



# GETIN TECHNOLOGIES

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## **COURSE NAME: FLUTTER TRAINING**

[Visit our website for Course Fees and Course Duration](#)

### **Placement Eligibility:**

**Eligible:** Any Bachelor Degree, Any Master Degree, MBA

**Not Eligible:** Diploma

### **Class Mode:**

**Classroom | Online | Recorded Session | AI Session**

**If you have Completed Course, You want only Placements**

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# FLUTTER COURSE 1 SYLLABUS

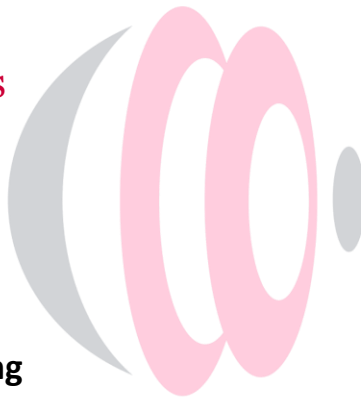
## C SYLLABUS

### INTRODUCTION

- Introduction to C
- Variables and Data types
- Console IO Operations
- Operators and Expressions

### Control Flow statements

- Decision Making in C
- If Statement
- Switch Statement
- Unconditional Branching
- While Loop
- Do...While Loop
- For Loop
- Break and continue statements



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### Functions,Arrays,String

- What is a Function
- Function Terminology
- Call by value and call by reference
- Arrays Declaration and Initialization
- Multidimensional Arrays.
- Standard string library functions

## Pointers

- **Understanding Pointers**
- **Declaring and Initializing Pointers**
- **Function and Pointer Parameters**
- **Pointer and Arrays**
- **Two Dimensional Arrays and Pointers**
- **void Pointer**
- **Dynamic allocation of memory**
- **Difference between malloc and calloc**

## Structures and Unions

- **Defining and Using a Structure**
- **Structures within a Structure**
- **typedef keyword**
- **Passing Structures to Functions**
- **Array of Structures**
- **Structure and Pointers**
- **Unions**

## DART SYLLABUS

### Introduction

- **why Dart?**
- **what is Dart?**
- **Features of Dart**

## Data Types and Operators

- **Primitive Data types**
- **String**
- **List**
- **Map**
- **Set**
- **Operators**

## Control Flow Statements and Functions

- **Conditional Statements**
- **Loops**
- **Functions in Dart**

## Object-Oriented Programming

- **Introduction to OOP in Dart**
- **Classes and objects**
- **Constructor**
- **Inheritance and its Types**
- **this,static,super keyword**
- **Polymorphism**
- **Abstraction and Interface**

## Exception Handling and type def

- **try**
- **catch**
- **finally**

- **typedef**

## Meta Data and Generics

- **Metadata**
- **Generics**
- **Generics Map**

## Asynchronous Programming in Dart

- **Futures in Dart**
- **Async and await keywords**
- **Streams in Dart**

## Dart Libraries and Packages

- **Dart Libraries**
- **Custom Libraries**
- **Using external Package in Dart**
- **Creating and publishing packages**

# FLUTTER SYLLABUS TECHNOLOGIES

## Introduction to Flutter

- **What is Flutter?**
- **Flutter installation and setup**
- **Understanding Flutter Architecture**
- **Dart programming basics**

## Flutter Widgets

- Introduction to widgets
- Building layouts with widgets
- Understanding the widget tree and element tree
- Using material design widgets

## State Management in Flutter

- Understanding state in Flutter
- Using `setState()` for stateful widgets
- Managing state using Provider package
- Implementing BLoC architecture for state management

## Navigation in Flutter

- Introduction to navigation
- Building navigation between screens
- Creating named routes
- Implementing Drawer and Tab Navigation

## Network and Data Persistence in Flutter

- Fetching data from REST APIs
- Parsing JSON data
- Storing data using shared preferences
- Using SQLite for data persistence

## Animations and Graphics in Flutter

- **Understanding animations in Flutter**
- **Using the animation controller and curves**
- **Animating widgets and properties**
- **Using custom graphics and animations**

## Testing and Debugging in Flutter

- **Writing unit tests for Flutter apps**
- **Debugging and troubleshooting common issues**
- **Using Flutter DevTools for debugging**

## Deployment of Flutter Apps

- **Generating APK and IPA files**
- **Publishing apps to Google Play Store and Apple App Store**
- **App Store Optimization**

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