Welcome to ineuron.ai

Flutter

Description:

Learn how to use Flutter, Google's latest mobile framework, to develop quick and beautiful mobile apps. With no prior expertise, you will rapidly learn how to construct any application with Flutter in this course. upon successful completion of this course, you will be able to create interactive and responsive applications using the flutter development kit.

Start Date:

Doubt Clear Time:

Course Time:

Features:

Course material

Course resources

On demand recorded videos

Practical exercises

Quizzes

Assignments

Course completion certificate

What we learn:

Stateless widgets

Stateful widgets

Background changers

Randomization

Camera and gestures

API handling

SQLite

Firebase

BLOC in flutter

Requirements:

System with minimum i3 processor or better

At least 4 GB of RAM

Working internet connection

Dedication to learn

Instructor:

Name:

Hitesh Choudhary

Description:

I like to make videos related to code and tech in my free time. I

also lead a few tech teams in startups, help in hiring talent for companies. I am also on a part time traveller, with 31 countries checked off so far!

>Introduction to Flutter:

>> Introduction to flutter

>Installation of Flutter:

>> Flutter installation on MAC

>> Flutter doctor - Do not panic

>>Flutter installation for Windows

>> Installing plugins for VSCode

>First Flutter project:

>> Creating the first project in flutter

>> Run your flutter project

>> Actual hello world

>Stateless and Stateful - 2 projects:

>> Stateless and Stateful Widgets

>> How to read flutter documentation

>> Scaffold widget in flutter

>> A stateless app in flutter

>> Multi child layout in flutter

>> Raised buttons in flutter

>> Converting into stateless widget

>> Making a stateful app

>> Designing Visual part

>> Finishing stateful number app

>Background Changer and randomization:

>> What we will create in this section

>> Stateless widget work

>> Random value generation in flutter

>>Button properties in bgchanger

>Dice Roller App project:

>> Getting assets for dice roller flutter

>> create main dart in dice app

>> logic part of dice roller

>> Design of dice roller and assignment

>Tic Tac Toe App in flutter:

>> Getting started with TicTacToe in flutter

>> taking main dart file for TicTacToe

>> Initialize state for Tic Tac Toe

>> playgame and reset game tictactoe

>> Winning logic for Tictactoe in flutter

>> Understand gridview in flutter

>> Final design of TicTacToe and assignment

>Scratch and win App in flutter:

>> Scratch and win assets in flutter

>> scratch and win todos

>> rest game and lucky number in flutter

>> showall and gameplay

>> Finishing scratch and win in flutter

>Spanish Audio number app:

>> Third party libraries in flutter

>> Audio helper in flutter

>> defining audio methods in spanish app

>> Finishing spanish number app in flutter

>Camera and Gesture:

>> Reading gesture docs

>> Preparing project with imagepicker

>> methods for camera and gallery and ios fix

>> Finishup camra app in flutter

>Navigation and keys in flutter -

2 apps:

>> Reading assignment for drawer and keys

>> Creating catogory page

>> Routing basics in flutter

>> drawer links and navigation

>> drawer app assignment

>> A signup app

>> bring in logo assets

>> Design your first input field

>> Global keys and validator

>> Collect key values in next screen

>> HomePage and assignment

>API handling in flutter - 2 Apps:

>> introduction to API in flutter

>> passing key in stateful

>> Making a web request with Future

>> storing web response

>> getting data on screen and debug

>> Understand the API response

>> Fetching data with web

>> picking up data from JSON

>> Run the app and assignment

>Sqflite - A publishable App:

>>Before we start this project

>> Reading the docs for database

>> adding dependencies for database

>> custom notes class part 1

>> custom notes class part 2

>> Start with database helper file

>> create table in sqflite

>> insert update and delete query

>> Get value count from database

>> creating semi list screen

>> rewriting stateful widget of detail class

>> saving notes and helper method

>> delete and UI part of details screen

>> Adding methods in listview

>> Finally done with this app

>Firebase and flutter - Authentication:

>> Firebase for flutter

>> exploring firebase

>> Configure iOS and Android app for firebase

>> Define router in main

>> add lister to check state of login

>> Signin with email and password

>> Android X bug and signin UI

>> Home page logic methods

>> Home page UI and link for signup

>> logic part of singup page

>> Final one on authentication

>**Firebase   Database   and Storage:**

>> getting started with database and storage

>> stackoverflow and file structure

>> creating model for contact

>> upgrading to AndroidX and homePage

>> uploading image and data to firebase

>> UI for add screen

>> UI for home page and bug fix

>> Get values from snapshot

>> Phone and sms intent launch

>> Delete contact from firebase

>> Edit screen - passing id

>> upload new photo in editcontact

>> final touch to database app - contact

>**UI Challenge - WhatsApp:**

>>Create whatsapp project and exercise files

>>resusable widgets

>>creating whatsapp title bar

>> creating tab bar

>> creating chat UI page

>> Design calls ui

>> Status screen ui

>BLOC in flutter:

>>What is BLOC in flutter

>> Creating a flutter block app - structure

>> Creating BLOC pattern code in flutter

>> Creating UI for BLOC project and calls