

DTI-MAD-102 Flutter Application Development

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Program Information



Total Hours per Day

Course Duration

Course Summary

Flutter is Google's UI toolkit for building beautiful, natively compiled applications for mobile, web, and desktop from a single codebase. The goal is to enable developers to deliver high performance apps that feel natural on different platforms, embracing differences where they exist while sharing as much code as possible. It is Google's mobile app SDK, complete with a framework, widgets, and tools, that gives developers an easy way to build and deploy visually attractive, fast mobile apps on both Android and iOS platforms. It enables a smooth and easy cross-platform mobile app development.

Completion Criteria

- After fulfilling all of the following criteria, the student will be deemed to have finished the Module:
- Has attended 90% of all classes held
- Has received an average grade of 80% on all assignments
- Has received an average of 60% in assessments
- The tutor believes the student has grasped all of the concepts and is ready to go on to the second module.

Required Textbooks

- Rap Payne, "Beginning App Development with Flutter", Apress.
- Marco L. Napoli, "Beginning Flutter: A Hands-on Guide to App Development", Wiley.

Prerequisites

- Fundamental understanding of programming, bits/bytes, procedures, classes, and computer architecture. It's absolutely acceptable if you only have a theoretical understanding of programming, but you should be certain about what programming is and what you intend to gain from this session.
- If you are only interested in theory and have no interest/patience in spending at least 10 hours every week throughout the duration of the course, then this course might not be for you.
- If you have absolutely no idea about programming or do not see yourself doing programming in the next six -odd months, then this class may not be for you.

Course Details



Lesson 1

Introduction And Installation

- Introduction to Flutter
- Introduction to Cross-Platform Mobile Applications

Lesson 2

Basics Of Dart Programming Language

- Hello World
- Variables and Datatypes
- Control-Flow Statements
- Functions
- Comments
- Imports and Classes
- Async and Await

Lesson 3

Exploring Flutter

- Flutter Hello World Application
- Understanding Material Design
- Project Structure
- Concept of PUB



Lesson 1

Understanding Widgets

- Introduction to Widgets
- Text
- Container
- Rows

- Columns
- Buttons
- Scaffolds
- Creating Custom Widgets

Lesson 2

List Of Items

- Using List Views
- Using List View Builder

Lesson 3

Navigation

- Using Navigator
- Using Routes
- Named Routes



Lesson 1

Basics Of Stateful And Stateless Widgets

- Introduction to Stateless Widgets
- Introduction to Stateful Widgets
- Understanding Set State

Lesson 2

Using Plugins And Packages

- Installing Plugins in Applications
- Using Plugins (Image Picker, Camera etc.)



Lesson 1

Data Persistence

- Shared Preferences
- Using Database

Lesson 2

Http Requests

- Getting Data from a Remote Server
- Working with Data and Creating Data Models

Projects

- To-Do Application
- CryptoCurrencys Tracker
- Blog Applications and Many More...

Labs

Lab assignments will focus on the practice and mastery of contents covered in the lectures, and introduce critical and fundamental problem solving techniques to the students.

Learning Outcomes

- Building a contact profile page for an Android device's address book will teach you about layouts.
- You'll learn how to style apps with Flutter themes.



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