



Coding For All Academy



1. Basics: Dart Language:

1. Introduction to Dart:

What is Dart, and why is it used?

Setting up the environment (Dart SDK or using DartPad).

Writing your first "Hello World" program.

2. Fundamentals:

Variables and Data Types.

Conditional Statements (If-else, Switch).

Loops (For, While, Do-While).

3. Functions:

Defining and calling functions

Parameters and return values.

4. Collections:

Lists.

Maps.

Sets.

5. Object-Oriented Programming (OOP):

Classes and Objects.

Inheritance.

Interfaces and Mixins.

6. Advanced Concepts:

Null Safety.

Futures and Async/Await (Asynchronous Programming).



2. Transition to Flutter:

1. Introduction to Flutter:

What is Flutter, and why is it used?
Installing Flutter SDK and setting up the editor (VS Code or Android Studio).
Creating your first "Hello World" app.

2. Basic App Structure:

Widgets: Stateful vs Stateless.
Understanding the Widget Tree.
MaterialApp and Scaffold.

3. Design (UI):

Working with Text, Buttons, and Images.
Lists (ListView, GridView).
Layouts: Row, Column, Stack.

4. Interactions:

Handling events (OnPressed, OnTap).
User input (TextField, Forms).



5. Navigation:

Navigator.

Routes (Named and Anonymous).

6. State Management:

setState().

Provider (as an example for state management).

7. Working with Data:

Handling JSON.

Connecting to APIs (e.g., HTTP).

8. Advanced Concepts:

Animations.

Packages (e.g., image_picker).

Responsive Design.



3. Practical Exercises:

Start with simple apps (e.g., a calculator, a to-do list).

Move on to more advanced projects (e.g., a notes app, a news app).



Phone number:

01090334063

-E-mail:

cfaacademy21@gmail.com

-website:

<https://academycfa.com/>

