

Getting Started with Flutter

Intro (5 minutes)

1. Introduction to the workshop.
2. Overview of Flutter and its benefits.
3. Introduction to the Flutter framework, widgets, and dart language.
4. Project Structure.
5. Creating Flutter Application

Getting Started (15 minutes) => (Scaffold and attributes)

1. Explaining the default counter app by building it from scratch.
2. Building and running the application on an emulator or physical device.

Layouts (10 minutes) => (Container, Row, Column, Stack)

1. Understanding the different layout widgets in Flutter.
2. Using the Container widget to control the size and position of elements.
3. Using the Row and Column widgets to arrange elements in a grid.
4. Using the Stack widget to overlap elements.

Interactivity (20 minutes) => (Button and TextField) (State with setState)

1. Understanding the basic concepts of state management in Flutter.
2. Using the StatefulWidget and setState methods to manage state.
3. Adding user interactivity using buttons and text fields.
4. Understanding the difference between StatelessWidget and StatefulWidget.

Conclusion (5 minutes)

1. Recap of the workshop and key takeaways.
2. Encouragement to continue learning and building with Flutter.

3. Providing resources for further learning, such as online tutorials, video courses, and communities.
4. Q&A session for any remaining questions.

End.