

FLUTTER BASIC TO ADVANCED FULL COURSE MODULE

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Track 1: Environment Setup & Dart

In this track, you will set up and run your first Flutter project, and also learn the Dart programming language.

- Install Flutter SDK, Android Studio, VS Code
- Emulator & Device Setup
- Project Structure Overview
- Dart Basics: Variables, Functions, List, Map, Set
- OOP in Dart: Class, Constructor, Inheritance, Mixin, Polymorphism

Track 2: Flutter Widgets (Real-life Use Cases)

In this track, you will learn the most commonly used widgets needed to build real-life projects and design any app.

- Stateless & Stateful Widgets
- Reusable Custom Widgets
- UI Design Best Practices

Track 3: Navigation & State Management

In this track, you will learn how to navigate between screens, pass data, and manage app state efficiently.

- Navigator & Route Management
- State Management (GetX / Bloc)

Track 4: Theme & Localization

In this track, you will learn how to change app colors and support multiple languages within your app.

- Dark & Light Theme
- Custom Theme Data
- Multi-language App (Localization)

Track 5: API & Models

In this track, you will learn how to integrate APIs and work with models in real-life projects.

- REST API Integration (http / dio)
- JSON Parsing & Model Class
- API Error Handling
- Postman for API Testing

Track 6: Local Storage

In this track, you will learn to implement secure local storage in apps.

- SharedPreferences
- Secure Storage

Track 7: Firebase

In this track, you will learn how to use Firebase services in real projects.

- Firebase Project Setup
- Firestore Database (CRUD)
- Realtime Database
- Firebase Storage (Image/File Upload)

Track 8: Payment Gateway & Bulk SMS

In this track, you will learn how to integrate payment systems and SMS services.

- Local: bKash, Nagad, SSLCommerz
- International: PayPal, Stripe
- SMS Gateway Integration (Bulk SMS Service)

Track 9: Google Maps

In this track, you will learn how to add Google Maps to your apps.

- Map Implementation in App
- Get Current Location

Track 10: Push Notifications

In this track, you will learn how to send and manage notifications in your app

- Firebase Cloud Messaging (FCM)

Track 11: Deployment

In this track, you will learn how to test, debug, and publish apps on app stores.

- App Testing & Debugging
- Publish on Google Play Store
- Publish on Apple App Store

Track 12: Marketplace

In this track, you will learn how to build both active and passive careers in freelancing & marketplaces.

- Active Income: Fiverr, Upwork, Freelancer
- Passive Income: Codecanyon, Codester
- Preparing Projects for Sale
- Client Communication & Proposal Writing

Track 13: Career Support

This track is focused on preparing you for jobs after you complete the technical part.

- CV / Resume Build (Developer Standard)
- Mock Interview Sessions
- Job / Internship Guidance

Track 14: Tools You'll Master

You will become comfortable with these essential tools for Flutter development:

- Android Studio
- VS Code
- Xcode
- Git & GitHub
- Postman
- Canva
- Figma