# Flutter Outline

* Chapter 01: Get Started (6 hours)
  + Features
  + Install & Test
  + Write your first Flutter app (Part 1)
  + Learn More
  + Write your first Flutter app (Part 2)
* Chapter 02: Dart Programming Language (6 hours)
  + Variables
  + Control flow statements
  + Functions
  + Comments
  + Imports
  + Classes
  + Inheritance
  + Mixins
  + Async
  + Exceptions
* Chapter 03: User interface (3 hours)
  + Introduction to widgets
  + Building layouts
  + Splash screens
  + Adding interactivity
  + Assets and images
* Chapter 04: Data & backend (3 hours)
  + State management
  + [Networking & http](https://flutter.dev/docs/development/data-and-backend/networking)
  + JSON and serialization
  + Firebase
* Chapter 05: Accessibility & internationalization (2 hours)
  + Accessibility
  + Internationalization
* Chapter 06: Packages & plugins (3 hours)
  + Using packages
  + Developing packages & plugins
  + Flutter Favorites program
* Chapter 07: Add Flutter to existing app (4 hours)
  + Introduction
  + Adding Flutter to Android
  + Adding Flutter to iOS
  + Running, debugging, and hot reload
  + Load sequence, performance, and memory
* Chapter 08: Tools & techniques (3 hours)
  + Android Studio & IntelliJ
  + Visual Studio Code
  + DevTools
  + Hot reload
* Chapter 09: Testing & Performance (3 hours)
  + Testing
  + Performance best practices
* Chapter 10: Deployment (3 hours)
  + Build and release an Android app
  + Build and release an iOS app
  + Build and release a web app
  + Continuous deployment
* Chapter 11: Practice (6 hours)
  + Samples
  + Cookbook
  + Web Demos
  + Architecture