RED & WHITE ®
One Step In Changing Education Chain...
GROUP OF INSTITUTE

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**						

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			2	A B C D		
PR1	**Fundamental Booster**			1	___ /10		
2	**CONTROL STRUCTURE** - Types of Control Structure - Short Hand Syntax (Ternary) **LOOPING** - Types of Loops - Control Statements - Nested Loop			3	A B C D		
PR2	**Logic Box**			1	___ /10		
3	**COLLECTIONS & GENERICS** - List (Fixed-Length & Growable List) - Set - Map			1	A B C D		
PR3	**Collector**			1	___ /10		
4	**FUNCTION IN DETAIL** - UDF - Function as Expression - Types of Function Parameters			2	A B C D		
PR4	**Functional Treat**			1	___ /10		
5	**OBJECT ORIENTED PROGRAMMING (OOP)** - Class & Object - Constructors and It's Types - Object operators [dot(.) operator & cascade(..) operator]			2	A B C D		
PR5	**OOP Wrapper**			1	___ /10		
6	**ENCAPSULATION** - Getters and Setters - Types of Getters & Setters - this & static keyword			2	A B C D		
PR6	**Capsulator**			1	___ /10		
7	**INHERITANCE & POLYMORPHISM** - Types of Inheritance - Method Overriding - super keyword - Inheritance with Constructors			2	A B C D		
PR7	**Poly-Inheritance**			1	___ /10		
E1	**Viva and Examination**			1	___ /10		

IN FEEDBACK (A = 100% | B = 80% | C = 60% | D = 30%)

8	**ABSTRACTION** - Abstract Class & Methods - Interface			1	A | B C | D		
PR8	**Abstractor**			1	___ /10		
9	**FUNCTIONAL PROGRAMMING** - Lambda Expression (Anonymous / Lambda Function) - Higher Order Function - Closures			1	A | B C | D		
PR9	**Anonymous**			1	___ /10		
10	**EXCEPTION HANDLING** - try, on, catch & finally clause - throw keyword - Custom Exception			2	A | B C | D		
PR10	**Exception Killer**			1	___ /10		
11	**LIBRARIES** - Built-in Libraries - Importing and using libraries - Custom Library - as, show and hide keyword			1	A | B C | D		
PR11	**Librarian**			1	___ /10		
12	**ASYNCHRONOUS PROGRAMMING** - Future Class - dart:async library (async / await)			2	A | B C | D		
PR12	**Asyncnator**			1	___ /10		
13	**FILE HANDLING** - dart:io library - File Class - Reading a File - Writing to a File			1	A | B C | D		
PR13	**File Handler**			1	___ /10		
E2	**Viva and Final Exam**			1	___ /100		

NOTE:

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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			3	A B C D		
PR1	**Quick Starter**			1	___ /10		
2	**TYPES OF LAYOUT WIDGETS** - Single Child Layout Widgets - Multi Child Layout Widgets			6	A B C D		
PR2	**Layout Master**			4	___ /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			3	A B C D		
PR3	**Asset Primer**			2	___ /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			2	A B C D		
PR4	**Behavioural Apearance**			2	___ /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			4	A B C D		
PR5	**Widget Builder**			3	___ /10		
6	**CUSTOMIZING THEME & BUTTON WIDGETS** - ThemeData Class - TextTheme Class - BoxDecoration Class - Types of Buttons (Different Button Widgets) - Types of Alert Dialogs			5	A B C D		

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PR6	**Themer**			3	___ /10		
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			4	A · B C · D		
PR7	**Router**			3	___ /10		
8	**FORMS & VALIDATION** - TextField, Form & TextFormField Widget - InputDecoration Class - Customizing Keyboard Type - Obscuring Text - validator, onSaved & autovalidate property - FormState & GlobalKey Class - currentState.validate(), currentState.save() & currentState.reset() - CheckBox, DropdownButton, DropdownMenuItem, Radio, RadioListTile, Slider, RangeSlider, Switch, showDatePicker & showTimePicker			5	A · B C · D		
PR8	**Form Validator**			3	___ /10		
E1	**Viva and Examination**			1	___ /10		
9	**PLATFORM SPECIFIC CODING** - Check System Platform - Importing flutter cupertino package - MaterialApp vs CupertinoApp Widget - Cupertino (iOS-style) widgets			4	A · B C · D		
PR9	**Platform Lander**			5	___ /10		
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 'rflutter_alert' package			4	A · B C · D		
PR10	**Outcaster**			7	___ /10		
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			5	A · B C · D		
PR11	**API Consumer**			5	___ /10		
12	**WORKING WITH ANIMATION** - Hero Widget - Implicit Animated Widgets - Opacity & FadeInImage Class - Transform Class			4	A · B C · D		
PR12	**Animator**			3	___ /10		

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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	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 'sqflite' plugin - Creating Database Model Class & Database Helper Class - Performing CRUD Operation			6	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	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	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	A B C D		
E3	**Exam**			1	___ /100		

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