**FLUTTER COURSE STRUCTURE**

Setup Guide

# A quick introduction to cross platform.

* What is cross platform and Why flutter (7 min.)

# Setup and installation

* Installing Flutter in 4 GB & 8 GB RAM PC (25 min)
* Running Your app on physical Device (15 min)

UI and logic Development

# Building 1st App

* Building a very basic intro App (25 min)
* Adding image, cards and background to the App (20 min)

# Dart programming language

* Dart functions part 1 (20 min)
* Dart variables (15 min)
* Dart datatypes (15 min)
* Dart Lists and maps (15 min)
* Dart Conditionals- IF & ELSE and Ternary operators (15 min)
* Dart classes, objects and Constructor (15 min)
* Dart Enums, Final and Const (15 min)
* Dart Async, Await and Future variable (15 min)
* Dart error handling (10 min)

# Building 2nd App (Rolling Dice)

* Git cloning of starter project (10 min)
* Adding Gestures and Animation (25 min)
* Splash Screen (15 min)

# Challenge to make 3rd App (Love Calculator)

* Guide to complete the task (10 min)

# Challenge 4th App (piano Game)

* Logic behind game flow (20 min)
* Animation in flutter (15 min)
* Developing Piano game (30 min)

# Building 5th App (Multi-purpose App)

* Bottom Navigation Bar (20 min)
* Making All in one app (15 min)

Backend Development

# Building 6th App (Firebase Authentication)

* Adding Firebase to Project (15 min)
* Phone Authentication (15 min)
* Email Authentication (15 min)

# Building 7th App (Wallpaper App)

* CRUD operation in Firebase (20 min)
* Developing beautiful Wallpaper App (25 min)

# Challenge 8th App (Catalogue App)

* Guide to complete the Task (15 min)

# Building 9th App (notes sharing App)

* Integrating Download Feature from database (20 min)

# Guide for 10th App (AR in Flutter)

* Building AR App using Flutter (20 min)

# [EXTRAS] Adds and publishing

* Integrating Ads and Analytics (20 min)
* Preparing for release (15 min)

# Course Highlights

* No spoon-feeding, Lectures, assignments and result based course.
* Concise Lectures.
* App Development with lower System specs.
* Demo for Augmented Reality.
* Flutter UI and Firebase Database lectures.
* OTP and Email authentication.
* Quality Code best practices.
* Integration of ads in app.
* Guide and resources to get deep in in development.