Mobile Application Development Using Flutter

Unit - I

Dart Programming Basics: Features, installation, basic syntax, comments, keywords, data types, variables, operators. Control flow statements: if statement, if else, if elseif, switch, for, for..in, while, do while loop (10). Functions: Dart function, anonymous function, main function, recursion (05).
Lectures: 15

Unit - II

Object-Oriented Concepts: Class & object, constructor, this keyword, static keyword, super keyword, inheritance, super constructor, methods, overriding, getter and setters, abstract class, interface (08).
Dart Advance: Exception handling, typedef, metadata, collection, generics, packages, libraries, generators (07).
Lectures: 15

Unit - III

Flutter Basics: Installation, architecture, widgets, layout, gestures, state management, Flutter IDE (05).
Flutter Widgets: Scaffold, container, row and column, text, text field, buttons, stack, forms, alert dialog (05). Icons, images, card, tab bar, drawer, lists, gridview, toast, checkbox, radio button, progress bar, slider, navigation bar (05).
Lectures: 15

Unit - IV

Android Platform: Packages (05), splash screen, Google Maps, REST API, database, testing (10).
Lectures: 15