



Tribhuvan University

Faculty of Humanities and Social Sciences

Flutter Development

AN INTERNSHIP REPORT

Submitted to

Department of Computer Application

Damak Multiple Campus

Damak, Jhapa

In partial fulfillment of the requirements for the Bachelors in Computer Application

Submitted by

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August 2023

Under the Supervision of

Ghanashyam Adhikari



Tribhuvan University
Faculty of Humanities and Social Sciences
Damak Multiple Campus
Damak, Jhapa
Bachelor in Computer Applications (BCA)

Supervisor's Recommendation

I hereby recommend that this internship report prepared under my supervision by **Bal Krishna Ghimire** in the Partial Fulfillment of requirement for the degree of Bachelor in Computer Application is recommended for that final evaluation. I have thoroughly looked over the works he has done during his internship period. His work as flutter developer has satisfied the particulars mentioned in the report.

Supervisor
Damak Multiple Campus
Department of BCA



Tribhuvan University
Faculty of Humanities and Social Sciences
Damak Multiple Campus
Damak, Jhapa
Bachelor in Computer Applications (BCA)

Letter Of Approval

This is certify that this internship report prepared by **Bal Krishna Ghimire** in the Partial Fulfillment of requirement for the degree of Bachelor in Computer Application has been evaluated. In our opinion it is satisfactory in the scope and quality as a project for the required degree.

..... Mr. Ghanashyam Adhikari Supervisor Address Mr. Abhinash Jha Coordinator Address
..... Mentor External Examiner

Abstract

The purpose of this internship report is to provide an account of my time spent interning at A1 IT Training Institute, Urlabari. This report will provide a summary of the eight-week service industry internship I undertook between 2023 and 2024.

Before graduating from the Computer Application Department at Tribhuvan University, all students must undergo an industrial training program lasting at least 8 weeks at reputable company or organization. If the organization has an IT infrastructure to work on, students are free to choose where they want to do their internship. The objectives of this internship are to expose students to the working world, help them comprehend the material they are learning more thoroughly, and give them the crucial work-related training in the fields of software development and computer application.

Students have a great opportunity to obtain work experience and choose a career through work-related learning. It establishes the foundation for an extraordinary learning experience by using the student's institutional skills with current job requirements. The project's main objective is to get useful work experience and career chances. The improvement and expansion of learning opportunities as well as the promotion of both personal and professional growth were also objectives. The duties conducted during the period of internship to develop a variety of abilities are described in this report.

My main duty in this project was to construct the application's front-end design and connect with backend API in an efficient and effective manner. I've been hired as an intern with the responsibility of designing and implementing the best technology for the application's development. I created the dashboard, user side screens, and admin side screens. I created and put the unit tests into place. I had the chance to expand my professional abilities through the designing and development of the application during my internship.

Acknowledgement

Foremost, I would like to express my sincere thanks of gratitude to my internship supervisor, Sir. Ghanashyam Adhikari for his continuous support and help in the internship work. I cannot thank him enough for all his patience, motivation, and immense knowledge. His guidance helped me all the time with the project.

Secondly, I would like to express my sincere gratitude to Mr. (CEO & Mentor) for their invaluable guidance, support, and encouragement throughout my internship. I am deeply grateful for the opportunity to work under their mentorship and for their unwavering support in helping me to complete this project. I would also like to thank A1 IT Training Institute for providing me with the opportunity to work on this project and for their support in my professional development. I am grateful to the entire team at A1 IT Training Institute for their guidance and support throughout my internship.

I would like to express my gratitude to Tribhuvan University for providing me with a great opportunity of collecting experience by working as an intern and preparing this project report in according to its syllabus. I highly appreciate and honor the effort of Tribhuvan University to develop required attitude, abilities, and practical skills in students which constitute a foundation for their future development. Lastly, I want to thank my parents and friends and all known unknown individuals who helped me in various way during my internship period. With this internship, got a chance to collect real world work experience as a software developer. I am thankful to them for all their support, helps guidance, motivation, and corrections.

I have tried to mention and give credit to everyone who helped me in this project, along with the sources from where I collected the required data and information which supported this project. Yet, there may be some unintended errors and some sources or individuals may have been missed to mention. I shall feel obligated if they are brought to my notice.

Yours Sincerely,

Bal Krishna Ghimire

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Chapter 1: Introduction

1.1 Introduction

Flutter is a mobile app development framework created by Google. It uses the dart programming language and allows developers to create natively compiled apps for mobile, web, and desktop from a single codebase.

One of the main features of Flutter is its rich set of customizable widgets and APIs for building beautiful, responsive user interfaces. The Flutter framework also includes a hot reload feature, which allows developers to make changes to their code and see the results in real-time, without having to manually rebuild and deploy their app.

In addition to the core Flutter framework, there are also a number of third-party libraries and plugins available that provide additional functionality, such as support for integrating with cloud services or accessing native device features like the camera or GPS. Overall, Flutter is a powerful tool for building cross-platform apps that offer native performance and a rich, customizable user experience.

Visual Studio code is a popular integrated development environment (IDE) that can be used to develop Flutter apps. The Visual Studio Flutter extension adds Flutter support to Visual Studio, including the ability to create new Flutter projects, debug Flutter applications, and use IntelliSense to browse the Flutter API documentation. As for emulators, Flutter includes a command-line tool called "flutter emulator" that allows you to launch and use emulators from the command line. This can be helpful if you prefer to use a terminal window instead of a graphical user interface. Overall, Visual Studio and emulator tools like flutter emulator and the Flutter plugin for Android Studio can make it easier to develop and test Flutter apps.

It is popular among developers because of its fast development process, customizable design, cross-platform compatibility, and strong community support. Flutter's API is easy to use and provides a wide range of built-in widgets, integration with third-party libraries, and support for multiple platforms. Overall, Flutter is a powerful tool for building high-quality, feature-rich mobile applications.

1.2 Problem Statement

Some problem statements of flutter are as follows:

□

1. The company doesn't receive enough internet publicity.
2. The absence of an information system.
3. The team, blogs, and services are not managed.

These are just a few examples of problem statements that could be addressed using Flutter. The possibilities are endless, and Flutter's powerful features and capabilities make it a versatile tool for building a wide range of applications.

1.3 Objectives

The main objectives of this project are as follows.

4. To use the internet medium to promote the company and its operations.
5. To advertise various firm services on an online platform, such as digital marketing and application development.

1.4 Scope and Limitation

1.4.1 Scope and Limitations

Some scopes of flutter are as follows:

- i. Creating a social media platform that allows users to connect with each other and share content.□
- ii. Building an education platform that allows students and teachers to collaborate and communicate in real-time.
- iii. Developing a mobile game that utilizes Flutter's powerful graphics capabilities.
- iv. Creating a custom widget library for use in multiple Flutter projects.
- v. Building a server-side application using Flutter for Web.

These are just a few examples of the potential scopes of a Flutter project. The possibilities are endless, and Flutter's powerful features and capabilities make it a versatile tool for building a wide range of applications.

Like any technology, Flutter has some limitations that developers should be aware of when using it to build applications. Some potential limitations of Flutter include:

1. Limited support for older platforms: Flutter may not work on older versions of Android or iOS, which could limit its usability on certain devices.□
2. Larger app size: Flutter applications may have a larger file size compared to natively developed apps, which could impact their performance on some devices.□

3. Dependence on Flutter framework: Flutter applications rely on the Flutter framework, which means that developers must be familiar with it in order to build and maintain their applications.
4. Overall, while Flutter has many benefits and capabilities, it is important for developers to carefully consider its limitations when deciding whether it is the right choice for a particular project.

1.6 Report Organization

Chapter 1: deals about general introduction of the flutter. It answers “What is flutter?”, “What this flutter does?”, "Why do we need flutter?" It also states problem of statement what existing problem lags. Objective of the flutter, scope and limitation in detail.

Chapter 2: describe the details of the organization and its hierarchy. It includes working domains of the organization and talks about the intern department or unit.

Chapter 3: is all about literature review and background study.

Chapter 4: is about what roles and responsibilities participants played and their weekly log. It deals about the description of job which is involved during internship and the tasks or activities performed while doing this job.

Chapter 5: describe about Conclusion and Learning outcome.

Chapter 2: Introduction of Organization

2.1 Organization Details

A1 IT Training Institute stands at the forefront of technology education and solutions, playing a pivotal role in empowering individuals and businesses. The institute's technical department is instrumental in ensuring the overall efficiency and productivity of the organization by providing essential technical assistance and support across various departments.

During my 8-month internship at A1 IT Training Institute, the primary focus was to gain a comprehensive understanding of the current state of technical systems and infrastructure, particularly within the realms of mobile app development, web development, school management systems, and programming language training. The internship aimed to delve into current IT support practices, identify challenges, explore best practices, and align IT strategies with the institute's overarching goals and objectives.

In parallel with the technical department's responsibilities, the internship provided insights into the dynamic landscape of chat systems—a cornerstone of modern communication technology. A chat app, a software application facilitating real-time communication, encompasses various functionalities, including text-based, voice, and video chat capabilities. These systems serve diverse purposes such as instant messaging, social networking, online gaming, and customer service.

Chat systems developed at A1 IT Training Institute can be seamlessly implemented on websites, mobile apps, and standalone programs. Users enjoy accessibility through web browsers, mobile devices, or desktop applications. The institute's chat systems also integrate into other applications, enhancing functionality and support services.

A1 IT Training Institute's chat systems are designed to operate in both synchronous and asynchronous modes. Synchronous chat allows real-time communication, while asynchronous systems enable users to leave messages for later retrieval.

A1 IT Training Institute's expertise in developing chat systems aligns with industry standards. These systems are tailored to meet various communication needs and offer features such as text messaging, voice and video calls, and file sharing.

In summary, A1 IT Training Institute's chat systems serve as powerful tools for real-time communication, supporting text, voice, and video interactions. Their versatility makes them suitable for various applications, including instant messaging, social networking,

online gaming, and customer service. With accessibility across web browsers, mobile devices, and desktop applications, and integration capabilities, A1 IT Training Institute's chat systems are integral to modern communication strategies.



Figure 1: Logo of A1 IT Training Institute

2.2 Organizational Hierarchy

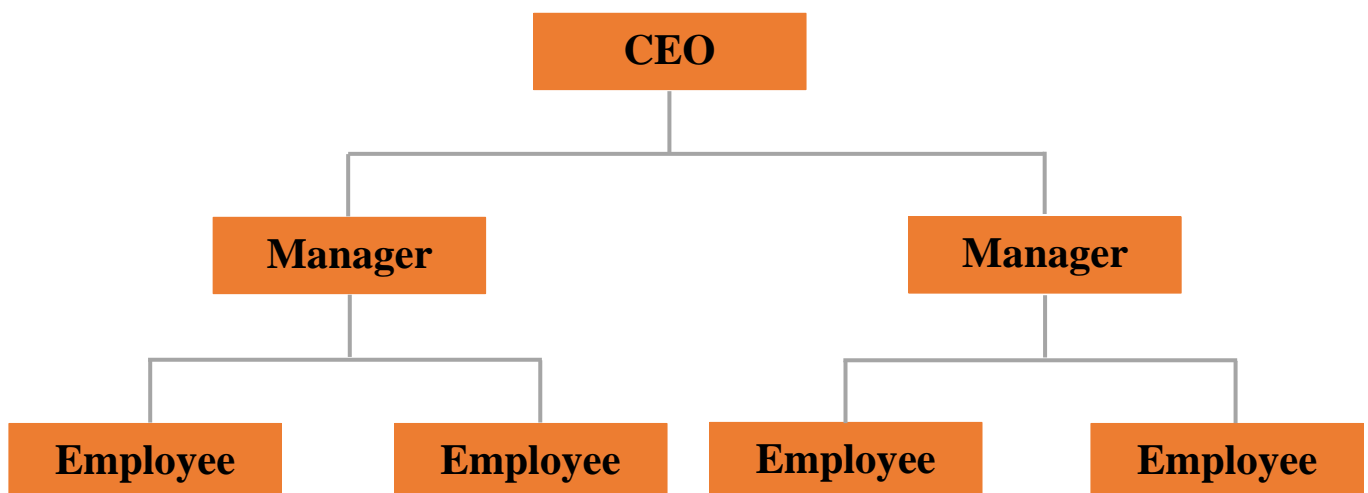


Figure 2 : A1 IT Training Institute Hierarchy

2.3 Working Domains of Organization

A1 IT Training Institute excels in technology education and solutions, specializing in customized and responsive websites. Our web development team creates expert web applications and designs, tailoring solutions for our clients.

Importance of Website:

The institute's website is a vital digital platform, offering comprehensive information about courses, faculty, and the learning experience. It enhances credibility, showcases educational offerings, and ensures visibility on search engines, contributing to a strong online presence.

Key Importance:

Credibility Boost:

- A professionally designed website enhances the institute's credibility, instilling confidence in prospective students.

-Facilitates Learning:

- The website serves as a central hub for students, facilitating their learning journey by providing access to courses, resources, and event information.

In essence, A1 IT Training Institute's website is a dynamic tool, integral for digital marketing, credibility, and providing essential information to students.

2.4 Description of Intern Unit

An intern department or unit is a department or unit within an organization that is responsible for managing the internship program and overseeing the work of interns within the organization. This department or unit typically works closely with other departments to identify opportunities for interns, recruit and select candidates, and coordinate the internship experience.

The intern department or unit may also be responsible for providing support and guidance to interns as they learn and gain experience within the organization. This may include providing training, supervision, and mentorship to interns, as well as helping them to set goals and track their progress.

Overall, the intern department or unit plays a key role in helping interns to succeed in their roles and gain valuable experience within the organization.

Start Date	2023
End Date	2024
Position	Intern
Intern Supervisor	
Sector	Flutter Developer
Working Hours	6 hours per day
Average Working	36 hours in a week
Working days	6 days in a week

Table 1: Internship Duration Table

Chapter 3: Background Study And Literature Review

3.1 Background Study

Every institution or business must create its own application to advertise its products and services online. The application assists in promoting the company's offerings to customers. The organization must be digitalized in order for it to expand and develop successfully and efficiently because in the modern world everything is computerized and digitalized. This internship report is a background study of Flutter, a free and open-source mobile application development framework created by Google. The goal of this study is to evaluate the feasibility of using Flutter for the development of a new mobile application.

Flutter is a mobile application development framework that uses the Dart programming language. It was first released in 2017 and has since grown in popularity among developers. Flutter allows for the creation of high-performance, visually attractive, and responsive mobile applications for both iOS and Android platforms. Some of its key features include a reactive programming model, a customizable and extensible widget set, and a fast development cycle with hot reload. In order to gather information for this report, I can research different method, A review of existing Flutter applications to understand the capabilities and limitations of the framework, also Interviews with developers who have experience working with Flutter to gather their insights and feedback as well as analysis of industry trends related to Flutter and other mobile application development frameworks.

The results of the research show that Flutter is a powerful and versatile framework that can be used to create high-quality mobile applications. It offers a reactive programming model, which makes it easy to handle user interactions and animations. Its customizable and extensible widget set allows for the creation of visually attractive and responsive user interfaces. Additionally, the fast development cycle with hot reload allows for faster iterations and shorter development time. The framework has many advantages that make it well-suited for creating high-performance and visually attractive applications. However, it is important to keep in mind that there is a learning curve for developers and a smaller community compared to more established frameworks.

3.2 Literature Review

As technology has evolved over the last few years, every human being has developed accordingly. Nowadays, having smartphones in their pocket is like a trend for every person. Moreover, to continue this trend many mobile applications also prevail so that people can spend their leisure time scrolling over the applications. Due to the desire of people to search for something new, a large number of applications are present in the market in all categories which can be Health Care, Games, Music, Shopping, and many more. In the current scenario, people can now watch live matches, consult a doctor, learn new things through distance learning by just sitting at their homes through applications. This has caused a massive increase in application development.

A literature review in Flutter would involve researching and analyzing existing literature and resources on the topic of using the Flutter framework for mobile app development. This could include articles, tutorials, case studies, and documentation from both official and unofficial sources. The goal of a literature review would be to gain a comprehensive understanding of the current state of knowledge on the topic, including its strengths and limitations, as well as to identify potential areas for further research or development. The literature review would be a crucial step in the overall research and development process for an internship project using Flutter.

Blue Fox Pvt Ltd (Ltd B. F., 2019) is one of the software company of Nepal who has developed the websites and application for the organization to make the organization digital through online medium and promote the business. This company is creative digital agency based in Itahari, Province No.1 Nepal. Their core skills focus on Graphic Design, UX/UI Design, Web Development, Software Development, Mobile App Development, Digital Marketing, SEO and in particular where we all meet. They have been committed to delivering excellent, innovative digital projects completed to the highest possible standards by their fully qualified and experienced staff at their in-house studio.

Kyanite Software Company (Company, 2017) is another software company of Nepal who has also developed the websites and application for the company. This company is special for developing cutting-edge software and services for every kind of organizational need. In addition to that, they also offer a variety of services, including web design and development, e-commerce solutions, and android/ios app development. Many delighted clients all over the world attest to the high quality of our work.

Delta Tech Nepal (Nepal, 2018) is another software company which is located in Nepal as well as its headquarter is on Kathmandu. They have served 100+ clients with Their services in a just few years and They believe that client satisfaction is something, they never compromise on. With the commitment of providing IT services in Nepal, they have expanded their services to software development (Delta Tech Products), search engine optimization (SEO), web application & portals, graphic designing, and many more. They have developers in-house, who work on client requirement, design and develop as per client need to complete the project in time. They not only serve local peoples, but They have also taken care of international.

Pracas Infosys (Infosys, 2007) is another software company in Nepal who has been providing the different services for the clients and different organization. Pracas Infosys (PFS), an innovative IT company located at Hanumandas Road, Jaljala Chowk above Standard Chartered Bank Ltd. It has started rendering its technological service since 21 September 2007 and stood as a pioneer Information Technology Consulting Company providing Website Development, Software Development, Multimedia Solutions, IT Consultancy, Internet Marketing, Social Media Promotion & Technology Offshoring services in Eastern Region of Nepal. Pracas Infosys is the registered Company & certified by the Government of Nepal and registered Taxpayer of Inland Revenue Department, Government of Nepal which promises to provide one single yet simple thing: satisfaction & reliability in order to promote IT sector to the local community and round the globe.

Vertex Web Surf Pvt Ltd (Ltd V. W., 2016) is a leading web designing, hosting and SEO Company based on Biratnagar, Nepal. This is a client-centrist organization. They make it our business to understand and help their clients achieve our business goals. They have successfully completed hundreds of projects of different sizes and complexity in various business and technological domains. Capitalizing on the accumulated experience Vertex Web Surf provides full-cycle services ranging from web design, graphic design, web hosting, search engine optimization and so on.

Chapter 4: Internship Activities

4.1 Roles and Responsibilities

My major responsibility in this project was to Design and implementing the visual and interactive elements of a mobile application using Flutter's widget library and material design principles and also Collaborating with a team of developers to integrate the frontend with the backend of the application as well as Debugging and troubleshooting frontend issues. After Designing application and integrate the frontend with backed then this application Testing the application on multiple devices and platforms to ensure compatibility and usability. Maintaining and updating the front-end codebase as the application evolves.

4.2 Weekly Log

A weekly log in an internship is a record of the tasks and activities that were completed over the course of a week as part of the internship. A weekly log can be used to track progress, identify any issues or challenges that arose, and highlight any notable accomplishments. In an internship context, a weekly log might include information such as the specific tasks that were completed, the amount of time spent on each task, any skills or knowledge that were gained, and any feedback or guidance received from mentors or supervisors. The weekly log during internship project are as follows:

Weekly Internship Log

Name of the Student: Bal Krishna Ghimire

Date:

2023

Project/Job Title: Company-Application

Week Number: 01

Responsibilities:

1. Brainstorm ideas for the project
2. Initialize the project

Activities:

- 1) Discuss about the idea and find the optimal and most suitable project
- 2) Initialize the git repository and add required team members for the development of the project
- 3) Create starter for the application using flutter tool

Observation:

- I. Before starting, requirement analysis is required for the smooth succession

Plan for Next Week:

- i. Creating public and private routes and auth gates for the application

Performance Appraisal by Mentor:

Supervisor's Verification

Signature

Name:

Date:

Mentor's Approval

Signature

Name:

Date:

Weekly Internship Log

Name of the Student: Bal Krishna Ghimire

Date:

2023

Project/Job Title: Company-Application

Week Number: 02

Responsibilities:

1. Setup the initial app structure
2. Complete the routes and auth gates

Activities:

- i. Create the necessary required folder and files and install packages.
- ii. Separate public and private routes and validate those routes.
- iii. Develop auth gate to listen for the current user state and handle accordingly

Observation:

- a. Requirement of Stream builder class for handling stream-based requests

Plan for Next Week:

1. Develop Admin Portal
2. Add necessary pages/module for the counter

Performance Appraisal by Mentor:

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Mentor's Approval

Signature

Name:

Date:

Supervisor's Verification

Signature

Name:

Date:

Weekly Internship Log

Name of the Student: Bal Krishna Ghimire

Date:

2023

Project/Job Title: Company-Application

Week Number: 03

Responsibilities:

- i. Complete the dashboard and category.
- ii. Implement all the features and services required for the dashboard and category

Activities:

- a. Developed dashboard consisting of store information, cards consisting of store analytics like out of stock, profit, sales, etc. and category.
- b. Developed bottom navigation and toggling for each component in it

Observation:

1. Bottom navigation is used for navigation of pages

Plan for Next Week:

Performance Appraisal by Mentor:

Mentor's Approval

Signature

Name:

Date:

Supervisor's Verification

Signature

Name:

Date:

Weekly Internship Log

Name of the Student: Bal Krishna Ghimire

Date:

2023

Project/Job Title: Company-Application

Week Number: 04

Responsibilities:

1. Develop User and Product Section and listing with other functionalities.
2. Implement scrolling, popup, listing for missing sections

Activities:

- a. Listing with DataTable along with SingleChildScrollView and creating edit page for each user
- b. Developed modal to pop out for more actions

Observation:

- i. SingleChildScrollView for scrolling, DataTable for listing, showModalBottomSheet for modal

Plan for Next Week:

1. Create provider and maintain state along with backend integration

Performance Appraisal by Mentor:

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Mentor's Approval

Signature

Name:

Date:

Supervisor's Verification

Signature

Name:

Date:

Weekly Internship Log

Name of the Student: Bal Krishna Ghimire

Date:

2023

Project/Job Title: Company-Application

Week Number: 05

Responsibilities:

1. Maintain state management for the application and integrate with backend API.
2. Create models for each necessary data component

Activities:

- a. Sales and other remaining features completed along with resolution of designing UI.
- b. Provider package used and started to create models, API functions, provider for accessing the state globally

Observation:

- i. Requirement of state management like Provider for accessing the state across the app

Plan for Next Week:

1. Implement API for each service

Performance Appraisal by Mentor:

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Mentor's Approval

Signature

Name:

Date:

Supervisor's Verification

Signature

Name:

Date:

Weekly Internship Log

Name of the Student: Bal Krishna Ghimire

Date:

2023

Project/Job Title: Company-Application

Week Number: 06

Responsibilities:

1. Integrate the API in the app with both portals, admin and counter.
2. Create providers with state for required module

Activities:

- a. Integrating counter API with necessary functions
- b. Validating the inputs in frontend
- c. Necessary state value and methods created and used

Observation:

- i. HTTP request is used to integrate API

Plan for Next Week:

Performance Appraisal by Mentor:

Mentor's Approval

Signature

Name:

Date:

Supervisor's Verification

Signature

Name:

Date:

Weekly Internship Log

Name of the Student: Bal Krishna Ghimire

Date:

2023

Project/Job Title: Company-Application

Week Number: 07

Responsibilities:

1. The remaining admin portal should be hooked with backend.
2. Validate the inputs and state variables and methods

Activities:

- a. Admin routes are hooked with backend.
- b. Input validation for the unhandled state or control flow
- c. Manage state variables and member functions

Observation:

- i. Validation is important while handling user requests

Plan for Next Week:

Performance Appraisal by Mentor:

Mentor's Approval

Signature

Name:

Date:

Supervisor's Verification

Signature

Name:

Date:

Weekly Internship Log

Name of the Student: Bal Krishna Ghimire

Date:

2023

Project/Job Title: Company-Application

Week Number: 08

Responsibilities:

1. Unit and System testing

Activities:

- a. Each unit is tested separately and validated.
- b. System testing is performed

Observation:

- i. Testing should be conducted for the proper working of the application

Plan for Next Week:

Performance Appraisal by Mentor:

Mentor's Approval

Signature

Name:

Date:

Supervisor's Verification

Signature

Name:

Date:

4.3 Description of the Project during Internship

During my internship, the project I worked on involved the development of a mobile application using the Flutter framework. The app was designed to provide users with a platform to connect with other users, view profiles, and exchange messages. It also had features such as push notifications, location-based services, and a user-friendly interface. The project was challenging as it required me to learn and apply new technologies, but it was also very rewarding as I was able to contribute to the development of a functional and visually appealing app. Additionally, the project also required me to work closely with the design team to implement the app's visual design and user experience. I was responsible for implementing the app's UI and ensuring that it was responsive and user-friendly. I also worked on implementing backend integrations such as user authentication and other API endpoints that manage the entire project. Overall, the project was a great learning experience for me as I was able to improve my skills in Flutter development, user interface design, and backend integrations.

4.4 Task/Activities Performed

- a. Requirements Analysis
- b. Design of the Project
- c. Frontend Development
- d. Backend Integration
- e. Unit Testing
- f. System Testing

Chapter 5: Conclusion And Future Recommendations

5.1 Lesson Learnt / Outcome

In conclusion, an internship in the flutter app development of A1 IT Training Institute can provide a valuable learning experience for an individual interested in a career in the field of information technology. I got the opportunity to gain hands-on experience with a variety of projects and tasks, such as coding of admin screen, coding of dashboard screen, coding of user screen, validation in flutter frontend side, integrating API with flutter, unit and system testing of project. . I got the opportunity to learn about Flutter frontend side. Throughout the internship, I'm able to develop coding skills and gain knowledge of flutter and will have the opportunity to work with experienced programming in the field. I also got a chance to coding in the flutter API. Additionally, the internship helped me identify my strengths and flaws. I'm happy that my programming expertise allowed me to actively participate in the task at hand. Finally, this internship has inspired me to pursue a career in Flutter Programming and provided me with fresh perspectives.

5.2 Conclusion

I have determined that after completing this internship, I have gained the following crucial lessons.

1. The capacity to recognize the technologies needed for development.
2. The capacity to use both new and current technical knowledge in industrial settings.
3. Experience of working in a team
4. API integration capabilities with flutter.

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