

CAMPUS



SYLLABUS FOR

FLUTTER

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FLUTTER

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INTRODUCTION TO FLUTTER

- Introduction to Flutter and its benefits
- Setting up the Flutter development environment
- Creating your first Flutter app
- Understanding the Dart programming language

FLUTTER BASICS

- Flutter widgets and their properties
- Building user interfaces with widgets
- Managing app state in Flutter
- Handling user input and gestures



LAYOUTS AND NAVIGATION

- Working with different layout widgets
- Creating responsive layouts for various screen sizes
- Implementing navigation in Flutter apps
- Routing and navigation stacks



UI DESIGN IN FLUTTERS

- Customizing app themes and styles
- Working with images and icons
- Animation basics in Flutter
- Building visually appealing UI elements

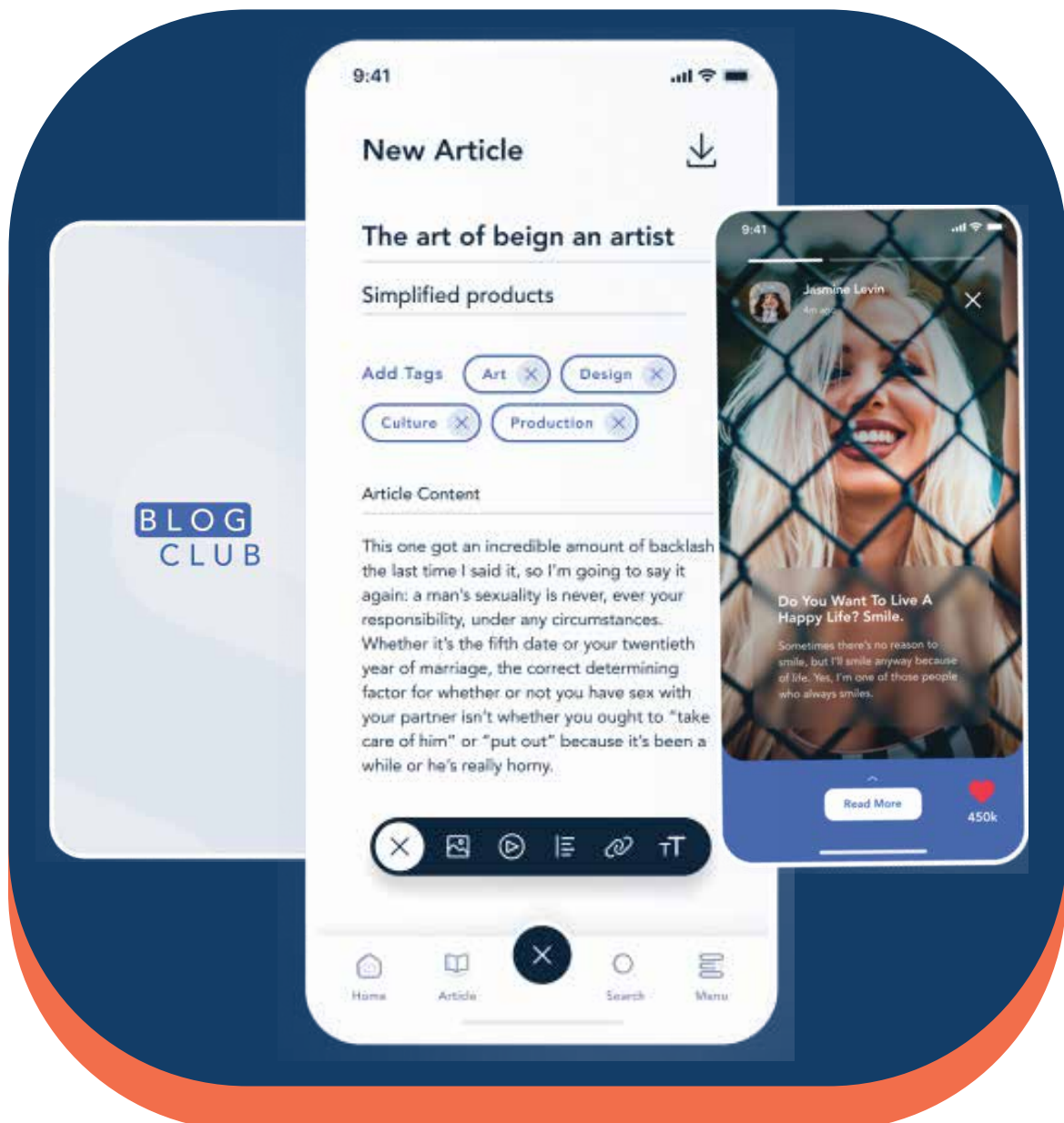


NETWORKING AND DATA

- Fetching data from RESTful APIs
- Handling asynchronous operations
- Data storage and persistence
- Integrating third-party packages and libraries

STATE MANAGEMENT

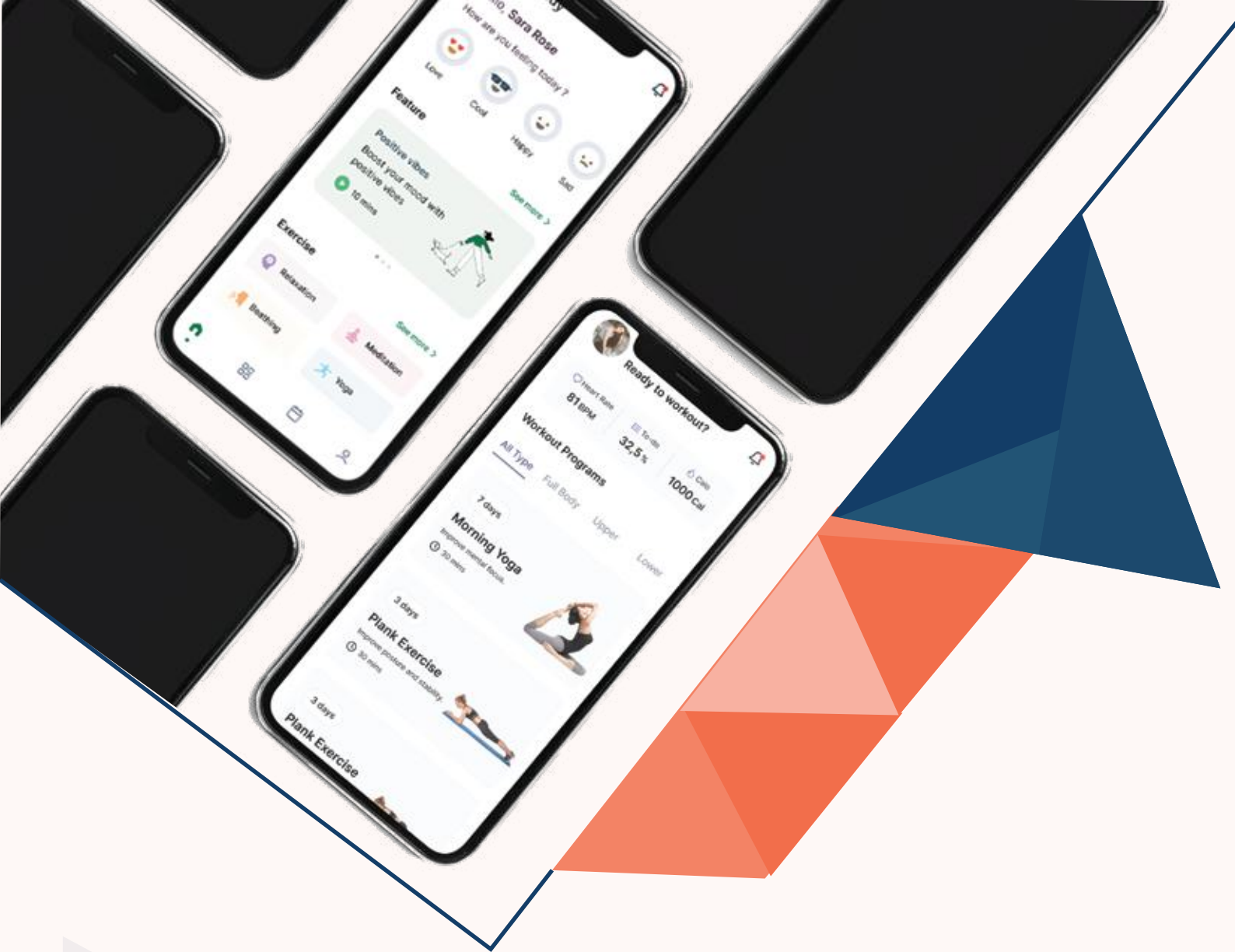
- Understanding different state management techniques
- Using **Provider**, **Bloc**, or **MobX** for state management
- Managing app state efficiently



TESTING AND DEBUGGING

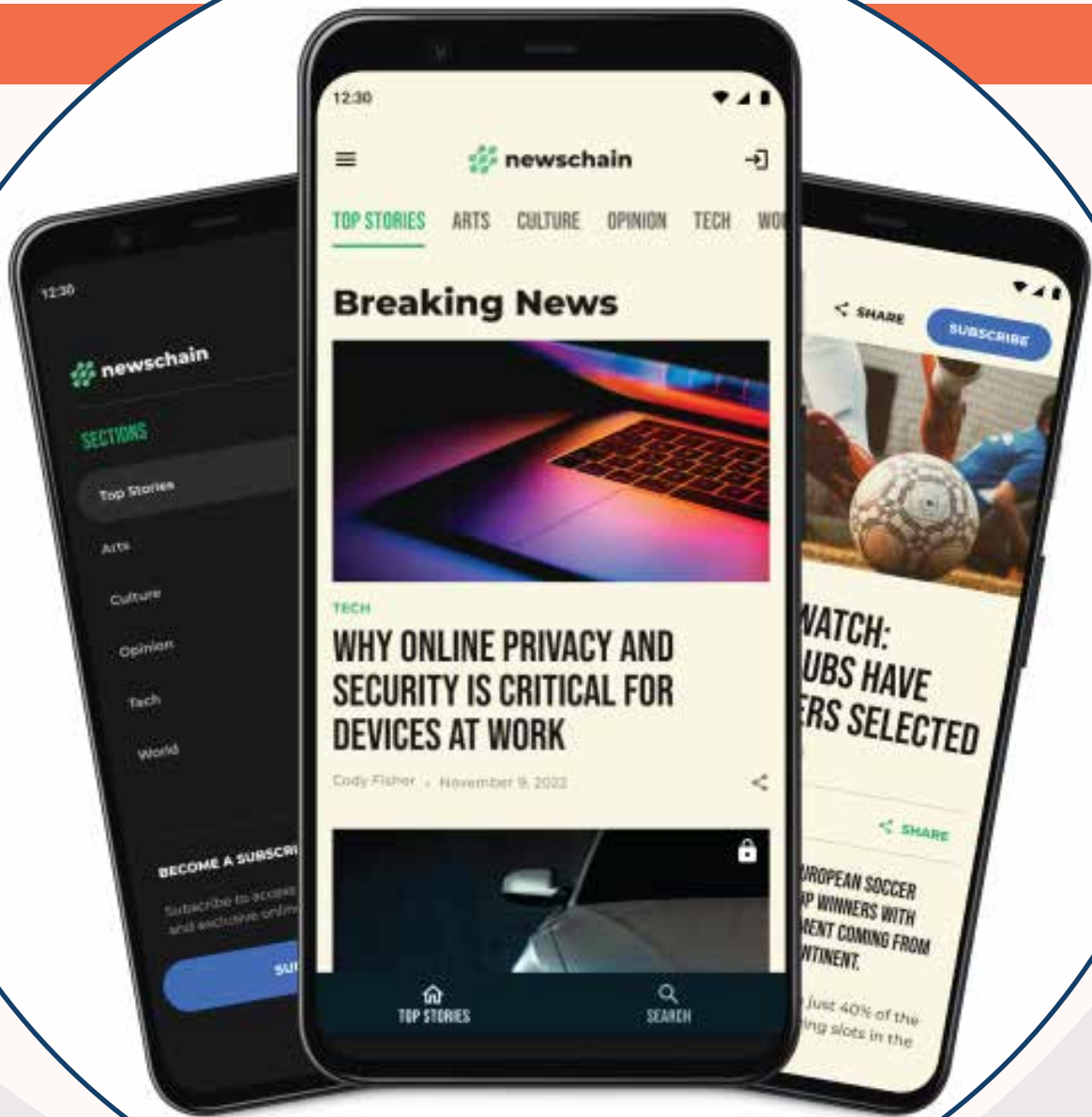
- Writing unit tests for Flutter apps
- Debugging and troubleshooting common issues
- Using Flutter DevTools for debugging





BUILDING AND DEPLOYING APPS

- Preparing apps for deployment
- App signing and release process
- Publishing apps to Google Play Store and Apple App Store



Advanced Topics

- Building custom widgets
- Platform-specific code integration
- Accessibility and internationalization
- Performance optimization



Real-World Projects

- Working on practical projects to apply learned concepts
- Collaborative development and code reviews
- Project presentations and demonstrations