

Syllabus for Flutter Course

- Getting familiar with dev environment: Linux. Understanding common linux commands. Assignment on Common Linux Commands
- Introduction to Version Control System and Github, Common Git commands: add, push, pull, diff, clone, etc. Git branching
- Understanding how website works - Website Components like Backend, Frontend, Databases. Understanding what are REST APIs. Understanding Browsers, HTTP vs HTTPS
- Understanding Mobile Development and how it is different from web development, Mobile Architecture Layers, Types of Mobile Apps, Cross-Platform Development
- Flutter Architecture, Setting Up a Basic Flutter App and Dev Environment
- Understanding the Basic Counter App (Main.dart, Android and IOS Folders, Pubspec.yaml, Testing it on emulator and physical device)
- Basics of Dart Programming Language: Types, Variables, Lists, Functions, Classes and Objects, Abstraction, Polymorphism, Async Await, Mixins, Exception Handling
- Flutter UI Framework: Widgets and Layout, Styling and Views
- Creating a Event Management App UI using Flutter UI Framework
- Responsiveness in Flutter, Adaptive Widgets
- Navigation in Mobile Apps using Flutter
- State and State Management in Flutter
- Handling User Input and Forms
- Integrating with API & Backend in Flutter
- Authentication & Authorisation in Mobile Apps
- Animations
- Integration with Firebase
- Push Notifications in Flutter Apps
- Deployment of Flutter Apps on App Stores
- Completing Flutter Project