Bytewise Fellowship Program

**Batch: II**

**Track: Android Development (Flutter)**

Summary:

# Week 1:

The first week is our onboarding week. This week, we talked about the pathway of this bytewise fellowship program, learned Git commands, and learned how to work with source control. And I made my Fellowship Repository on GitHub.

# Week 2:

In the second week, I learned and practiced the basics of dart programming language, i.e., datatypes, variables, functions, loops, classes, and OOP-related concepts. Then I installed Flutter and set up environment variables and other dependencies. And last but not least, this week, I built my First App in Flutter, a random word generator app that also keeps track of Favorite Words.

# Week 3:

In the third week, I explored and practiced different widgets in Flutter, such as Row, Column, Container, Text, and Stack widgets. Then I learn building responsive and adaptive layouts using these widgets. And have made different UIs to practice these widgets and layouts.

# Week 4:

In the fourth week, I add the assets in my Flutter apps, such as fonts and images. Also, I learned to add interactivity to my Apps. And made interactive UIs using Stateful Widgets and explored more widgets such as Inkwell and Gesture Detector etc.

# Week 5:

In the fifth week, I learned the concept of navigation and how Flutter uses the concept of Stack to navigate different screens. Then applying these concepts, I understand the best practices of Routing and Navigation in Flutter, which is scalable for larger Apps.

# Week 6:

In the sixth week, I learned to build different Flutter animations, such as implicit and explicit ones. Based on the requirements, I know where to add implicit and explicit animation.

# Week 7:

In the seventh week, I learned the concepts of advanced UI. I have learned to add actions and keyboard shortcuts for desktop and web applications, font and their variants, different gestures to maximize interactivity, and silvers for fancy scrolling.

# Week 8:

This week, we submitted all our previous tasks, conducted team meetings, and collected feedback on our tasks.

# Week 9:

This week, I have learned how to manage our app’s state efficiently by using State Management Packages and by not calling the set state method every time in our app. I have learned to practice Provider State Management this week.

# Week 10:

I built a Notes Keeping App in Flutter this week using Provider State Management. This app allows you to create notes and mark notes as Favorites.

# Week 11-12:

The last two weeks of our fellowship are for our final project; we have to make a clone of an app we use daily. I have built a WhatsApp Chatting Clone using Firebase and Riverpod state management. I have used Firebase authentication for login purposes, firestore database to store user’s data, and Firebase storage to store the chats. You can chat and share media with anyone using this app.