

Course : Flutter, mobile application development

Master Google's multi-platform framework

Practical course - 4d - 28h00 - Ref. FLV

Price : 2470 CHF E.T.

 4,6 / 5

Apprenez à créer des applications performantes avec Flutter. Crée par Google, pour la création d'interfaces natives de haute qualité sur iOS et Android, Flutter fonctionne avec le code existant, et permet un développement rapide avec un grand nombre de widgets fournis par Google ainsi que par la communauté.

PARTICIPANTS

Developers, engineers, project managers.

PREREQUISITES

Basic programming skills.

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.

Teaching objectives

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

- ✓ Organizing, modularizing and testing a Flutter application
- ✓ Master the fundamentals of the Flutter SDK
- ✓ Good development practices
- ✓ Developing with the Dart language
- ✓ Data persistence with sqflite

Intended audience

Developers, engineers, project managers.

Prerequisites

Basic programming skills.

Course schedule

1 Discover Flutter

- Comparing hybrid, web and native applications.
- Flutter CLI.
- Containers.
- Widget-oriented logic.

2 The Dart programming language

- Coding and naming conventions.
- Variables and types.
- Numbers and constants.
- Control structure.
- Logical operator.
- Loop and function.

Hands-on work

Creation of a first program in procedural mode.

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 Object-oriented programming with Dart

- Classes and objects.
- Class variables.
- Builders.
- Methods.

Hands-on work

Create a first class and instance.

4 Collections and bookshops

- Collection management.
- Creating and iterating with lists.
- Creating lists with an object type.
- Dart bookshop, packages.
- Standard libraries.

Hands-on work

Collection design and library manipulation.

5 Setting up the Flutter environment

- Installing Flutter CLI.
- The structure of a Flutter project.
- Emulator creation and configuration.
- The hot reload function.
- Setting up a debugging environment.

Hands-on work

Creating a first Flutter project "Hello World".

6 Widgets

- Modular view construction with widgets.
- Stateful and stateless widgets.
- Widget inheritance.
- The discovery of default widgets.

Hands-on work

Use widgets and create a calculator.

7 Data persistence with sqflite

- Introduction to integrated ORM.
- Creating data models.
- Read and write to the database.

Hands-on work

Creation of a calculation history stored in a database.

8 Going further

- Internationalization (i18n).
- Creating a Flutter package.

Dates and locations

REMOTE CLASS

2026 : 10 Mar., 19 May, 6 Oct., 24 Nov.