

# TODAY'S SCHEDULE

INTRODUCTION TO FLUTTER

VARIOUS CONCEPTS USED IN FLUTTER

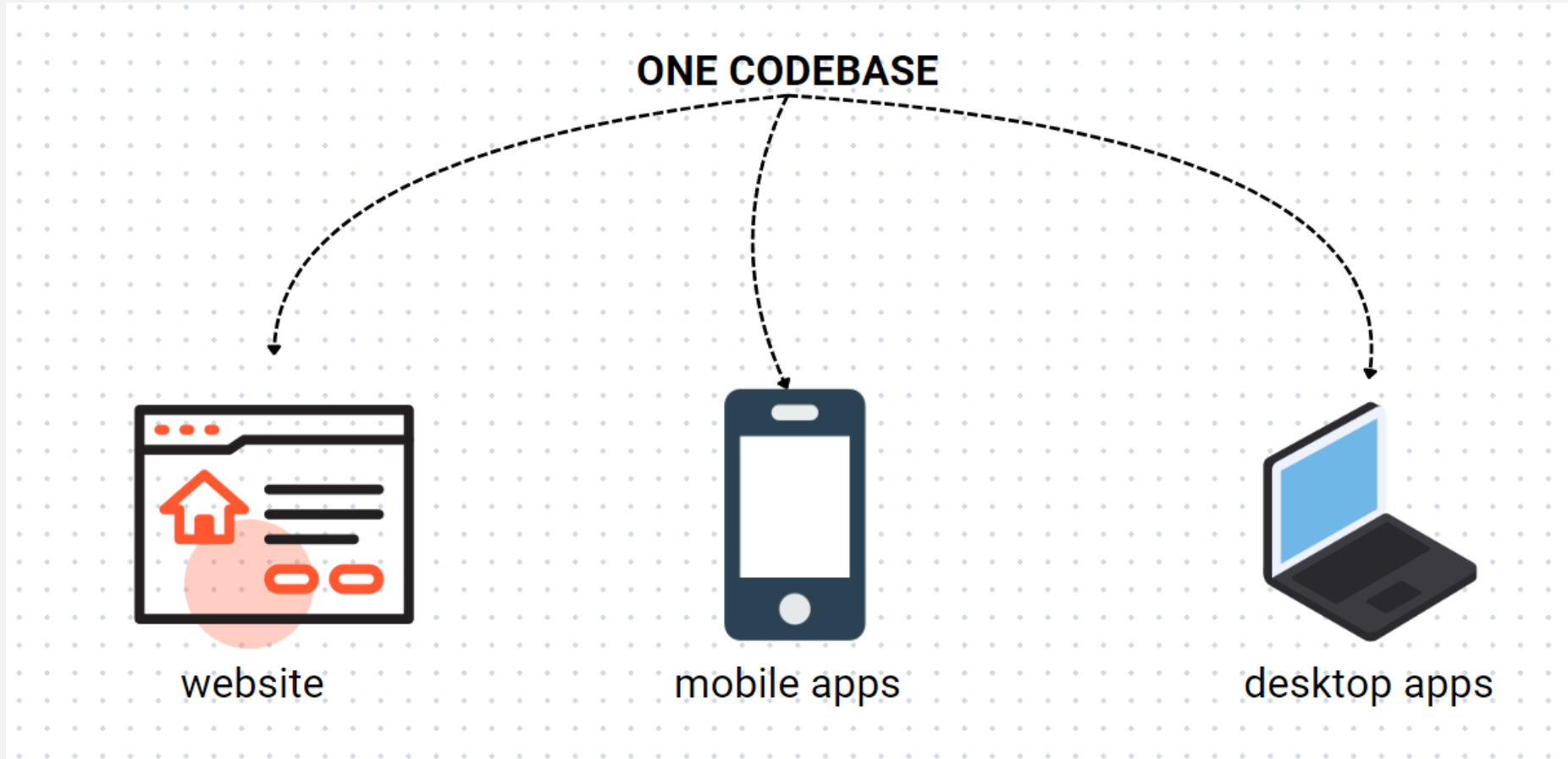
INTRODUCTION TO DART

SETUP OF DEVELOPMENT ENVIRONMENT

# WHAT IS FLUTTER

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FLUTTER IS AN OPEN SOURCE FRAMEWORK (TOOL) DEVELOPED BY GOOGLE TO MAKE **CROSS PLATFORM APPS**



# NATIVE DEVELOPMENT



Java/Kotlin



Swift/Objective C



C#, Visual Basic, C++



Swift, Objective C, C++

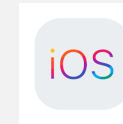


C++, Python, C



JavaScript

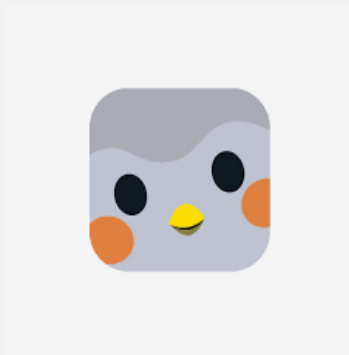
# FLUTTER



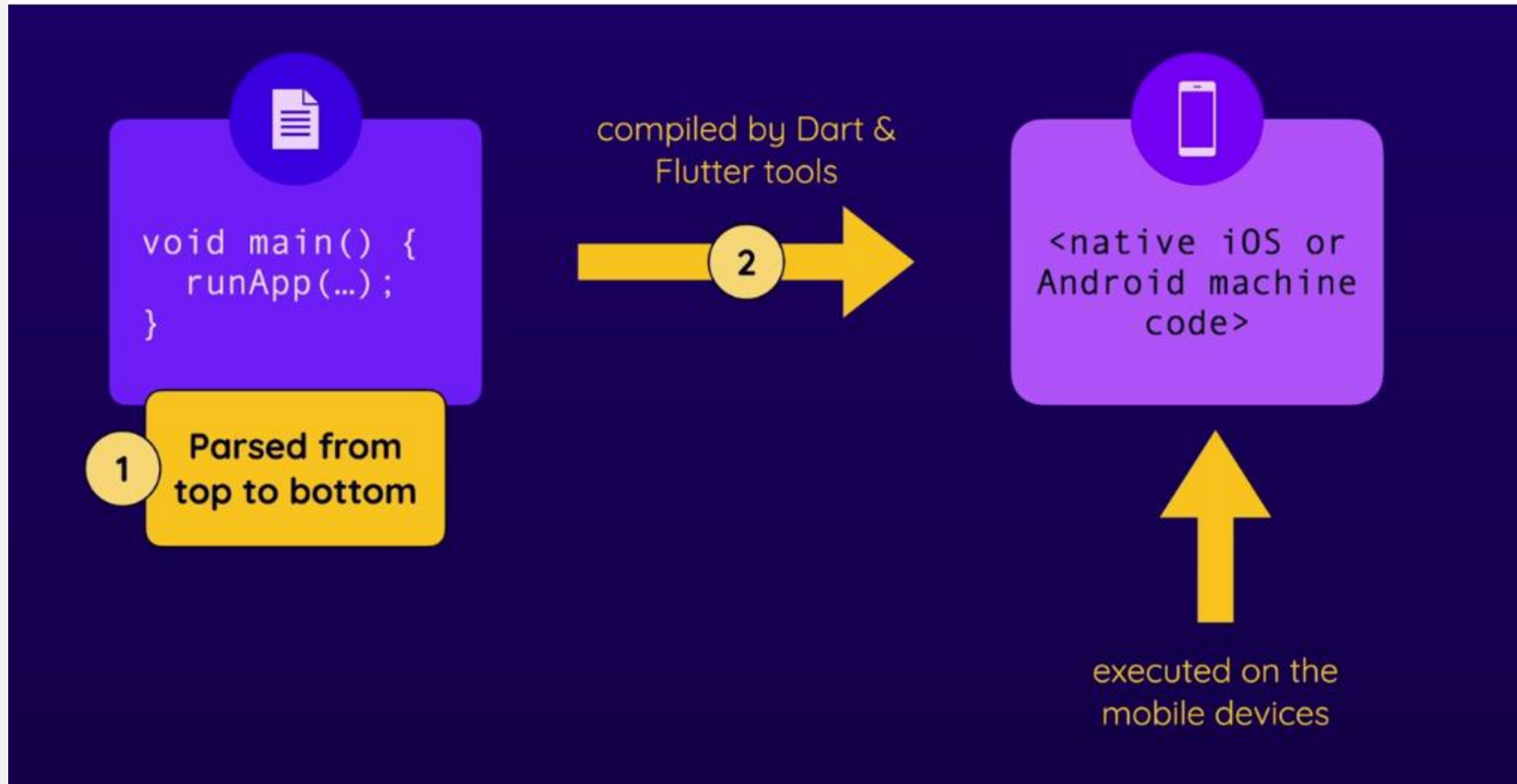
Dart

# APPS BUILD USING FLUTTER

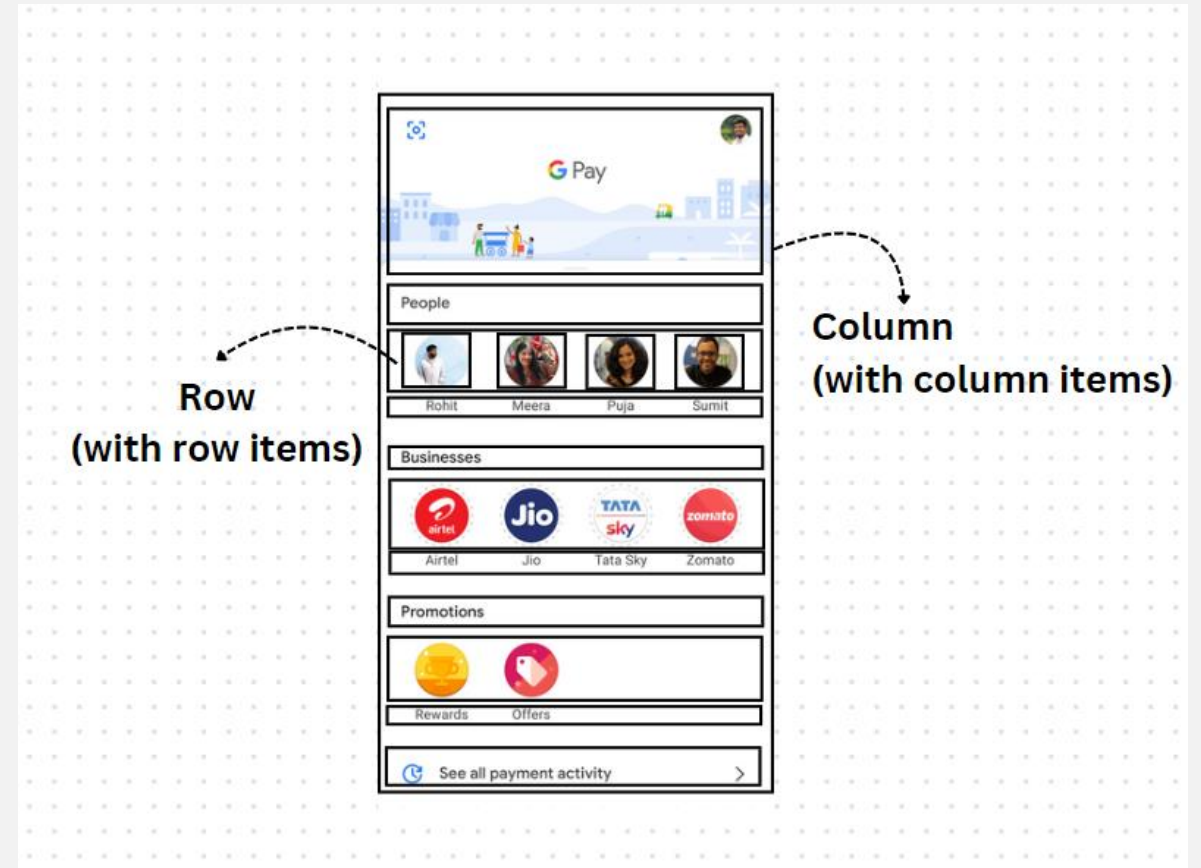
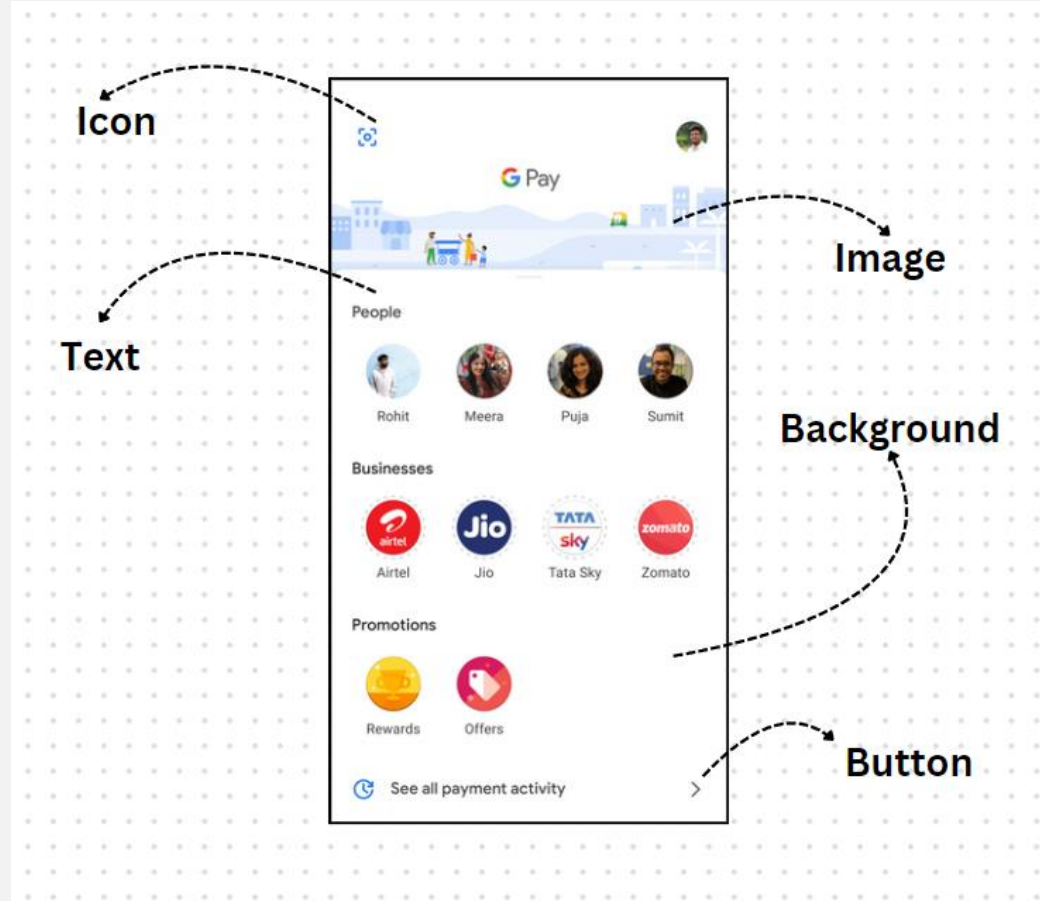
## THAT YOU MAY HAVE USED



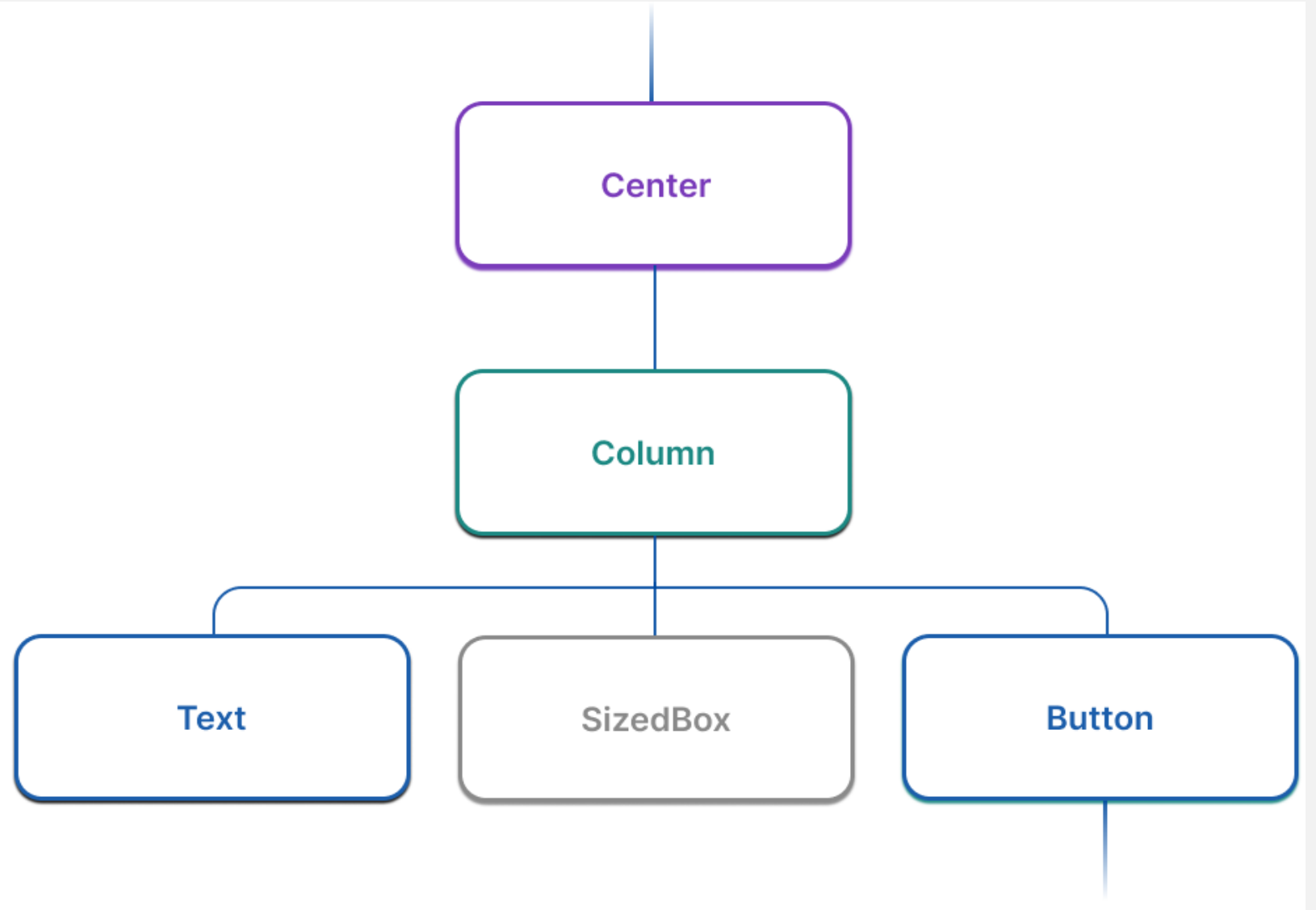
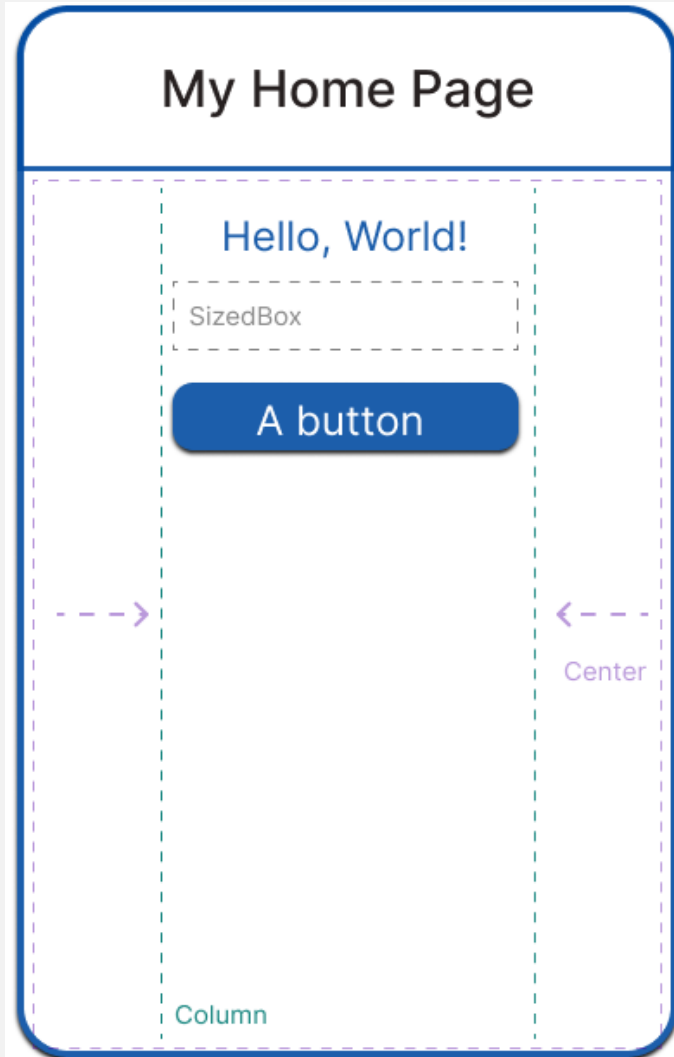
# HOW FLUTTER APP RUNS ON DIFFERENT DEVICES



# EVERYTHING IS A WIDGET

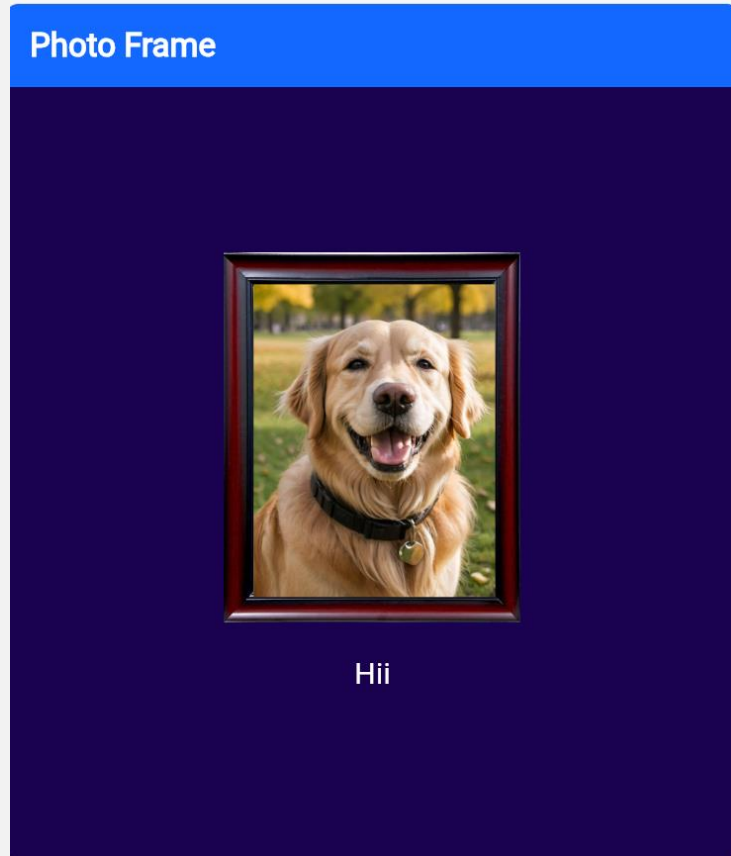


# WIDGET TREE

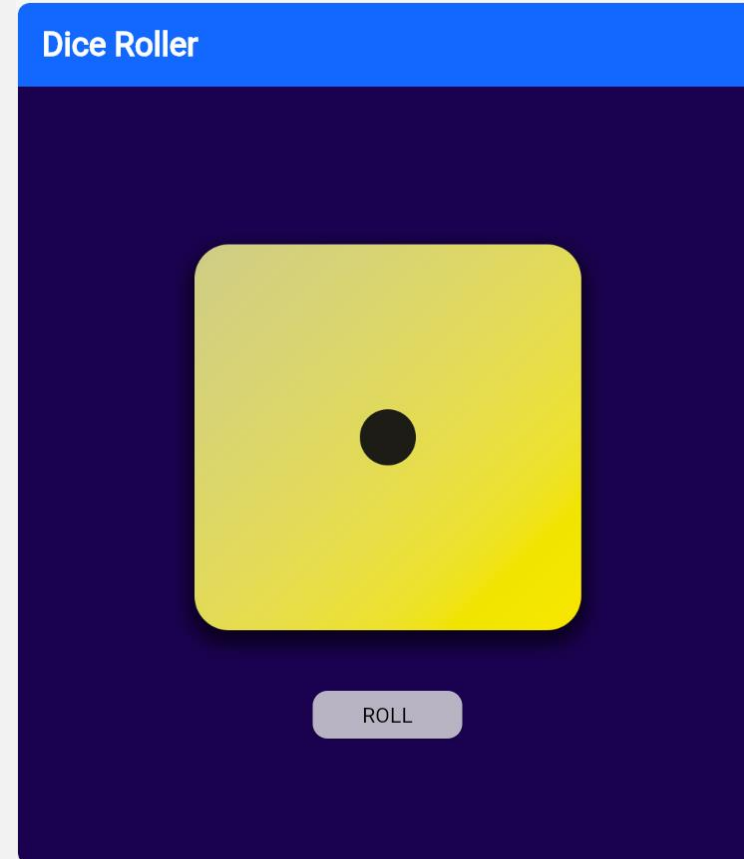




# TYPES OF WIDGETS



**STATELESS**



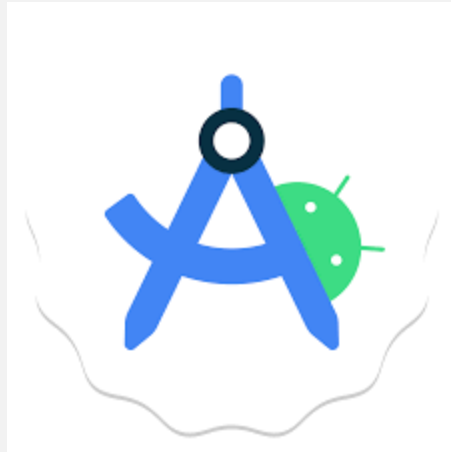
**STATEFULL**

# **WHAT DO WE NEED TO START BUILDING APPS USING FLUTTER**

# TOOLS (PLATFORM DEPENDENT)



**FLUTTER  
SDK**



**ANDROID  
STUDIO**



**DART  
PROGRAMMING**



**VISUAL STUDIO  
CODE**

# **DART PROGRAMMING**

# SETUP OF ENVIRONMENT

- ☐ DOWNLOAD FLUTTER SDK
- ☐ MOVE IT TO A PROPER FOLDER
- ☐ ADD PATH TO ENVIRONMENT VARIABLES
- ☐ INSTALL AND SETUP ANDROID STUDIO
- ☐ TEST SETUP