



# **ALTALUNE TECHNOLOGY**

## FLUTTER

### Overview

- ❖ What is Dart..?
- ❖ Dart Introduction
- ❖ Basic Language requirement for Dart

### Environment

- ❖ Setting Up the Local Environment
- ❖ Using the Text Editor
- ❖ Installing the Dart SDK
- ❖ IDE Support

### Syntax

- ❖ Your First Dart Code
- ❖ Execute a Dart Program
- ❖ Dart Command-Line Options
- ❖ Keywords in Dart
- ❖ Comments in Dart

### Basic Fundamentals

- ❖ Data Types
- ❖ Variables
- ❖ Functions
- ❖ Operators
- ❖ Loops
- ❖ Decision Making
- ❖ Numbers
- ❖ String

### Implementation of OOPs

- ❖ Classes
- ❖ Object
- ❖ Inheritance
- ❖ Interface

### Collection

- ❖ Lists
- ❖ Map
- ❖ Generics
- ❖ Libraries & Packages

### INTRODUCTION TO FLUTTER

- ❖ Learn to set up a new Flutter project using Android Studio.
- ❖ Understand the Widget tree and learn to use pre-made Flutter
- ❖ Widgets for user interface design.
- ❖ Learn to incorporate Image and Text Widgets to create simple user interfaces.



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- ❖ Learn to incorporate App Icons for IOS and Android.
- ❖ Learn how to add and load image assets to Flutter projects.
- ❖ Run Flutter apps on iOS Simulator, Android Emulator and physical devices.

## **CREATING BEAUTIFUL UI WITH FLUTTER**

- ❖ Use Hot Reload and Hot Restart to quickly refresh the app UI and understand when to use each.
- ❖ Dependencies, custom assets and fonts.
- ❖ An introduction to the Widget build() method.
- ❖ Learning to use layout widgets such as Columns, Rows, Containers and Cards.
- ❖ Incorporating Material icons using the Icons class.
- ❖ Customize apps with Theme widgets.
- ❖ Refactoring widgets by extracting them as separate Widget classes.
- ❖ Create custom Flutter Widgets by combining smaller widgets
- ❖ Learn to build multi-screen Flutter apps by learning about routes and the Navigator widget.
- ❖ Understand why flutter favors composition vs. inheritance when customizing widgets.

## **BUILDING APPS WITH STATES**

- ❖ Understand the difference between Stateful and Stateless
- ❖ Widgets and when they should each be used.
- ❖ Understand how callbacks can be used detect user
- ❖ interaction in button widgets.
- ❖ Understand the declarative style of UI programming and how
- ❖ Flutter widgets react to state changes.
- ❖ Learn to import dart libraries to incorporate additional
- ❖ functionality.
- ❖ Build flexible layouts using the Flutter Expanded widget.
- ❖ Understand the relationship between setState(), State
- ❖ objects and Stateful Widgets.

## **FLUTTER PACKAGES**

- ❖ Learn to use the Dart package manager to incorporate Flutter compatible packages into your projects
- ❖ Incorporate the audio players package to play sound.
- ❖ Learn more about functions in Dart and the arrow syntax.
- ❖ Learn to refactor widgets and understand Flutter's philosophy of UI as code.

## **STRUCTURING FLUTTER APPS**

- ❖ Learn about how lists and conditionals work in Dart.
- ❖ Learn about classes and objects in Dart and how it apply to Flutter widgets.
- ❖ Understand Object Oriented Dart and how to apply the fundamentals of OOP to restructuring a Flutter app.
- ❖ Learn to use Dart Constructors to create customizable Flutter widgets.
- ❖ Apply common mobile design patterns to structure Flutter apps.
- ❖ Learn about structuring and organizing Flutter apps



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## **FLUTTER APPS WITH BACKEND DATA**

- ❖ Getting location data from both IOS and Android.
- ❖ Using the http package to perform networking and get live data from open APIs.
- ❖ Flutter Database using SQLite
- ❖ Understanding how to parse JSON data using the dart: convert library.
- ❖ Understand how to pass data to State objects via the StatefulWidget.
- ❖ Use the Text Field Widget to take user input.
- ❖ Understand how to pass data backwards using the Navigator widget.

## **FLUTTER APPS WITH FIREBASE**

- ❖ Flutter with firebase Database
- ❖ Flutter with firebase Authentication
- ❖ Flutter with cloud Storage

## **TESTING THE APP**

## **TROUBLESHOOTING**

## **SUMMARY AND CONCLUSION**



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