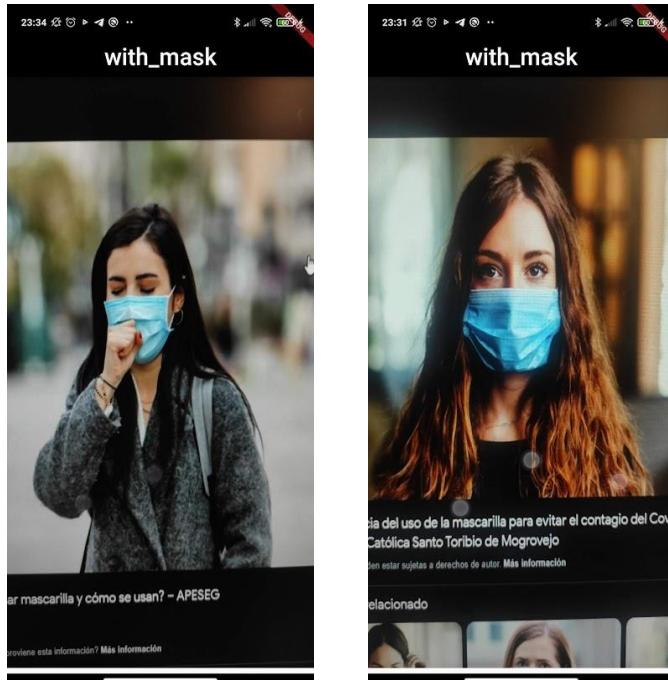
## Section 4: Face Mask Detection App

### Completed Project

The same procedure as the previous project but now with a live camera library. Here some examples when people are not using masks.



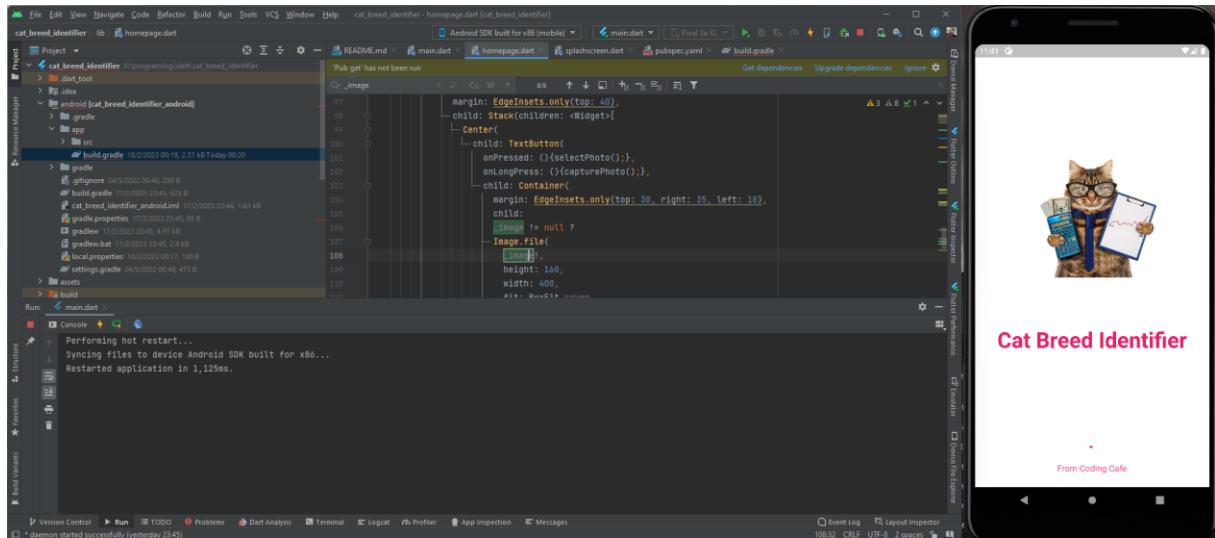
And some other examples with people using masks, but the model has problems recognizing more than one person with a mask.



## Section 5: Cats Breed Identifier App

### Completed Project

After fixing some error with some null variables and late initialization the app is finally working.



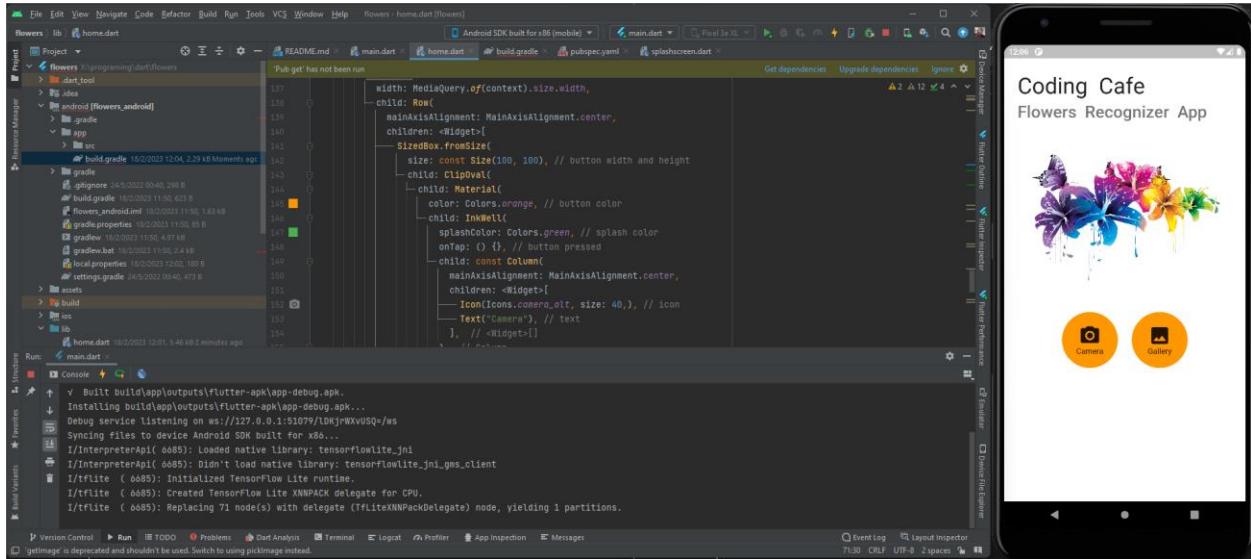
And here an example of how it works taking images from the gallery. The number at the beginning is just the position of the label.



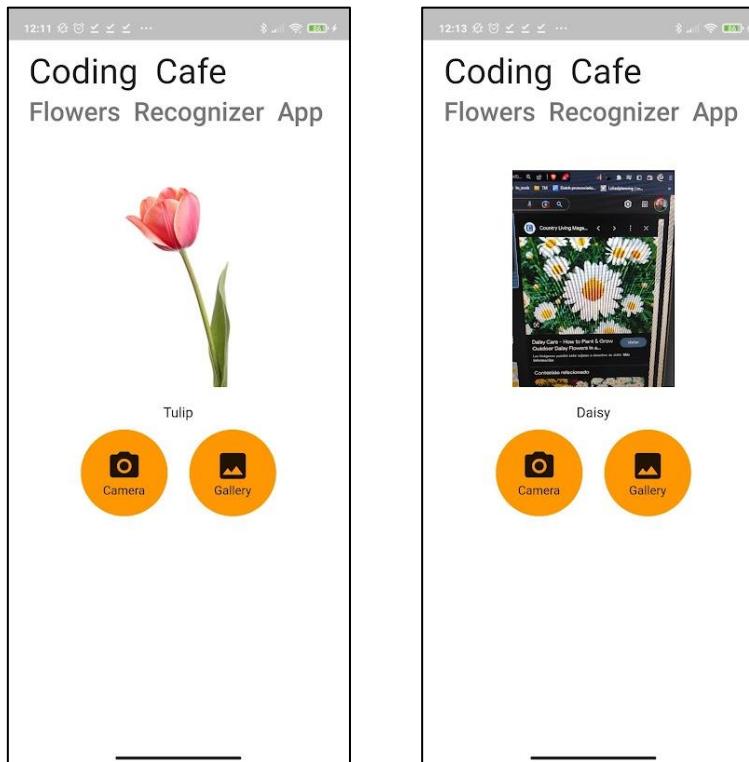
## Section 6: Flower types Identifier App

### Completed Project

Like usual just checking and modifying some libraries, but all working fine.



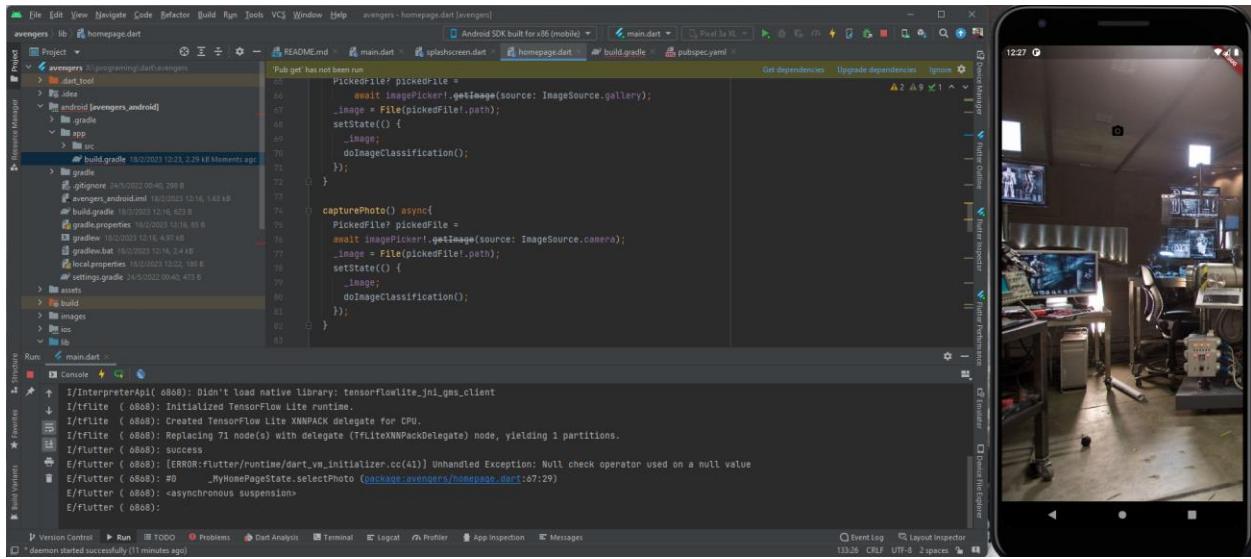
And the example using the Gallery and taking a picture.



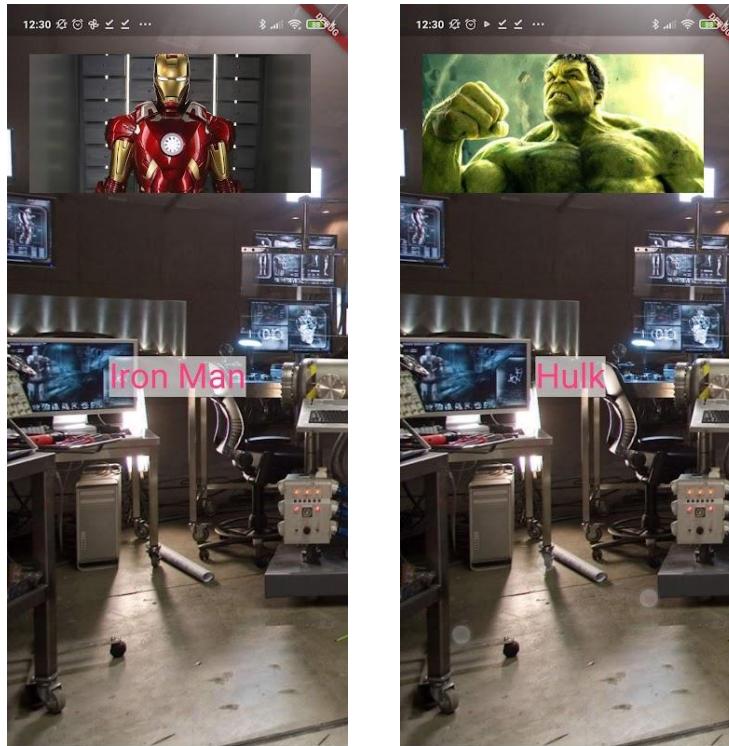
## Section 7: Avengers Characters Recognizer App

Completed Project

Updating libraries and running.

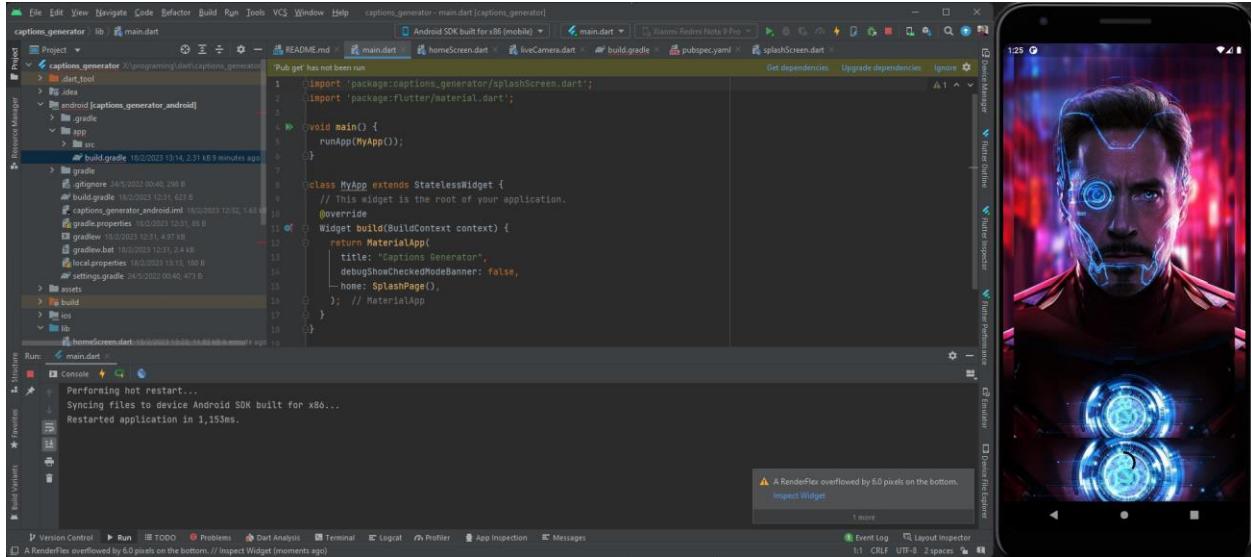


Example of detecting the Avenger.

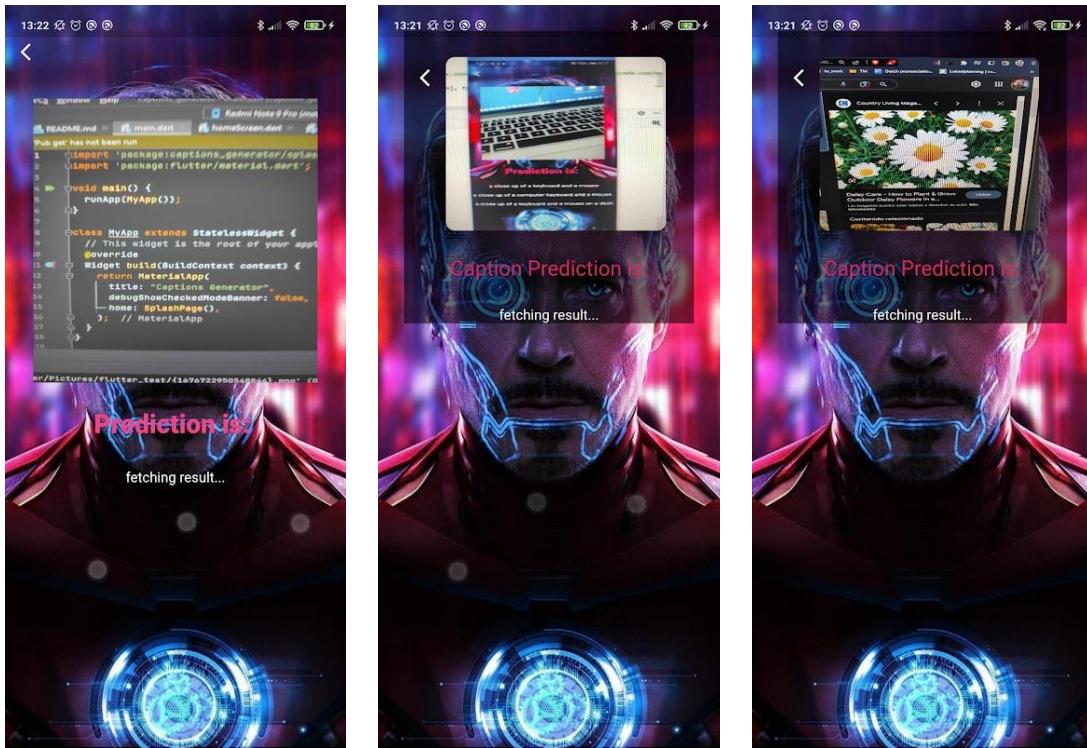


## Section 8: Image Caption Generator App

### Completed Project



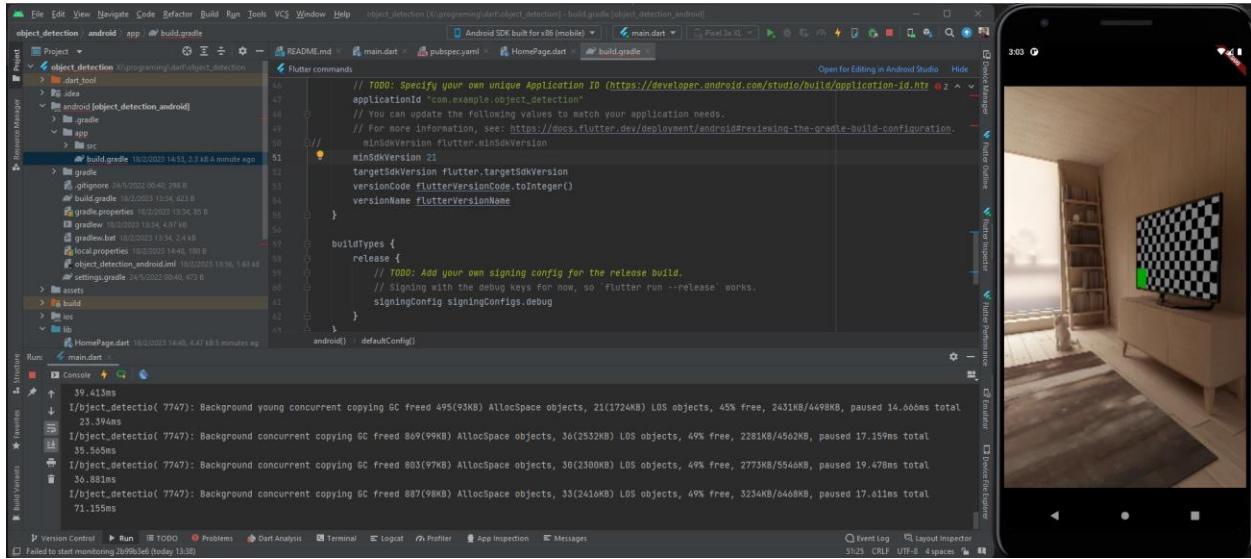
This App use an API and more libraries, with the new versions some things changed and now it is not getting the result of the caption.



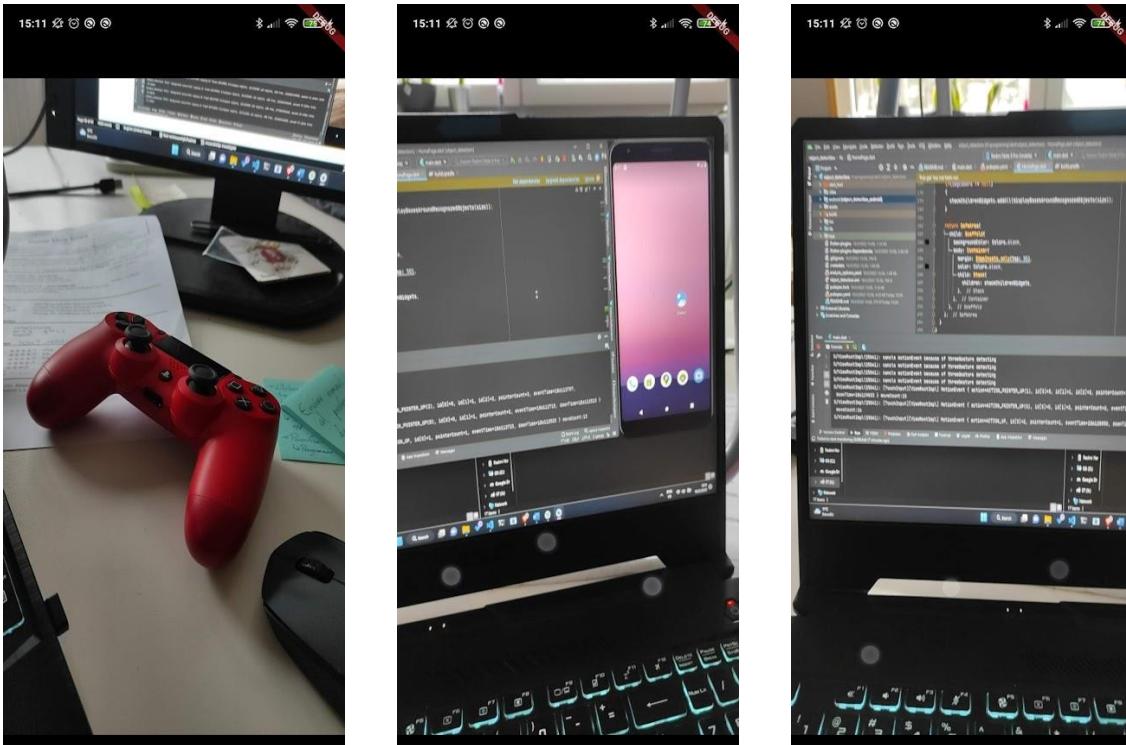
## Section 9: Live Object Detection App

### Completed Project

Again running on problems with the libraries and new versions of dart with null safety.



So, the final Example is opening the camera but not giving the results and making the boxes for the objects. The new library **is not working** like the old library.



## Section 10: More Projects

Conclusion and Link of the repository:

This course took more than the time it should because all the search of new libraries and fixing the error with the new update of Dart, the project in this course has null variables o variables that are initialized later but sometimes this is forgotten but this does not mean the variable is null. Plus, in the Dart documentation is written to avoid null values always.

GitHub repository: [https://github.com/DavidSilTroy/Flutter-AI--more\\_than\\_15\\_Apps](https://github.com/DavidSilTroy/Flutter-AI--more_than_15_Apps)

Certificate from Flutter Artificial Intelligence Course – Build 15+ AI Apps.

Screenshot from the Udemy website

The screenshot shows a certificate page from Udemy. At the top, there's a navigation bar with the Udemy logo, categories, a search bar, and links for Udemy Business, Enseña en Udemy, Mi aprendizaje, and user profile. Below the header, the certificate itself is displayed. It features the Udemy logo and the title "CERTIFICADO DE FINALIZACIÓN" in bold capital letters. The main title of the course is "Flutter Artificial Intelligence Course - Build 15+ AI Apps". Below the title, it says "Instructores Coding Cafe". A section for the recipient, "Destinatario del certificado:", shows a profile picture of David Silva Troya, his name, and his title as a Mechatronic Engineer || Applied Computer Science Student. Another section, "Acerca del curso:", shows a thumbnail image of a smartphone displaying a Flutter app, the course title, instructor, rating (3.4 stars), duration (9.5 hours), and price (19,99 €). At the bottom of the certificate, there are buttons for "Descarga" (Download) and "Compartir" (Share). A note at the very bottom encourages updating the certificate with the correct name and language.

Link to see the certificate:

<http://ude.my/UC-abea81af-d031-4744-81ae-4c50a22e89e7>

## Deep Learning Course with Flutter & Python – Build 6 AI Apps

Flutter is a framework that uses Dart as program language, this was created by Google and allows us to create apps for Android and iOS. Plus, Flutter can be used to create websites. Deep Learning is a specific field of Artificial Intelligence where the machine learns from the data, recognizing patterns or improving the detection from predefined or labeled data.

This course has **6.5 hours** in total.

The screenshot shows the Udemy course page for "Deep Learning Course with Flutter & Python - Build 6 AI Apps". The course title is prominently displayed at the top. Below it, a subtitle reads "Build 6 Cutting-Edge Deep Learning Mobile Applications with Flutter & Python!". The course has a rating of 3.7 stars based on 326 reviews and 22,879 students. It was created by "The AI Whisperer" and last updated on April 2021. The course is in English and includes automatic subtitles. A preview video thumbnail shows several smartphones displaying various AI applications. To the right, there's a message indicating the user has purchased the course on January 14, 2023. Buttons for "Ir al curso" (Go to course), "Compartir" (Share), "Regalar este curso" (Gift this course), and "Aplicar cupón" (Apply coupon) are visible. A "Prueba Udemy Business" button is also present. On the left, a section titled "Lo que aprenderás" (What you'll learn) lists ten bullet points detailing the skills taught, such as building neural networks in Python and Flutter, and implementing CNNs and NLP algorithms.

### Section 1: Introduction to the Course

#### Course Introduction

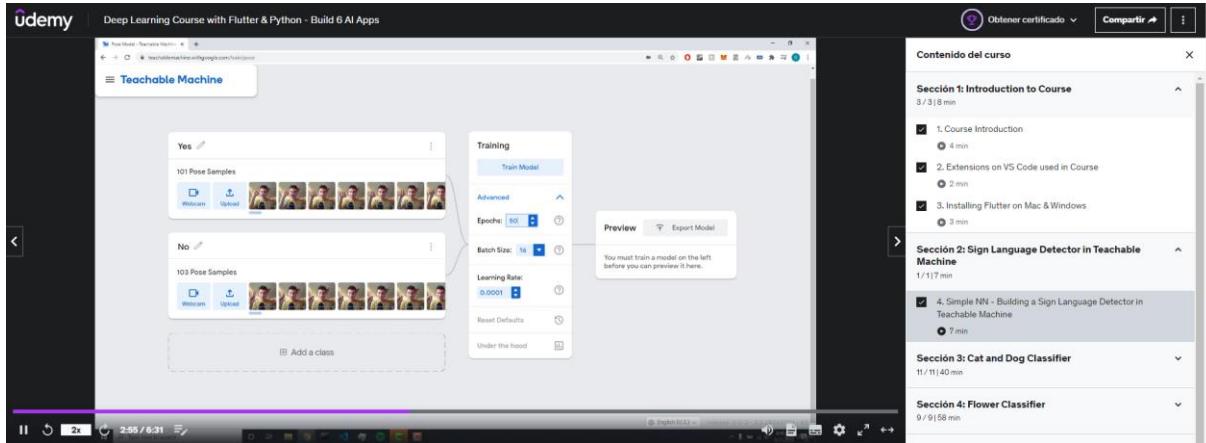
Brief explanations about AI, code editor, framework and the projects we are going to make.

The screenshot shows a video player interface for the first section of the course. The video frame displays a man in a pink shirt standing next to several smartphones showing different AI applications. The video player controls at the bottom include play/pause, volume, and a progress bar showing 0:06 / 4:00. To the right of the video frame is a sidebar titled "Contenido del curso" (Course Content). It lists three main sections: "Sección 1: Introduction to Course" (3/3 16 min), "Sección 2: Sign Language Detector in Teachable Machine" (1/1 7 min), and "Sección 3: Cat and Dog Classifier" (1/1 40 min). Each section has a list of video lessons with checkboxes and duration times.

## Section 2: Sign Language Detector in Teachable Machine

### Simple NN – Building a Sign Language Detector in Teachable Machine

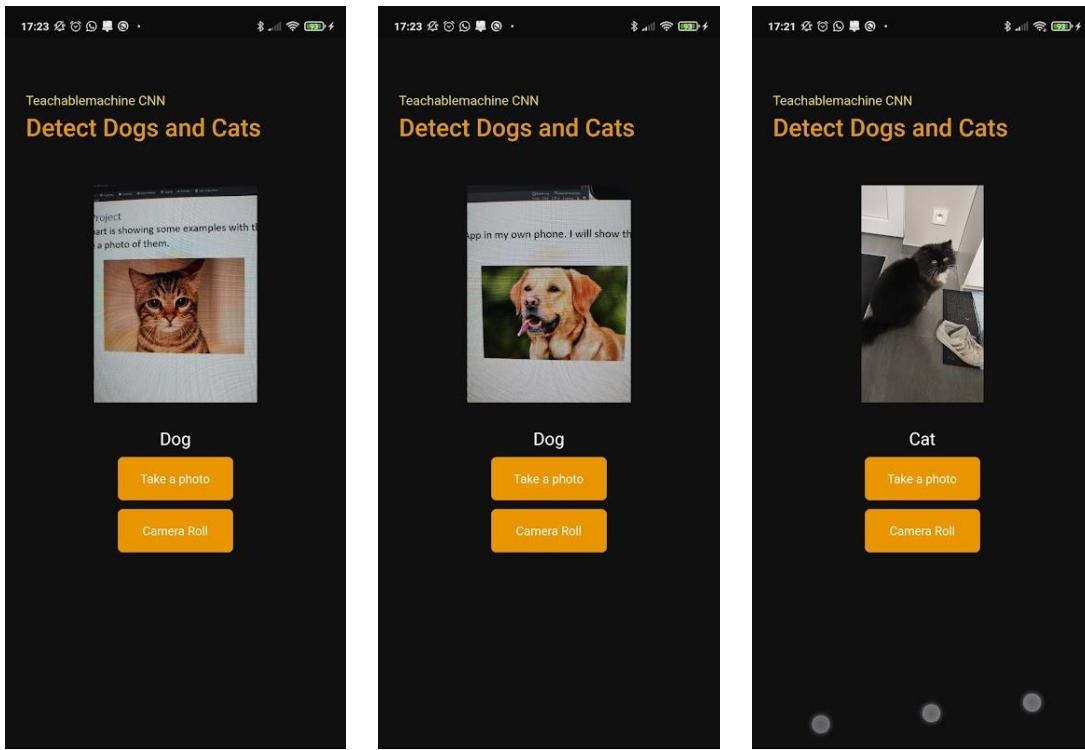
Showing how to use Teachable Machine of Google in the browser to create your own dataset with real time camera and export the model.



## Section 3: Cat and Dog Classifier

### Completed Project

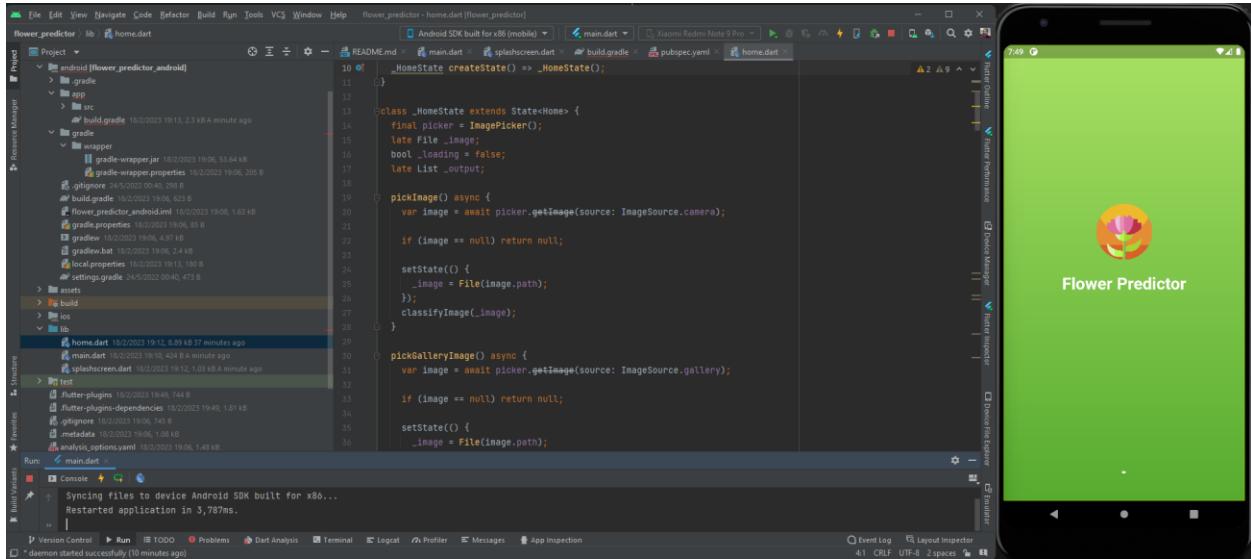
Example of the App working. It is similar to the App from the other class but the model is different, so the result of the prediction can be different. That is why is detecting a dog when it is a cat.



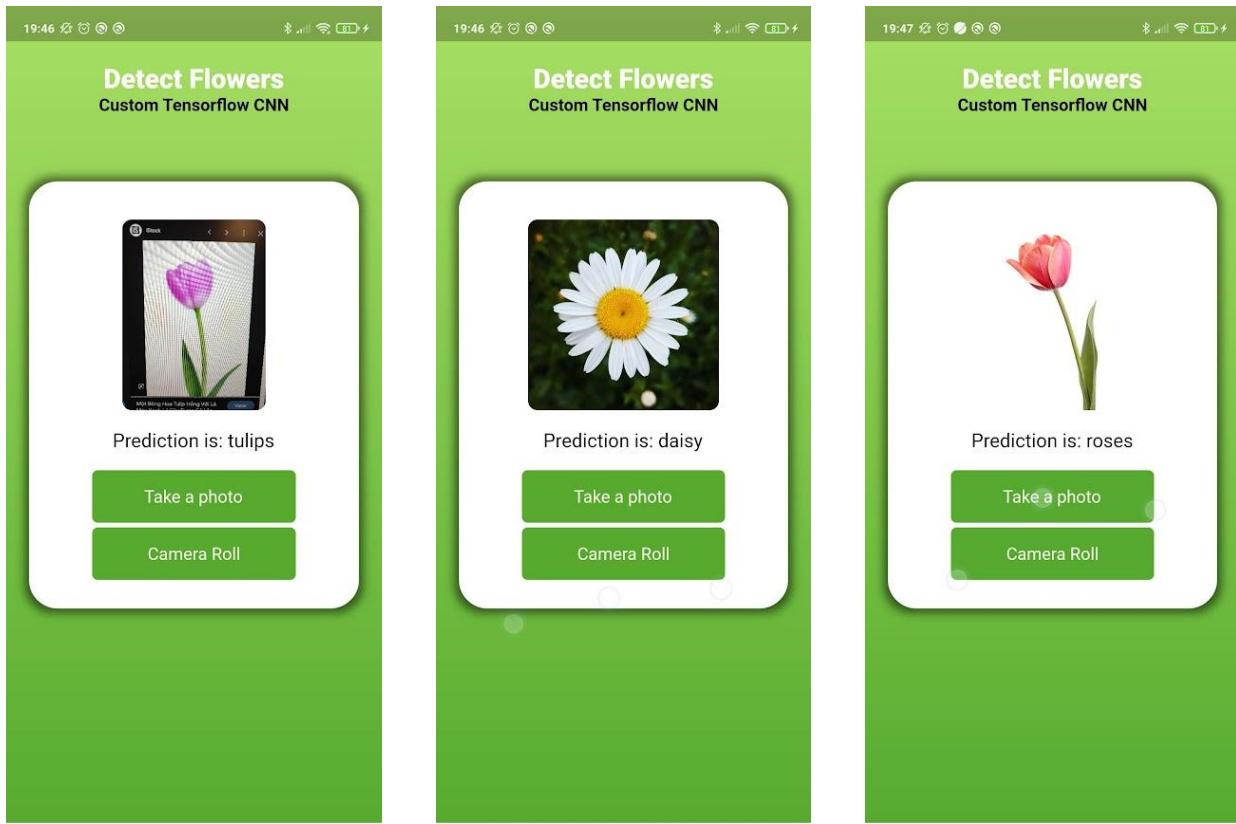
## Section 4: Flower Classifier

### Completed Project

It works taking a photo or selecting the picture from the gallery.

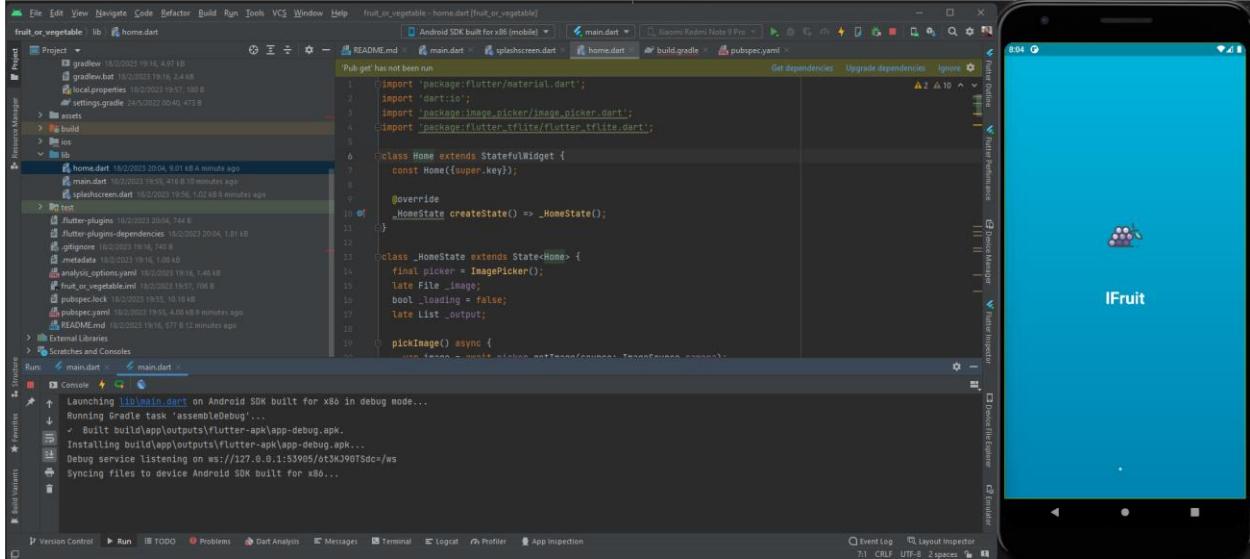


Example of the App working in my phone.

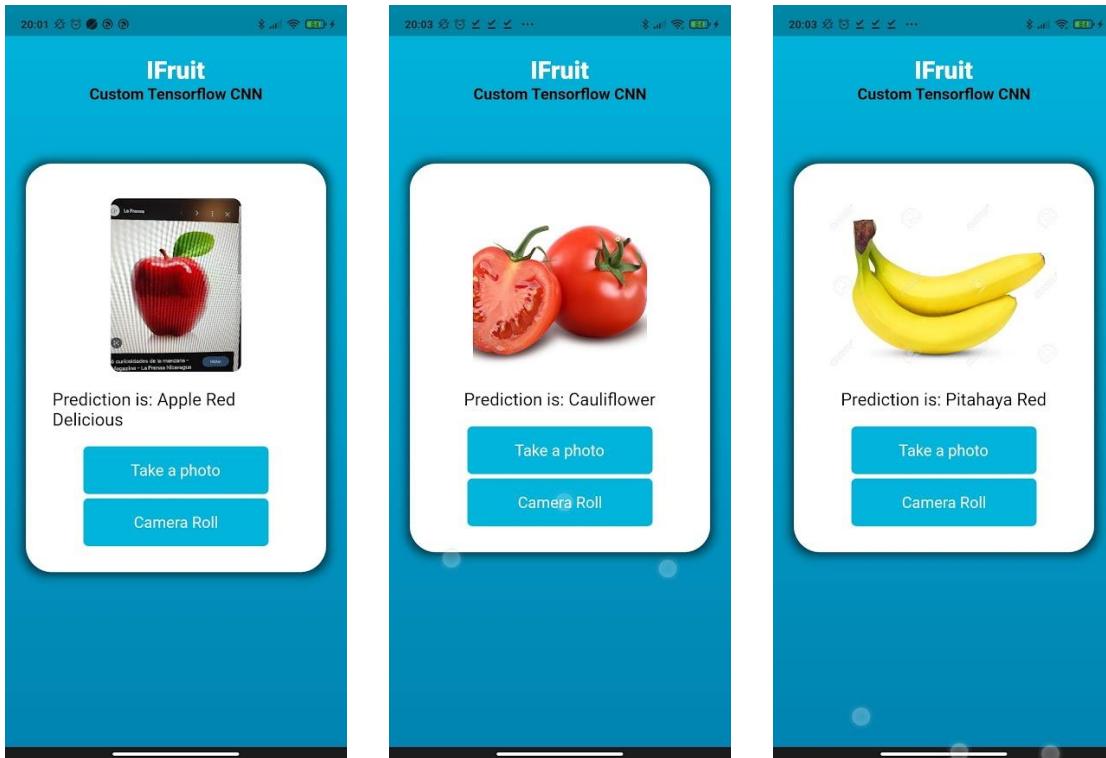


## Section 5: Fruit and Vegetable Classifier

### Completed Project



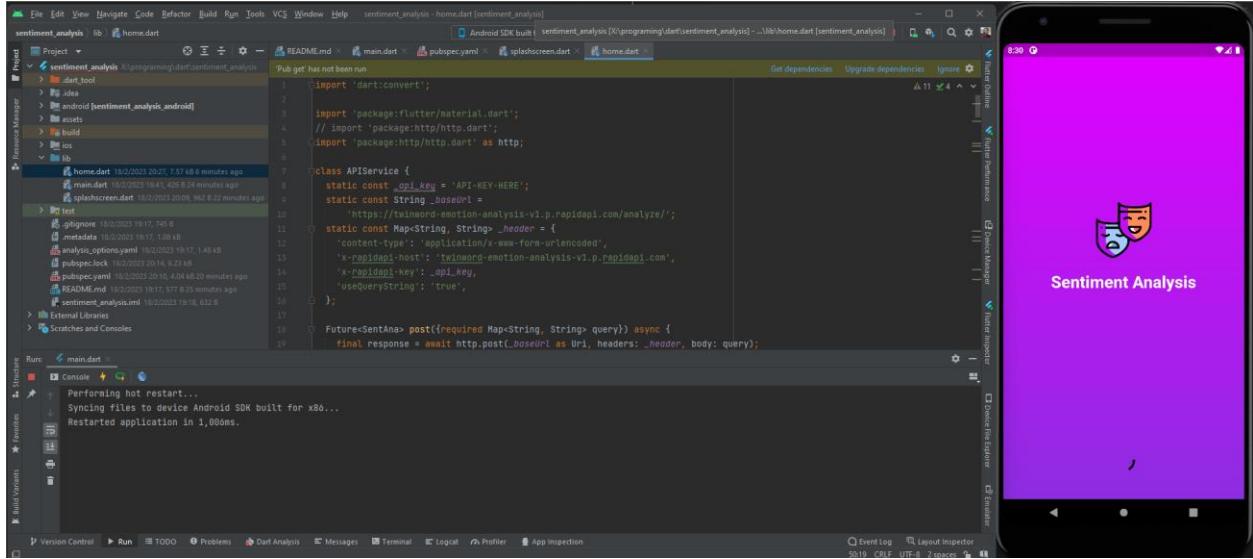
Taking a picture of a photo of an Apple gave a good result but using pictures from the gallery is predicting bad, the model needs more training.



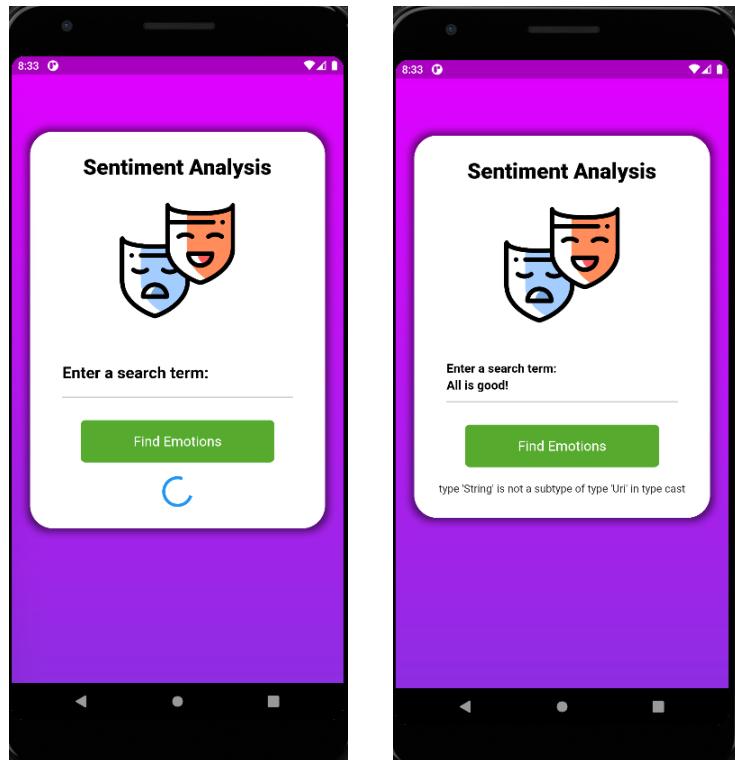
## Section 6: Sentiment Analysis NLP Algorithm

### Completed Project

The problem with this App is that is using an API that even for the free version ask for the Credit Card number. So the app runs but without an API it doesn't do something



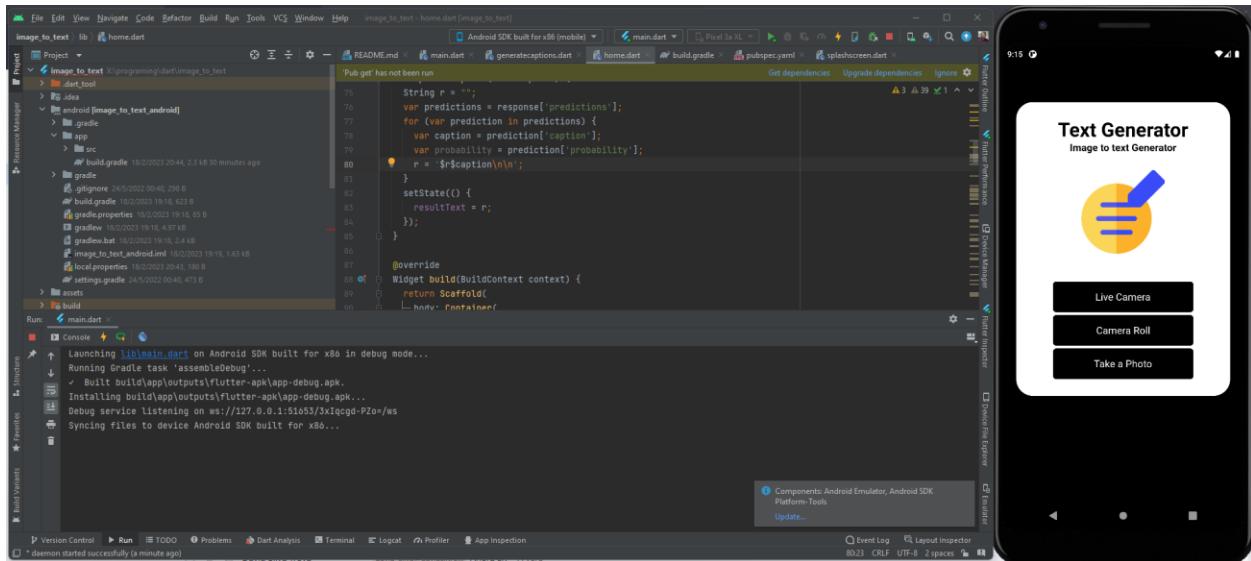
Another problem is the way that the new library for request the API es working, now it need an Uri instead of a String with the url.



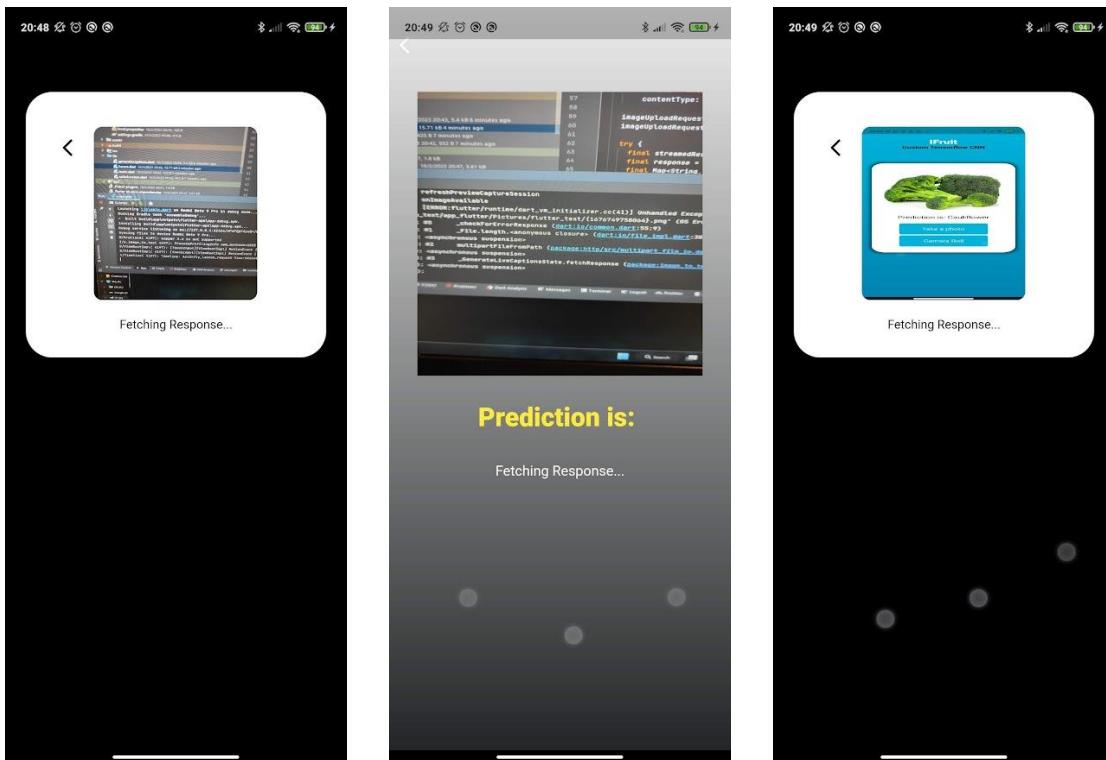
## Section 7: Image-To-Text NLP Algorithm

### Completed Project

Another project that starts to fail with the update of the libraries, the prediction never comes.



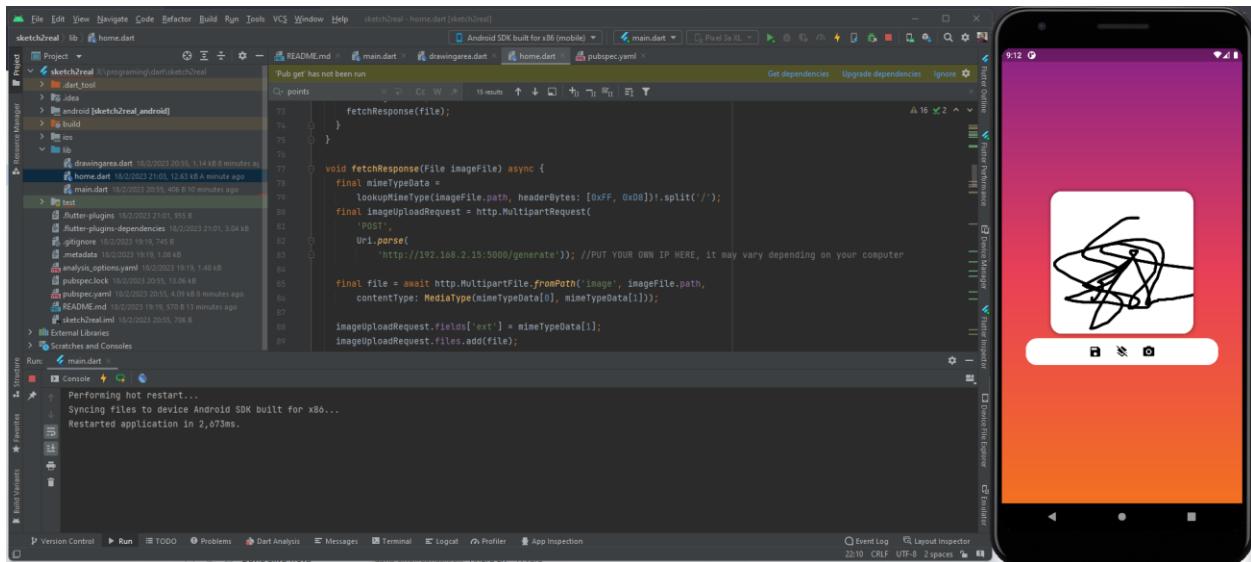
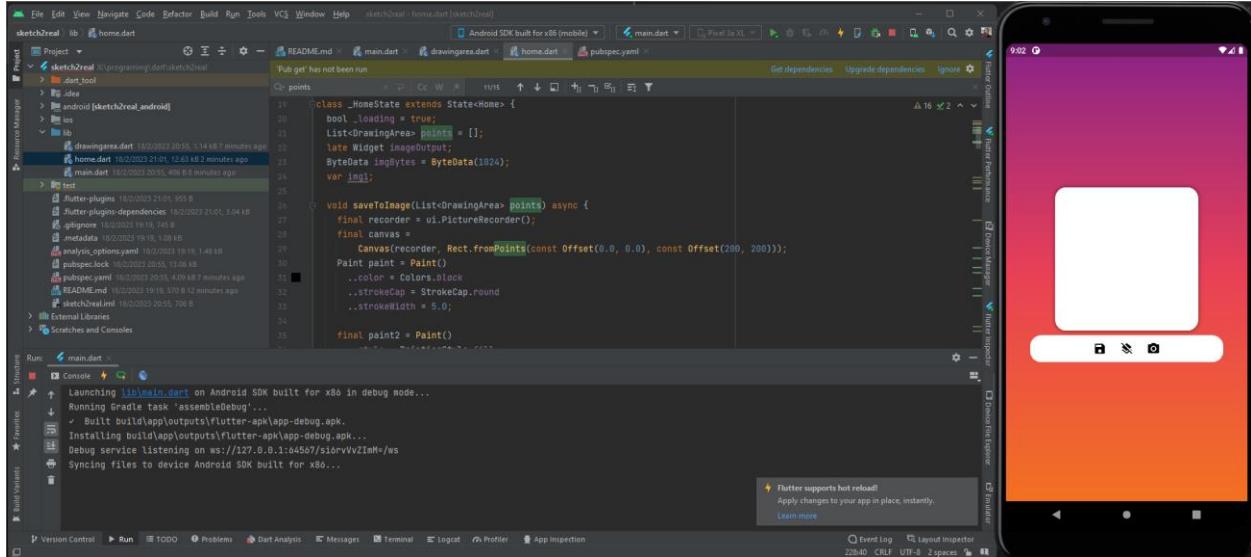
All 3 options stayed in a eternal loading to give back the response, but never worked.



## Section 8: Sketch2Real GAN App

### Completed Project

With this one it was used an API in python using Flask and Keras, but the library of Keras also had change and the Python Script was giving errors, so at the end was not possible to make the sketch real.



## Section 10: Projects

### Conclusion and Link of the repository

The speed of the technology changing is giving us better software but, in this case, also the code can be considered “old” too fast when there is a new update from the program language like dart or also from libraries like Keras from TensorFlow. Sadly, in this case the teachers have not updated the classes or code to work with the new versions and some programs require a higher knowledge in dart and flutter.

GitHub Repository: <https://github.com/DavidSilTroy/Flutter-AI--DL-6-Apps>

## Certificate from Deep Learning Course with Flutter & Python – Build 6 AI Apps.

Screenshot from the Udemy website

The screenshot shows a certificate page from Udemy. At the top, the Udemy logo and navigation links for 'Categorías', 'Buscar cualquier cosa', 'Udemy Business', 'Enseña en Udemy', 'Mi aprendizaje', and user profile are visible. Below the header, the certificate details are displayed:

**Destinatario del certificado:**  
David Silva Troya  
Mechatronic Engineer || Applied Computer Science Student

**Acerca del curso:**  
**Deep Learning Course with Flutter & Python - Build 6 AI Apps**  
The A.I. Whisperer  
3.7 ★★★★☆ (327)  
6.5 horas en total - 64 clases  
19,99 €  
Buttons for 'Descarga' (Download) and 'Compartir' (Share)

**David Silva Troya**  
Fecha 14 de Febrero de 2023  
Duración 6.5 horas en total

**Nota:** El anterior certificado garantiza que David Silva Troya ha completado con éxito el curso Deep Learning Course with Flutter & Python - Build 6 AI Apps a fecha de 14/02/2023, habiendo sido impartido por The A.I. Whisperer en Udemy. El certificado indica que se ha completado la totalidad del curso, según lo validado por el estudiante. La duración del curso representa el total de horas de video del curso en el momento de finalización más reciente.

Link to see the certificate:

<http://ude.my/UC-5fa10a85-6da6-4d8b-981d-2cbcc2f9603e>