

## Flutter Lectureflow

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| <b>Module 6) Flutter - Introduction</b>  | <b>1</b>  |
| <ul style="list-style-type: none"> <li>• Introduction to student Career in Android Understanding Student Login of TOPS ERP Exam Process Working on Project and Assignment Using Lab Assign Project</li> <li>• Overview of Mobile Application Development</li> <li>• Introduction to Flutter and its advantages</li> <li>• Setting up the development environment (Flutter SDK, IDE setup, emulators/simulators)</li> <li>• Overview of Dart and its role in Flutter</li> <li>• First Flutter project setup: &amp;quot;Hello World&amp;quot; in Flutter</li> </ul>  |           |
| <b>Module 2) Fundamental - Dart Programming</b>  | <b>9</b>  |
| <ul style="list-style-type: none"> <li>• Dart SDK</li> <li>• Flutter Installation - Android Studio Configuration - Flutter doctor</li> <li>• Dart Introduction</li> <li>• Data types in Dart</li> <li>• String interpolations</li> <li>• Operators</li> <li>• Working on Control Statements</li> <li>• conditional statements : if statement , if..else statement , nested if ,switch statement</li> <li>• looping statements : for loop , while loop , for .. in loop</li> <li>• Jumping statements</li> <li>• Working with collection</li> <li>• Working with list , set , map and methods</li> <li>• working with function</li> <li>• Advance Dart Programing</li> <li>• Class, Object, Inheritance, Polymorphism</li> <li>• Keywords : this , super , static , async</li> <li>• Asynchronous programming: Futures, async/await, and Streams</li> <li>• Exception handling in Dart</li> </ul> |           |
| <b>Module 3) Flutter - UI Designing and Development</b>  | <b>15</b> |
| <ul style="list-style-type: none"> <li>• Text, elevated button</li> <li>• Project creation in Flutter - run project in read device and emulator - hot reloading app</li> <li>• Flutter Architecture</li> <li>• Stateless and Stateful widgets</li> <li>• Working with Row and Column Widgets</li> <li>• Layout widgets: Container, Column, Row, Stack, ListView, and GridView</li> <li>• Flutter widgets, Flutter layout</li> <li>• Common UI components: Text, Image, Button, Icon, and Card</li> </ul>   |           |

- Stateful Widgets
- Material Design and Cupertino widgets
- Stateless Widgets
- Navigator widget and route management
- Material App
- Push, pop, and named routes
- Scaffold, contain
- Using arguments for passing data between screens
- Properties of container widgets
- Introduction to navigation packages (like go\_router)
- Stateless widgets - row and column widgets
- State management basics: Stateful widgets and setState
- Working with text and button onTap and onPressed event
- InheritedWidget and Provider package
- icons, alert dialogs, radio button, checkbox, switch, TextFormField - working with all style properties
- Introduction to advanced state management (e.g., Riverpod, Bloc)
- Working with forms
- When to use various state management approaches
- Design registration form
- Form widgets: TextField, Checkbox, Radio, Dropdown
- Design Login Form
- Form validation: Manual and automatic validation
- Working with Form key
- Using controllers and listeners
- Customize widgets
- Managing focus and keyboard input
- Form validation, apply email validation – password hide and unhide
- Change dynamic background color on button click
- working with setState, init
- images, network images - working with assets
- Floating Action button with types
- Working with pageviewbuilder and dots controller

#### **Module 4) Flutter - Advance UI Designing and Development**

**7**

- working with init method
- working with them
- Working Routing
- Named Routes
- Arguments in routes
- Return data from screen
- Send data to screen
- Navigation, navigator, push and pop - navigation between different screens

- Listview and list item
- Working with grid view
- working with bottom navigation bar
- working with tab bar with icons
- working with navigation drawer with navigation screens
- Splash screen
- working with listview - dividers
- Flutter gestures

**Module 5) Flutter - Offline Database- Sqlite**
**8**

- Using shared\_preferences for lightweight data persistence
- Database Introduction
- Introduction to databases: SQFlite and Hive
- working with Sqflite Database
- Basic CRUD operations in a local database
- Dependencies
- Saving app settings and user preferences
- working with model class
- CRUD operations using sqflite database
- working with async , await , future

**Module 6) Flutter - Advance App Development**
**15**

- Gallery Access , Camera access in Flutter
- Fetch data from internet
- Working on json parsing
- Animation
- retrieve data and display in listview format
- working with listview indexing
- working with gridview
- working with firebase database
- firebase authentication
- firebase real time database
- notification with firebase
- working with background services
- Google map integration and social media integration with flutter application
- Project implementation - Splash Screen • Login - registration Screen • Database integration or api integration • working with listview - navigation • navigation drawer with user header layout and list tile items
- Making phone calls , sms and url launcher
- Flutter state management
- Bloc concept

| Module 7) Flutter - Deployment  | 1 |
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| <ul style="list-style-type: none"><li>• Generating Application , build application</li><li>• • Build a release for android device and deployment on playstore</li></ul> |   |