

**SKILL DEVELOPMENT COURSE
(UI DESIGN-FLUTTER)**

B.Tech. III Year I Sem. CSE-DS

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Course Outcomes:

At the end of the course, student will be able to:

1. Knowledge on installation of various softwares.
2. Understanding of various widgets.
3. Application of animation to app.

Week 1:

Installation of Android studio & Flutter.

Week 2:

Create an application using Flutter to print hello world.

Week 3:

Create an application to implement Decision making and loops using Dart.

Week 4:

Create an application to demonstrate user defined functions using Dart.

Week 5:

Create an application to implement object oriented programming using Dart.

Week 6:

Create an application for platform basic widgets (Text, Image, and Icon).

Week 7:

Create an application for Layout widgets (Single child, Multiple Child).

Week 8:

Create an application to demonstrate Gesture Detector.

Week 9 & 10:

Create an application for Registration form.

Week 11:

Create an application to implement flutter calendar.

Week 12:

Create an application to implement Animated Text in Flutter.

TEXT BOOK:

1. Marco L. Napoli, Beginning Flutter: A Hands-on Guide to App Development, 1st edition, Wrox publisher.

REFERENCE BOOKS:

1. Flutter for Beginners: An introductory guide to building cross-platform mobile applications with Flutter and Dart 2, Packt Publishing Limited.
2. Rap Payne, Beginning App Development with Flutter: Create Cross-Platform Mobile Apps, 1st edition, Apress.
3. Frank Zammetti, Practical Flutter: Improve your Mobile Development with Google's Latest Open-Source SDK, 1st edition, Apress