

Flutter

1. Dart

- > Introduction
- > Variables
- > Operators
- > Expressions
- > Conditional Statements
- > Looping
- > Function
- > Data Structure
- > List
- > Set
- > Map
- > Iterables
- > OOPs Concepts
- > Classes
- > Constructor
- > Callable Classes
- > Exception Handling
- > Metadata
- > Async Programming
- > Libraries [String, Http Classes, Uri Class, DateTime Class]

2. Flutter

- > Introduction to Flutter – The what's and why's
- > Dart's Importance in Flutter
- > Installing Flutter plugin within VS code
- > Downloading / cloning Flutter SDK
- > Setting up Flutter
- > Structure of Flutter project
- > A simple app from scratch

- > Widget
- > Introduction
- > Widgets and their role in Flutter app.
- > The MaterialApp and Scaffold widget.
- > AppBar
- > FloatingActionButton.
- > More widgets : Text, Center & Padding
- > Adding icons to widgets
- > Hot Reload and Hot Restart, the tricks of the trade
- > Default Flutter App (UI only)
- > Containers and their Role.
- > Importing images from Network
- > Importing images from assets
- > Understanding rows and column
- > ListView and ListTile.
- > Building views using ListView.Builder.
- > InkWell and its importance.
- > Stateless and Statefull widgets – The concept
- > Stateless vs Statefull widgets.
- > Defining a 'State'
- > The setState() method
- > Returning the default Flutter App
- > Navigating through Navigation
- > Navigator and routes
- > Applying push() using MaterialPageRoute.
- > Applying pop()
- > Declaring parameter-less routes(pushNamed()) in MaterialApp widget.
- > Handling User Input

- > Using TextField.
- > Handling Changes in a TextField
- > Pass retrieved values using Navigator
- > User Interface
- > Applying ThemeData
- > The basic screen layout
- > Applying custom font
- > Asynchronous Functions
- > The 'Future' Function
- > 'async' and 'await'
- > Working with Remote Data
- > The 'http' package
- > Model class and JSON parsing
- > Displaying Remote Data (News API)
- > Firebase
- > Firebase Login Signup
- > Firebase Notification
- > Firebase Authentication OTP
- > Real Time Database
- > SQLite
- > Payment Integration
- > Upload Application on Play Store

3. GitHub

- > Create New Repository
- > Commit Code
- > Push Code
- > Pull Code
- > Collaborators

4. Postman

- > Collection
- > Environment
- > Add Request
- > POST GET Metho

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