COURSE BROCHURE

Flutter: Cross-Platform Mobile App Foundations

Diploma, Vocational & Skills / Mobile App Development

One-time full-course fee

INR 1,499

Access

12 months course access

Study plan

16 suggested study hours; 12 months access

Learning format

4 self-paced written English lessons with original worked examples, local exercises, explained knowledge checks and a self-assessed capstone. Optional automated Course Tutor assistance is available in the protected LMS.

Programme overview

Four self-paced written lessons teach the Dart language essentials, how Flutter builds interfaces from widgets, layout and navigation, managing state, loading data from the network, storing data on the device, testing and preparing an app for store release, ending with a fictional study-planner capstone. This is an independent ZELVU short course with no vendor affiliation, app-store account, developer licence or certification included. 4 self-paced written English lessons with original worked examples, local exercises, explained knowledge checks and a self-assessed capstone. Optional automated Course Tutor assistance is available in the protected LMS. AI-authored with independent AI editorial checks; independent human academic review is not included. An independent ZELVU short course covering the stated scope. Live human tuition, individual human marking, recorded video lectures, external qualifications or academic credits, vendor affiliation or certification, examination vouchers and placement guarantees are not included. Use your own compatible computer and any software, accounts or services named in the requirements; licences, subscriptions, cloud usage and advertising spend are not supplied. Interfaces, laws and platform policies change, so follow the current official documentation linked in each lesson. Related ZELVU Android, web and mobile app development courses cover native and web approaches; this course focuses on Flutter and Dart. Flutter and its packages change frequently, so follow the current official documentation when installing and upgrading.

Who this is for

1. Beginner programming experience in any language (variables, functions, loops) is expected. A computer that meets the current Flutter SDK requirements, with an Android emulator or a physical test phone, is needed. Building for iPhone additionally requires an Apple computer.
2. Use the supplied fictional examples or your own non-sensitive practice material. Practise only on systems and accounts you own or are authorised to use. Do not enter private student, employer or customer information into the Course Tutor.

Published topics and learning focus

1. Dart essentials for Flutter
2. Widgets, layout and navigation
3. State management, networking and local storage
4. Capstone: test, polish and prepare a study-planner app for release

Before you choose

1. These are published programme highlights, not certification of complete syllabus coverage. Review the available reading index and programme trial before enrolling.
2. ZELVU provides learning support. It does not award the underlying degree, professional registration or an examination result.
3. Current checkout terms and refund policy apply. Payment and access require successful provider verification.

Take the next step

Explore the programme trial

View current details, scope and terms

Ask ZELVU about this programme

Save this brochure for reference. Details can change: confirm the current programme page and checkout before making a purchase.