

Flutter E-Commerce Application Development

Course Duration: 16 Hours (2 Days)

Overview

The Flutter E-Commerce Application Development course is designed for learners looking to build robust e-commerce applications using Flutter, Google's UI toolkit for crafting natively compiled applications for mobile, web, and desktop from a single codebase. Through this course, learners will gain practical experience with APIs, understand the difference between REST and SOAP, and learn how to test APIs using Postman. They will also perform CRUD operations and explore different request methods. In the e-commerce module, participants will learn to develop an e-commerce application, navigate between screens, manage user sessions, and implement an "Add to Cart" feature. The course then advances to integrating a Payment gateway, ensuring secure transactions within the app. By the end of the course, learners will have the skills to create a fully functional e-commerce application with Flutter, complete with payment processing capabilities.

Audience Profile

Transform your career with Koenig Solutions' Flutter E-Commerce Application Development course, designed for aspiring mobile app developers and IT professionals.

- Mobile Application Developers
- Flutter Developers
- E-Commerce Technology Specialists
- Full-Stack Developers
- Software Engineers interested in app development
- UI/UX Designers looking to expand their skill set
- IT Professionals aiming to specialize in e-commerce solutions
- Entrepreneurs planning to launch their own e-commerce apps
- Product Managers overseeing mobile application projects
- Technical Project Leads managing e-commerce application development
- Quality Assurance Engineers focusing on mobile app testing
- Backend Developers seeking to understand front-end app integration
- Web Developers transitioning to mobile app development
- Students and Graduates in Computer Science or related fields looking to gain practical skills

Course Syllabus

Prerequisites: Certified Flutter Application Development

1. API

- a. Understanding API usage
- b. REST vs. SOAP
- c. Using Postman for API testing
- d. Performing CRUD operations
- e. Exploring different request methods

2. E-Commerce

- a. Developing an e-commerce application using Flutter
- b. Navigating between screens
- c. Maintaining user sessions
- d. Implementing the Add to Cart feature

3. Payment Gateway

- a. Overview of payment gateways
- b. Integrating a payment gateway with the application
- c. Handling successful transactions