

<div>One Step In Changing Education Chain...</div> <div>RED & WHITE</div> <div>GROUP OF INSTITUTE</div>										FACULTY NAME																											
										STARTING DATE		D	D	-	M	M	-	Y	Y	GRID																	
										ENDING DATE		D	D	-	M	M	-	Y	Y	B. TIME		H	H	:	M	M											
STUDENT NAME																				GOOGLE CLASSROOM CODE																	
C LANGUAGE FOR FLUTTER																				TOTAL DAYS: ____ / 23																	
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK		STU. SIGN		FACULTY SIGN																			
1	INTRO TO C LANGUAGE - History & Importance of C - Difference between Compiler & Interpreter - Simple printf() function - Escape Sequence characters												1	A	B																						
														C	D																						
2	DATATYPE, CONSTANT & VARIABLES - Data Types, Variables & Constant MANAGING INPUT/OUTPUT - printf() function for variables, scanf() function and Format specifiers												2	A	B																						
														C	D																						
PR1	Booster												1	___/10																							
3	OPERATOR & EXPRESSION - Types of Operator and - Operator Precedence - Type Conversation																			1	A	B															
											C	D																									
4	CONTROL STRUCTURE - if, if ... else - ladder and nested if - ternary operator and switch case												2	A	B																						
														C	D																						
PR2	Logic Box												1	___/10																							
5	LOOPING - while loop & do ... while loop - for loop - Control Statements (break & continue)																			2	A	B															
											C	D																									
PR3	Temperate												1	___/10																							
6	LOOPING WITH PATTERNS - Nested for Loop																			1	A	B															
											C	D																									
PR4	Circlet												1	___/10																							
7	ARRAY IN DETAILS - 1D Array - 2D Array (Working with Matrix)																			3	A	B															
											C	D																									
PR5	Assortment												1	___/10																							
8	STRING IN DETAILS - String concept - gets(), puts() - String functions																			2	A	B															
											C	D																									
PR6	Filament												1	___/10																							
9	USER DEFINED FUNCTION (UDF) - Function concepts and Types of functions - Recursion - Nested Functions																			2	A	B															
											C	D																									
PR7	Supervision												1	___/10																							

NOTE:

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STUDENT NAME																				GOOGLE CLASSROOM CODE											
C++ FOR FLUTTER																		TOTAL DAYS: ____ / 23													
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1	INTRO TO C++ PROGRAMMING - History - Difference between C & C++ BEGINNING WITH C++ - cout & cin - Control Structure & Looping - Arrays & String													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
PR1	Fundamental Booster													____/10																	
2	INTRO TO OOPS CONCEPT - Data Abstraction - Data Encapsulation - Inheritance - Polymorphism PROGRAMMING WITH OOPS - Class & Object - Access Modifiers													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
PR2	The New Era													____/10																	
3	ENCAPSULATION - Private Attributes - Setter & Getter - this keyword - Array of Object STATIC KEYWORD - Static Data Members - Scope Resolution Operator * - Static Member Functions													<div>A</div> <div>B</div>																	
													3	<div>C</div> <div>D</div>																	
PR3	Builder													____/10																	
4	CONSTRUCTOR - Constructor Concepts - Types of Constructor													<div>A</div> <div>B</div>																	
													1	<div>C</div> <div>D</div>																	
PR4	Producer													____/10																	
5	INHERITANCE - Inheritance Concept - Types of Inheritance - Scope Resolution Operator *													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
PR5	Heritage													____/10																	
6	POLYMORPHISM - Method Overloading - Method Overriding - Scope Resolution Operator *													<div>A</div> <div>B</div>																	
													2	<div>C</div> <div>D</div>																	
PR6	Multiprocessor													____/10																	
7	OPERATOR OVERLOADING - Overload Binary Operator													<div>A</div> <div>B</div>																	
													1	<div>C</div> <div>D</div>																	
PR7	Signer													____/10																	

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8	EXCEPTION HANDLING - try, throw & catch() - General Exception [try & catch(...)]				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
				A	B						
C	D										
1											
PR8	Terminator				___/10						
				1							
E	Exam				___/30						
				1							

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STUDENT NAME																					GOOGLE CLASSROOM CODE																			
DART LANGUAGE																				TOTAL DAYS: ____ / 37																				
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK		STU. SIGN	FACULTY SIGN																							
1	INTRO TO DART - History & Installation of Dart SDK - First Dart Program using DartPad, CMD and VS Code FUNDAMENTALS OF DART - Variables, Datatypes, Constants (final & const keyword) - Operators & It's Types - String Interpolation - Input from User													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D																					
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C	D																																							
2																																								
PR1	Fundamental Booster													____/10																										
2	CONTROL STRUCTURE - Types of Control Structure - Short Hand Syntax (Ternary) LOOPING - Types of Loops - Control Statements - Nested Loop													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D																					
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C	D																																							
3																																								
PR2	Logic Box													____/10																										
3	COLLECTIONS & GENERICS - List (Fixed-Length & Growable List) - Set - Map													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D																					
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C	D																																							
1																																								
PR3	Collector													____/10																										
4	FUNCTION IN DETAIL - UDF - Function as Expression - Types of Function Parameters													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D																					
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C	D																																							
2																																								
PR4	Functional Treat													____/10																										
5	OBJECT ORIENTED PROGRAMMING (OOP) - Class & Object - Constructors and It's Types - Object operators [dot(.) operator & cascade(..) operator]													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D																					
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C	D																																							
2																																								
PR5	OOP Wrapper													____/10																										
6	ENCAPSULATION - Getters and Setters - Types of Getters & Setters - this & static keyword													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D																					
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C	D																																							
2																																								
PR6	Capsulator													____/10																										
7	INHERITANCE & POLYMORPHISM - Types of Inheritance - Method Overriding - super keyword - Inheritance with Constructors													<table border="1"> <tr><td>A</td><td>B</td></tr> <tr><td>C</td><td>D</td></tr> </table>		A	B	C	D																					
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C	D																																							
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PR7	Poly-Inheritance													____/10																										
E1	Viva and Examination													____/10																										
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8	ABSTRACTION - Abstract Class & Methods - Interface				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
				A	B						
C	D										
1	___/10										
PR8	Abstructor			1	___/10						
9	FUNCTIONAL PROGRAMMING - Lambda Expression (Anonymous / Lambda Function) - Higher Order Function - Closures				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
				A	B						
C	D										
1	___/10										
PR9	Anonymous			1	___/10						
10	EXCEPTION HANDLING - try, on, catch & finally clause - throw keyword - Custom Exception				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
				A	B						
C	D										
2	___/10										
PR10	Exception Killer			1	___/10						
11	LIBRARIES - Built-in Libraries - Importing and using libraries - Custom Library - as, show and hide keyword				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
				A	B						
C	D										
1	___/10										
PR11	Librarian			1	___/10						
12	ASYNCHRONOUS PROGRAMMING - Future Class - dart:async library (async / await)				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
				A	B						
C	D										
2	___/10										
PR12	Asyncnator			1	___/10						
13	FILE HANDLING - dart:io library - File Class - Reading a File - Writing to a File				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
				A	B						
C	D										
1	___/10										
PR13	File Handler			1	___/10						
E2	Viva and Final Exam				___/100						
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STUDENT NAME																				GOOGLE CLASSROOM CODE																	
FLUTTER																				TOTAL DAYS: ____ / 133																	
LEC.	TOPIC										DATE	P/A	DAY	FEEDBACK		STU. SIGN	FACULTY SIGN																				
1	GETTING STARTED WITH FLUTTER - Intro and Installation of Flutter SDK - Setting up VS Code and Android Studio - Setting up Android Virtual Device (AVD) and iOS Simulator - Create First App - Understanding Project Directory Structure - Run App on Android Emulator and iOS Simulator - Run App on Physical Device - Remove 'debug' label from App ANATOMY OF FLUTTER APP - What is Widget? - Importing flutter material package - Material Design Introduction - Tree structure of Widgets - MaterialApp Widget - Text & Center Widget - Scaffold Widget													<div>A</div> <div>B</div> <div>C</div> <div>D</div>																							
				3																																	
PR1	Quick Starter													____/10																							
2	TYPES OF LAYOUT WIDGETS - Single Child Layout Widgets - Multi Child Layout Widgets													<div>A</div> <div>B</div> <div>C</div> <div>D</div>																							
				6																																	
PR2	Layout Master													____/10																							
3	ASSETS HANDLING - Understanding pubspec.yaml file - Exploring Google Fonts - Import Font Files - Setting up assets path for images and fonts - Image & CircleAvatar Widget - Set font for a whole app and for a specific widget													<div>A</div> <div>B</div> <div>C</div> <div>D</div>																							
				3																																	
PR3	Asset Primer													____/10																							
4	ICONS & APP'S LOOK - Icon Widget - Using different icons inside an App - Generating icons from appicon.co - Changing App icon for Android & iOS - Resize App icon - Changing Status bar colour & Orientation of an App													<div>A</div> <div>B</div> <div>C</div> <div>D</div>																							
				2																																	
PR4	Behavioural Appearance													____/10																							
5	WIDGETS & REFACTORING - Types of Widgets (StatelessWidget & StatefulWidget) - Overriding build() method - Overriding createState() method - Refactoring StatelessWidget to StatefulWidget - Lifecycle of Stateful Widget - Using setState() method in StatefulWidget - Creating Custom Widget													<div>A</div> <div>B</div> <div>C</div> <div>D</div>																							
				4																																	
PR5	Widget Builder													____/10																							
6	CUSTOMIZING THEME & BUTTON WIDGETS - ThemeData Class - TextTheme Class - BoxDecoration Class - Types of Buttons (Different Button Widgets) - Types of Alert Dialogs													<div>A</div> <div>B</div> <div>C</div> <div>D</div>																							
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PR6	Themer				___/10						
				3							
7	ROUTES & NAVIGATION - Types of Routing - Navigation Class - Route Class - Navigator.push() - Navigator.pop() - MaterialPageRoute Class - Navigator.pushNamed() - initialRoute property - onGenerateRoute property - Adding Splash Screen				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				4							
PR7	Router				___/10						
				3							
8	FORMS & VALIDATION - TextField, Form & TextFormField Widget - InputDecoration Class - Customizing Keyboard Type - Obscuring Text - validator, onSave & autovalidate property - FormState & GlobalKey Class - currentState.validate(), currentState.save() & currentState.reset() - CheckBox, DropdownButton, DropdownMenuItem, Radio, RadioListTile, Slider, RangeSlider, Switch, showDatePicker & showTimePicker				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				5							
PR8	Form Validator				___/10						
				3							
E1	Viva and Examination				___/10						
				1							
9	PLATFORM SPECIFIC CODING - Check System Platform - Importing flutter cupertino package - MaterialApp vs CupertinoApp Widget - Cupertino (iOS-style) widgets				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				4							
PR9	Platform Lander				___/10						
				5							
10	USING EXTERNAL PACKAGES - Using pub.dev/flutter site - Setting up assets path for musics - Using 'audioplayers' package - Set Icons from 'font_awesome_flutter' package - Integrating 'flutter_alert' package				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				4							
PR10	Outcaster				___/10						
				7							
11	NETWORKING & WORKING WITH APIs - Using dart:http package - Integrating 'geolocator' package - Geolocator Widget - Adding Android & iOS Permissions - Duration Class & Future.delayed - How API Works? - Network Request with http.get() - Using 'openweathermap' API - Adding 'flutter_spinkit' package - Add spinner while loading				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				5							
PR11	API Consumer				___/10						
				5							
12	WORKING WITH ANIMATION - Hero Widget - Implicit Animated Widgets - Opacity & FadeInImage Class - Transform Class				<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
				4							
PR12	Animator				___/10						
				3							

13	DRAWING AND CLIPPING - Canvas & CustomPainter Class - Overriding paint() & shouldRepaint() method - Offset, Path & Paint Class - Drawing custom shapes - CustomClipper Class - Overriding getClip() & shouldReclip() method - ClipOval, ClipRect, ClipRRect & ClipPath Widget			5	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR13	Clipper			5	___/10						
E2	Viva and Examination			1	___/10						
14	DATABASE INTERACTION - What is Database? - Types of Database - SQLite Database - Creating & Performing SQL queries on (DB Browser for SQLite) - Integrating 'sqlite' plugin - Creating Database Model Class & Database Helper Class - Performing CRUD Operation			6	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR14	DB Miner			10	___/10						
15	FIREBASE INTERACTION - What is Firebase? - Adding Firebase to App - Creating a Firebase Project - Adding Firebase config file to android and ios directory structure - Using 'firebase_auth' plugin - Authentication using Firebase - Login / Register using Firebase			6	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR15	Firebase Miner			5	___/10						
16	PUBLISH CODE TO GITHUB - What is GitHub? - Installation of Git - Creating GitHub Account - Create first GitHub Repository - Push first App on GitHub - Grab Project from GitHub			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
A	B										
C	D										
PR16	GitHub Geeker			1	___/10						
17	PUBLISHING FLUTTER APP - Google Play Console Account - Building App for Release - Build an App Bundle - Build an APK - Publish to Google Play Store			1	<table><tr><td>A</td><td>B</td></tr><tr><td>C</td><td>D</td></tr></table>	A	B	C	D		
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C	D										
E3	Exam			1	___/100						

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