

FLUTTER DEVELOPMENT







Basics

- 1. Setup environment
- 2. stdIn -StdOut
- 3. Data Type
- 4. Comments
- 5. Variables
- 6. Const & Final keywords
- 7. Conversions between Data types
- 8. Operators
- 9. Conditions
- 10. Collections (Array List Set Map)
- 11. Loops
- 12. Null Safety
- 13. Exceptions Handling
- 14. Casting
- 15. Functions

OOP

- 1. Class object
- 2. Constructor
- 3. Members & methods
- 4. Inheritance
- 5. Encapsulation
- 6. Abstraction
- 7. Polymorphism
- 8. Abstract & interface
- 9. Operator overloading
- 10. Mixin

Asynchronous

- 1. Async & Await
- 2. Stream
- 3. Future
- 4. Callbacks





Widgets

- 1. Scaffold
- 2. Drawer
- 3. BottomNavigationBar
- 4. Colors
- 5. Container
- 6. Text
- 7. Text Field
- 8. Buttons
- 9. Images
- 10. Column
- 11. Row
- 12. Stack
- 13. ListTile
- 14. Single child scroll view
- 15. Safe Area
- 16. Padding
- 17. Visibility
- 18. Expanded
- 19. Card
- 20. List View
- 21. Grid view
- 22. Form with data validation
- 23. Menus & Dialogs
- 24. Stateless & State full widgets
- 25. Reusable components

Navigation

- 1. Navigate between Screens
- 2. Navigate By Name
- 3. Navigate with data
- 4. Return Data from Other Screen
- 5. Pass arguments to a named route
- 6. Animating a widget across screens

Networking

- 1. Http Requests
- 2. Parsing Data
- 3. Casting JSON to model instances
- 4. Fetch List Data from Server and Display

Offline Database

1. Shared Preferences



2. SQLite



Google Maps APIs

- 1. Load Google Map
- 2. Show current user location
- 3. Markers
- 4. Moving the Camera
- 5. Geocode & Directions API
- 6. Routes
- 7. Place Autocomplete

Multimedia

- 1. Playing Audio & Video Files
- 2. Recording Audio
- 3. Camera & Gallery

State Management

- 1. What is the State Management?
- 2. Provider
- 3. Bloc
- 4. Initializing state
- 5. Setting state
- 6. UI, Bloc & API communication

Firebase

- 1. Authentication
- 2. Storage
- 3. Realtime database
- 4. Cloud Messaging
- 5. Firestore

Other topics During Sessions

- 1. Slivers
- 2. Gestures
- 3. Themes
- 4. Animations
- 5. Responsive UI
- 6. Internationalization
- 7. Publish the app on Google Play and Apple Store





COLLABORATE, CREATE, COWORK, CODGOO.

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