**FLUTTER Syllabus**

**Overview:**

Developers who can help with the creation of mobile applications are more and more in

demand with every passing year. Smart phones are not going anywhere, and as more and

more companies roll out mobile apps or look to upgrade their existing ones, there is plenty

of work to be done.

Flutter is a software development kit that was made by Google to develop pixel perfect

mobile apps for multiple mobile operating systems from a single code-base. Therefore,

Flutter developers are poised to be some of the most well-paid and sought-after

professionals in the tech industry.

We have designed our course to be very hands-on and practical, helping you build your

portfolio with the project’s you will face.

Prerequisites: OOP Basics

Flutter Beginner Syllabus:

**Dart basics**

* Why Flutter uses Dart?
* Setup
* Primitives
* Classes

**Introduction to Flutter**

* Architecture
* Why Flutter is different?
* Setup
* Project structure walkthrough

**Working With Widgets**

* Stateless and Stateful Widgets
* Single - Child Layouts - Align , Center, Card, Container
* Multi - Child Layouts - Rows, Column ListView etc.
* First Flutter Application
* MaterialApp
* Basic Layouts

**Simple Widgets - Text , Icon, Image, Buttons etc**

* Creating a Custom Widget
* AppBar and State
* Routing and Navigation
* Showing a SnackBar
* Alert Dialog
* TextField
* Checkbox
* Radio
* Switch Widget
* Slider and Progress indicator
* DropDownButton
* Setting up a live template
* Drawer
* FloatingActionButton
* App Life Cycle
* Date and Time pickers
* Simple Dialog
* Pizza Ordering App
* Update
* Firebase Google Sign in

**Final Project**