



01

Flutter

APP DEVELOPMENT



Experience Level: **INTERMEDIATE**



Number of Classes: **50**



Age Range: **ALL AGES**

01

Getting Started

- What is Flutter?
- What is Dart?
- Install Flutter SDK.
- Install Android Studio.
- Using the Android Emulator.
- Dart Primer.
- Using a Physical Device to test/run apps.



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02

02

Making Apps with Dart

- Scaffold and Widgets.
- Colours and Fonts.
- Stateless Widgets.
- Images.
- Assets.
- Buttons and Icons.
- Containers and Padding.
- Rows and Columns.

03

Advanced Concepts

- Expanded Widgets.
- Stateful Widgets.
- Lists of Data.
- Custom Classes.
- Cards.
- Extracting Widgets.
- Functions as Parameters.
- World time app - Beginning.
- Maps and Routing.
- Widget Lifecycle.
- Asynchronous Code.
- Flutter Packages.
- Custom Classes.
- Fetching data.
- Route Data.
- Formatting and Showing Dates.
- Loaders.
- Updating Time.



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