Course duration	70 Hr

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Flutter Course

Let's start to be a mobile app developer

Flutter is a cross platform framework powered by Google that makes you able to Build, Design & Develop Mobile apps for both Android & IOS, also WebSites & Desktop Apps for Windows, Linux, MacOS & Chrome Os.

Flutter is working to make a development cycle for developers easier than before and also guarantee best performance on all platforms and perfect UI Design with a huge amount built-in Widgets & the power of Flutter Engine & Dart VM Machine,

In this course you will learn all that you need about the Dart Programming Language & Flutter framework to be ready to be a Flutter Developer and start your Own Career,

No Prior experience needed just a Laptop and Cup of Coffee,

Course Facts:

- 70 Hours
- Quizzes & Assignments
- Complete Project
- Final Project

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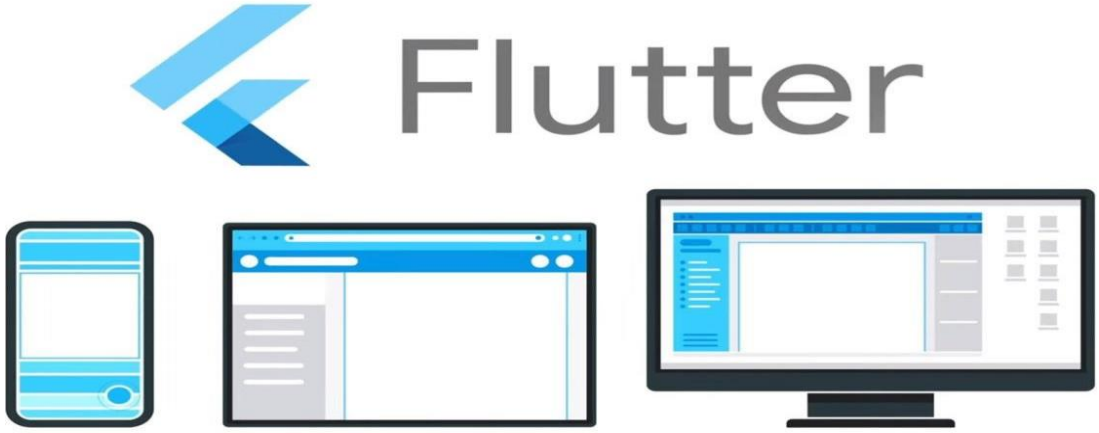

Course Outline

Introduction

1. What's Flutter & Dart
2. Prepare Environment
3. Intro to Github

Dart Programming Language

- Data Types & Operators
    a. String
    b. Num, Int, Double
    c. List, Set
    d. Map
    e. Null Safety
    f. Var vs dynamic
- Control Flow Statement
    a. Conditional Programming
    b. Switch Case
    c. Loops

    d. Do & DoWhile
- OOP
    a. Functional Programming
    b. Positional & Non Positional Arguments
    c. Function Type
    d. Exception Handling
    e. Continue with Functional Programming
    f. Classes
    g. Constructor & Named Constructor
    h. Access Modifier & Scopes
    i. Classes Methods
    j. Static keyword
    k. Inheritance
    l. Multiple Inheritance

Flutter Framework

- First App
    a. Project Overview
    b. Create a new project
    c. Flutter App Architecture
    d. Debug your app on Emulator
- Widgets
    a. What's Widgets
    b. Main dart file
    c. Stateless & Stateful Widgets
    d. Material App Widget
- Dive Deeper into Widgets
    a. Scaffold, AppBar, Text, Icons & Drawer
    b. Works with assets
    c. Row, Column & ListTile
    d. Container, SizedBox & Shapes
    e. ListView, GridView
    f. Reuse your Widgets
    g. MediaQuery
    h. BottomNavigationBar
    i. setState & Interactive Programming
    j. Reuse Widgets again
- Navigation & Routing

    a. Push, Pop
    b. PushNamed & Push Replacement
- Inputs, Buttons, Dialogs
    a. TextField & TextEditingController
    b. Hide password & responsive screen
    c. Popup menu Button
    d. TextFormField, Validator & Key
    e. TextButton & IconButton
    f. Alert Dialog, Modal BottomSheet & Snack Bar
    g. DateTime Picker
- Package & Libraries
    a. Packages & Package Manager
    b. Shared Preferences
    c. Device Camera
    d. Launcher Icon
- Google Map
    a. Google Maps API & Google Cloud Platform
    b. Google Map Widgets
    c. Geolocation
    d. Search On Google Map
- Back-end
    a. Front-end, Back-end & API's
    b. Firebase
    c. Integrate your app with Firebase
    d. Difference between Realtime & Cloud Firestore
- State Management
    a. What's State Management
    b. Difference Between Approaches
    c. API's & Calling Server
    d. Http with Realtime (Post, get, delete, put)
    e. CloudFirestore
- Multiple Platform
    a. Web & Desktop
- Prepare for release
    a. Make your app responsive
    b. Generate your First APK