

AI-POWERED COURSE

Mobile App Development with Flutter

From Dart basics to a published full-stack app

Dart

Flutter

APIs

Testing

Publishing



About this course

Build real Android and iOS apps from a single codebase with Flutter and Dart. This course takes you from mobile fundamentals to a finished full-stack app that connects to a backend. An AI tutor guides you through each step with hints and code reviews, while you write the code yourself and learn to review AI-generated code critically. You will also learn how to test, secure, and publish your app to the app stores.

What you will be able to do

- **Plan and understand mobile apps:** how they work, their lifecycle, and how Android and iOS differ.
- **Write confident Dart:** types, collections, functions, classes, null safety, async code, and error handling.
- **Build polished Flutter interfaces:** widgets, layout, themes, forms, navigation, and lists.
- **Design for every user:** responsive and adaptive layouts, accessibility, and animation.
- **Structure apps professionally:** state management, architecture, and refactoring.
- **Connect to data and backends:** local storage, JSON, APIs, CRUD, authentication, and offline design.
- **Use device features:** permissions, camera, files, location, and notifications.
- **Test, secure, and release:** debugging, testing, performance, and store publishing.
- **Work with AI professionally:** write good prompts and review AI code before you ship it.

At a glance

MODULES

64

FORMAT

eLearning

LANGUAGE

Dart

FRAMEWORK

Flutter

TARGETS

Android and iOS

SUPPORT

AI tutor

FINAL PROJECT

Full-stack mobile app

Your final project

You will plan, build, test, and present a complete full-stack mobile app that connects to a backend, with authentication, data handling, and graceful loading, empty, error, and offline states. It becomes a portfolio piece you can explain line by line.

Course roadmap

64 modules in nine stages. Each stage builds on the one before it.

1

Mobile foundations

Modules 1–6

How mobile development works, planning an app, your environment, emulators, simulators, devices, and Git.

2

Dart language

Modules 7–15

Variables, collections, control flow, functions, classes, null safety, futures, and error handling.

3

Flutter interfaces

Modules 16–31

Widgets, layout, themes, Material Design, forms, navigation, lists, accessibility, and animation.

4

State and architecture

Modules 32–35

Understanding state, management approaches, application architecture, and refactoring.

5

Data and networking

Modules 36–44

Local storage, databases, JSON, APIs, CRUD, authentication, the backend bridge, and offline thinking.

6

Device features

Modules 45–49

Permissions, camera and files, location, notifications, app lifecycle, deep links, and platform conventions.

7

Quality and release

Modules 50–57

Logging, debugging, real-device troubleshooting, testing, performance, security, configuration, and release.

8

Choosing your technology

Modules 58–60

React Native, Kotlin Multiplatform, native Android and iOS, and how to choose between them.

9

AI and final project

Modules 61–64

Professional prompting, AI code review, preventing uncontrolled rewrites, and your full-stack project.

Who this course is for

- Beginners who want a structured path into mobile development, starting with Dart from scratch.
- Web or backend developers who want to ship Android and iOS apps from one codebase.
- Anyone who wants to use AI coding tools without depending on them blindly.

What you will need

- A computer that can run Flutter and an Android emulator.
- A physical phone is recommended for real-device testing.
- A Mac is needed only to build for iOS and publish to the App Store.