



FLUTTER

Programming & development



POSITIVE QUADRANT
S
SERVING INFORMATION WORLDWIDE
Course Curriculum

Basic – 20 Hours



FLUTTER

Module 1 : Introduction to Flutter

1.1 Overview of Flutter

- What is Flutter?
- Flutter architecture and how it works

1.2 Setting Up Flutter

- Installing Flutter SDK
- Setting up an IDE (e.g., Visual Studio Code)

1.3 Hello World in Flutter

- Creating a simple Flutter project
- Understanding the basic structure of a Flutter app



Module 2 : Dart Programming Basics

2.1 Introduction to Dart

- Dart syntax and fundamentals
- Variables, data types, and operators

2.2 Control Flow and Functions in Dart

- Conditional statements (if, else)
- Loops (for, while)
- Functions and parameters



Module 3 : Flutter Widgets

3.1 Introduction to Widgets

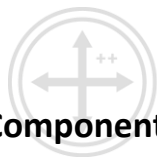
- Stateless vs. Stateful widgets
- Commonly used widgets

3.2 Layouts in Flutter

- Row, Column, Container, Stack
- Understanding the widget tree

3.3 Navigation in Flutter

- Navigating between screens
- Passing data between screens



Module 4 : Flutter UI Components

4.1 Working with Forms and Inputs

- TextFields, Dropdowns, and Form validation

4.2 ListView and GridView

- Creating scrollable lists and grids

4.3 Custom Widgets and Styling

- Creating custom widgets
- Applying styles and themes

4.4 Animations in Flutter



- Basic animations using AnimationController

Module 5 : State Management

5.1 Introduction to State Management

- Understanding the need for state management
- Stateful vs. Stateless widgets

5.2 Redux

- Implementing state management with Redux

Module 6 : Networking and Data Handling

6.1 HTTP Requests

- Making API requests using the http package



6.2 Parsing JSON Data

- Handling JSON data in Flutter

Module 7 : Advanced Topics

7.1 Advanced UI Techniques

- Custom Painters, Hero animations

7.2 Flutter Best Practices

- Code organization, performance optimization

Module 8 :Conclusion and Q&A



- Recap of key concepts
- Open floor for questions and discussions

