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Sign up

FlutterFlow training: The low-code builder

1 day (7 hours)

Presentation

Flutterflow is a low-code tool for creating mobile applications. It's the tool with the most [native features](#), enabling you to create an application 10 times faster than the traditional method.

In this course, you'll learn how to customize your FlutterFlow interface, integrate payments, connect to Firebase, add code and integrate GitLab.

This tool will provide your company with time-saving functionalities. It will also enable you to develop mobile and web applications without having to master the DART language or be a developer.

Your team will be able to create high-quality applications on different platforms, Android and iOS.

The course will use the latest stable versions of the project: [Flutter 3.13](#).

Objectives

- Understanding how to use FlutterFlow
- How to use Firebase
- Learn the basics of application development

Target audience

- Developers
- Project Manager

Prerequisites

No prerequisites required.

FlutterFlow training program

Introduction

- Flutter presentation
 - Origin of the framework
 - Assets
 - Widget concept
- Flutterflow
 - Origin
 - Framework concept

User interface design

- Tour of presentation
- Theme: concept and use
- [PRACTICE] Defining a theme in your application
- Widget library
- Widget design area
- A tour of the main widgets
- [PRACTICE] Creating a user interface
- The different FlutterFlow actions
- Action editor
- Navigation

Connect your data

- Alternatives presentation
 - Firebase? Supabase? (For developers) API
- How to choose?
- Firebase configuration
- Firebase data integration
- Viewing and editing firebase data

Further information

- Translation
- Use of pre-existing models
- Custom code integration
- Publication on blinds
- Collaboration
- Pricing and related features

Conclusion

Companies concerned

This training course is aimed at both individuals and companies, large or small, wishing to train their teams in a new advanced computer technology, or to acquire specific business knowledge or modern methods.

Positioning on entry to training

Positioning at the start of training complies with Qualiopi quality criteria. As soon as registration is finalized, the learner receives a self-assessment questionnaire which enables us to assess his or her estimated level of proficiency in different types of technology, as well as his or her expectations and personal objectives for the training to come, within the limits imposed by the selected format. This questionnaire also enables us to anticipate any connection or security difficulties within the company (intra-company or virtual classroom) which could be problematic for the follow-up and smooth running of the training session.

Teaching methods

Practical course: 60% Practical, 40% Theory. Training material distributed in digital format to all participants.

Organization

The course alternates theoretical input from the trainer, supported by examples, with brainstorming sessions and group work.

Validation

At the end of the session, a multiple-choice questionnaire verifies the correct acquisition of skills.

Sanction

A certificate will be issued to each trainee who completes the course.