

Syllabus The Complete flutter development bootcamp

Introduction to development with Flutter

- Learn to set up a new Flutter project using Android Studio.
- Understand the Widget tree and learn to use pre-made Flutter Widgets for user interface design.
- Learn to incorporate Image and Text widgets to create simple user interfaces.
- Learn to incorporate App Icons for iOS and Android.
- Run Flutter apps on iOS Simulator, Android Emulator and physical devices.

Creating Beautiful UI with flutter for beginners

- Use Hot Reload and Hot Restart to quickly refresh the app UI and understand when to use each.
- Learning to use the Pubspec .yaml file to incorporate dependencies, custom assets and fonts
- An introduction to the Widget build() method.
- Learning to use layout widgets such as Columns, Rows, Containers and Cards.
- Incorporating Material icons using the Icons class.

Building Apps with state

- Understand the difference between Stateful and Stateless widgets and when they should each be used.
- Understand how callbacks can be used detect user interaction in button widgets.
- Understand the declarative styles of UI programming and how Flutter widgets react to state changes.
- Learn to import dart libraries to incorporate additional functionality.
- Learn about how variables, data types and functions work in Dart 2.
- Build flexible layouts using the Flutter Expanded widget.
- Understand the relationship between setState(), State objects and Stateful Widgets.

Leveraging Flutter Packages to Speed up Development

- Learn to use the Dart package manager to incorporate Flutter compatible packages into your projects.
- Understanding the structure of the pubspec.yaml file
- Incorporate the audioplayers package to play sound.
- Learn more about functions in Dart and the arrow syntax.
- Learn to refactor widgets and understand Flutter's philosophy of UI as code.

Plugin Backlinks:

From:
<https://jace.link/> - **Various Ways**

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<https://jace.link/open/syllabus-the-complete-flutter-development-bootcamp>

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