Faysal Aziz

App Development with Flutter

5-day course

FA-0106

Software Development · Data & Analytics

Introduction

Trainers

Our trainers are industry veterans with more than a decade of experience in mobile application development, machine learning, and AI technologies. They have a rich history of mentoring, with experience teaching at both academic and professional levels.

Structure of the Course

This course is structured into five days of intense, hands-on learning. The first three days cover the fundamentals of Flutter and basic app development. Day 4 is dedicated to Flutter integration with machine learning, and Day 5 explores AI-powered Flutter apps.

Learning outcomes

- Acquire a foundational understanding of Flutter and Dart programming.
- Build multiple apps ranging from simple to complex architectures.
- Learn how to use Flutter's extensive widget library effectively.
- Integrate machine learning models into Flutter apps.
- Implement AI functionalities like chatbots and image recognition.

Prerequisites

- Basic understanding of programming concepts.
- Familiarity with object-oriented programming will be advantageous but not mandatory.
- No prior experience in mobile application development is required.

Training outline

1. Day 1

Module 1: Introduction to Flutter and Dart

- Flutter Basics: What is Flutter, and why use it for mobile app development.
- Dart Programming Language: Introduction to Dart, the programming language used in Flutter.
- Setting Up Development Environment: Steps to set up your IDE for Flutter development.

Module 2: First Flutter App

- Hello World: Building your first Flutter app.
- Widget Tree: Understanding the basic building blocks - widgets.

2. Day 2

Module 3: Widgets Galore

- Stateless and Stateful Widgets: The differences and when to use each.
- Common Widgets: Exploring Text, Row, Column, Stack, and other widgets.

Module 4: Fun App 1 - To-Do List

- Planning and Architecture: Designing a simple To-Do List app.
- Building the To-Do List: Hands-on coding to build the app.

3. Day 3

Module 5: State Management

- Why State Management: Understanding the need for state management.
- Provider Package: Introduction and implementation.

Module 6: Fun App 2 - Quiz App

- Planning and Structure: Designing a Quiz App.
- Building the Quiz App: Hands-on coding to complete the app.

4. Day 4

Module 7: Introduction to Machine Learning in Flutter

- Overview of ML and Flutter: Why and how to integrate machine learning into Flutter.

- Flutter ML Libraries: Exploring TFLite, MLKit, and others.

Module 8: Fun App 3 - Image Classifier

- Image Classification: Understanding the problem statement.
- Building the Classifier: Hands-on coding to implement the image classifier using a pre-trained model.

5. Day 5

Module 9: AI in Flutter

- Natural Language Processing: Basics and how they can be applied in Flutter.
- Chatbots: Introduction and implementation.

Module 10: Fun App 4 - Simple Chatbot

- Understanding Chatbots: What they are and how they work.
- Building the Chatbot: Implementing a basic chatbot

© 2026 Faysal Aziz · Kuala Lumpur