

Course : FlutterFlow, develop a multiplatform application without coding

No Code tool based on Google's Flutter Framework

Practical course - 5d - 35h00 - Ref. FLF

Price : 3060 CHF E.T.

Create cross-platform mobile apps with no-code FlutterFlow. Based on Flutter, FlutterFlow lets you create native interfaces on iOS and Android, without a single line of code, from a drag & drop interface. This tool enables you to develop quickly and put your products online easily.

Teaching objectives

At the end of the training, the participant will be able to:

- ✓ Design a cross-platform mobile application with FlutterFlow
- ✓ Structuring a mobile application page
- ✓ Understand the main principles of data management
- ✓ Access and manipulate data
- ✓ Testing and deploying a mobile application

Intended audience

Anyone wishing to learn how to create no-code mobile applications.

Prerequisites

No special knowledge required.

Course schedule

1 Genesis and context: introduction to no-code

- What is a no-code?
- The no-code market today.
- No-code and low-code: what's the difference?
- Advantages and disadvantages of no-code, when to use no-code tools?
- The advantages and differences of no-code platforms.
- Can no-code replace code?

Storyboarding workshops

Overview of the different no-code platforms.

PARTICIPANTS

Anyone wishing to learn how to create no-code mobile applications.

PREREQUISITES

No special knowledge required.

TRAINER QUALIFICATIONS

The experts leading the training are specialists in the covered subjects. They have been approved by our instructional teams for both their professional knowledge and their teaching ability, for each course they teach. They have at least five to ten years of experience in their field and hold (or have held) decision-making positions in companies.

ASSESSMENT TERMS

The trainer evaluates each participant's academic progress throughout the training using multiple choice, scenarios, hands-on work and more. Participants also complete a placement test before and after the course to measure the skills they've developed.

TEACHING AIDS AND TECHNICAL RESOURCES

- The main teaching aids and instructional methods used in the training are audiovisual aids, documentation and course material, hands-on application exercises and corrected exercises for practical training courses, case studies and coverage of real cases for training seminars.
- At the end of each course or seminar, ORSYS provides participants with a course evaluation questionnaire that is analysed by our instructional teams.
- A check-in sheet for each half-day of attendance is provided at the end of the training, along with a course completion certificate if the trainee attended the entire session.

2 FlutterFlow, introduction and environment discovery

- What is FlutterFlow?
- Discover the official documentation.
- Pricing and differences.
- FlutterFlow environment, dashboard, projects, marketplace, team organization, resources.
- Canva Area, Tool Bar, settings, design system.
- UI builder, Widgets Panel, Widget Tree, Widget Properties.
- Discover widgets.
- Preview mode and test mode.

Hands-on work

Create an account on the FlutterFlow website. Create a new project and modify the text widget.

TERMS AND DEADLINES

Registration must be completed 24 hours before the start of the training.

ACCESSIBILITY FOR PEOPLE WITH DISABILITIES

Do you need special accessibility accommodations? Contact Mrs. Fosse, Disability Manager, at psh-accueil@orsys.fr to review your request and its feasibility.

3 Layout, basic structure, use of page elements

- Understanding layout with FlutterFlow.
- Layout widgets: column, row, stack, container. Main and secondary axes.
- Creation of new pages.
- Widget AppBar and Silver AppBar.
- NavBar.
- Drawer and EndDrawer.
- FloatingActionButton.
- Discover navigation actions: Navigate To, Navigate Back, Drawer.

Hands-on work

Create a simple layout from a mock-up. Create multiple pages using different page elements.

4 Event management

- What is an event action?
- The various possible actions.
- Add one or more actions.
- Event types: On Tap, On Double Tap, On Long Press.
- Define a sequence of actions.

Hands-on work

Creation of a page with event management for a snack bar.

5 Data and back-end

- Discover and manage Local State.
- Query and manipulate locally hosted data.
- Discovering and managing Firestore/Firebase.
- What is a database?
- Connect a Firestore database with a FlutterFlow application.
- Firestore database structure.
- Querying and manipulating data hosted on Firestore

Hands-on work

Set up a Firebase account and create an application with data management.

6 Forms management and authentication

- The different form widgets.
- Save form data to database.
- Firebase authentication system.

Hands-on work

Creating an application with authentication.

7 Animation

- The different types of animation.
- Add animation to page elements.
- Animation triggers.
- Animation on action trigger.

Hands-on work

Create multiple pages with animation management.

8 Integration, testing and deployment

- The various possible integrations with FlutterFlow (Supabase, Admob, Algolia...).
- AppStore deployment with Codemagic.
- Google Play deployment with Codemagic.

Hands-on work

Creation and testing of a complete application.

Dates and locations

REMOTE CLASS

2026 : 22 June, 7 Dec.