■ 6-Week Flutter Learning Program (2h/day)

Week 1: Dart Foundations (Language Basics)

- ■ Goal: Get comfortable with Dart (the language behind Flutter).
- Daily (2h):
- 1. Learn one concept (variables, loops, functions, classes).
- 2. Write 5–10 short practice scripts in DartPad (online editor: dartpad.dev).
- 3. Example exercises:
- - Print multiplication table
- - Simple calculator
- - Store and loop over a list of names
- - Class Car with start() method

Week 2: Flutter Basics (Widgets & UI)

- ■ Goal: Understand Flutter structure & simple UI.
- Daily (2h):
- - Open lib/main.dart and experiment.
- - Learn: Scaffold, AppBar, Text, Column, Row, Container.
- - Difference between StatelessWidget & StatefulWidget.
- Mini project: Make a Profile Card app (name, photo, button).

Week 3: Navigation + Inputs

- ■ Goal: Multi-screen apps & user input.
- Daily (2h):
- - Learn navigation (Navigator.push, Navigator.pop).
- - Use TextField, TextEditingController, ElevatedButton.
- - Store input in a variable and display it.
- Mini project: Login form (fake) → input username/password → navigate to Welcome screen.

Week 4: State Management + Data

- ■ Goal: Learn how to handle app data.
- Daily (2h):
- - Start with setState.
- - Display a list of items (e.g., tasks).
- - Add items dynamically.
- - Delete items.
- Mini project: To-Do List App (basic, local only).

Week 5: APIs & Storage

- ■ Goal: Connect your app to real data.
- Daily (2h):
- - Use http package → fetch data from an API (e.g., weather API).
- - Parse JSON and display it in the app.
- - Learn shared_preferences for saving data locally.
- Mini project: Weather App or Notes App.

Week 6: Bigger Project + Polish

- ■ Goal: Combine everything learned into one real app.
- Daily (2h):
- - Plan UI with 2–3 screens.
- - Implement navigation, forms, API, storage.
- - Add icons & basic design.
- Final project: Expense Tracker App.

■■ Workflow for Your 2h Daily Sessions

- 30 min: Learn a new concept (read/watch tutorial).
- 60 min: Code examples & exercises.
- 30 min: Small challenge / extend yesterday's project.

■ After these 6 weeks, you'll be able to:

- ■ Code confidently in Dart
- ■ Build Flutter apps with multiple screens, forms, and data
- ■ Create & publish your own apps ■