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Track: (Android)Flutter

Week # 1

In the start it was a bit overwhelming in terms of understanding the tasks we would be given. Then we had a meeting with the lead of this course #humairshoukat and he explained every bit of the course and it made things easy to begin with. He explained and gave us the deep details and overview of the course. In the first meeting he explained of what flutter is and what is the benefit of it. He added Flutter is an open-source mobile application development framework created by Google. It allows developers to build cross-platform mobile applications for Android, platform using a single codebase. Flutter uses the Dart programming language, which was also created by Google. I started as a beginner in this course and will strive to excel and become an active learner.

Week # 2

This week we install Flutter setup, the requirements for flutter Installation window 10 should be installed in your system. Your RAM should be 8GB or above. You should have at least i7 generation laptop/PC otherwise your system will be slow down. After Installation set flutter path on environment variables and also create first flutter project. In this project I learned about the basics of flutter, like how to create layout, how to organize your code and how to make your app responsive.

Week # 3

In this week, I learnt about assets & images, widgets introduction also I created Maintenance Box Login UI. The whole experience during learning these new concepts was good and interesting. In widget Intro I go through some most commonly used widgets. Container widget, Expanded widget, List tile widget, Circular Avatar, Text form field, Sized Box, List View builder, Stack widget, Padding & Align widget, List view builder, Image widget, Divider, Stateless widgets, Statefull widgets, Stack Widgets, Circular Avatar, Rich text widget.

Week # 4+5+6+7

In this week, I learnt about assets & images, animations, advanced UI, routing & navigation. I had learned a lot of new things and that was an amazing experience also it was a little bit tough to learn these new concepts.

Week # 8

This week, I submitted all my tasks, and our lead conducted a meeting where we discussed our problems, and he also told us about the incoming tasks, what we were going to learn in the future, etc.

Week # 9+12

This week, I learnt about State Management. State management in Flutter refers to the process of managing and updating the state of a Flutter application. State management is crucial in Flutter because it allows you to handle changes in data and UI elements efficiently, ensuring a responsive and interactive user interface. Flutter offers various approaches to state management, each with its own advantages and use cases

Week # 13

In this week, we were assigned to develop a complete flutter project with all the required featured and functionalities. I choose to build Go-Ride Application Just Like Uber and Careem.

GitHub Repository link: https://github.com/Rimsha8954/Flutter-Frenzy-Bytewise-Fellowship/tree/main/Week%2011/go_ride