

APP Development using Flutter

Credit distribution, Eligibility and Prerequisites of the Course

Course title & Code	Credits	Credit distribution of the course			Eligibility criteria	Pre-requisite of the course (if any)
		Lecture	Tutorial	Practical/ Practice		
APP Development using Flutter	2	0	0	2	Class XII	Basic knowledge of Python programming language is preferred.

Learning Objectives:

The Learning Objectives of this course are as follows:

- To enable the students for developing simple mobile applications that can run on Android, IOS and Web.
- To learn the fundamentals of Flutter platform.
- To enable the students to write cross-platform applications.

Learning Outcomes

The Learning Outcomes of this course are as follows:

- After studying this course, students will be able to Install and use flutter
- After studying this course, students will be able to use DART language
- After studying this course, students will be able to build a cross-platform AP
- After studying this course, students will be able to deploy application with single codebase.

Syllabus

Unit-1

(8 hours)

Introduction to Flutter, Flutter – installation, Widgets, Gestures(Title, Body, Columns, Row, Run app)

Unit-2

(8 hours)

State Management, Flutter – Introduction To Package, Build method, Dart packages, app bar, text widgets, Scaffold, Containers, Structuring flutter apps, Using GitHub repos of flutter

Unit-3

(8 hours)

Flutter – Accessing Rest API, Database Concepts, Testing (Widget Testing).

Unit-4**(8 hours)**

Deployment (Android Application On Play Store, IOS Application On APP Store)

Practical Exercises**(28 hours)**

- Build a simple quiz app in flutter for android, ios, and web.
- Build a cross-platform app based on your own idea. Use as many features of flutter as you can.

Essential/recommended readings<https://docs.flutter.dev/><https://github.com/flutter>**Examination scheme and mode:**

Evaluation scheme and mode will be as per the guidelines notified by the University of Delhi.