


FlutterIntroducing Flutter

WASTC 2020 Faculty Development Weeks

## Multi-Platform Development with Flutter

**Dates:** In Person June 8 – 12, 2020 Cabrillo College, Aptos CA

**Times:** 9am --12pm Lec/Lab, 2pm --5pm Lec/Lab (PST), Open Office Hours in between.

### Workshop Overview:

Flutter is a new, free, cutting-edge development tool backed by Google that allows you to quickly develop cross-platform applications. Currently supported platforms include mobile (iOS, Android), web, and desktop (Windows, Mac, Linux, Chrome OS) applications. Flutter had its first official release over a year ago and has been used for production apps by the likes of Google, Abbey Road Studios, and Hamilton. It was also identified by LinkedIn as the fastest-growing skill for software engineers.

Flutter offers cross-platform development without the usual tradeoffs inherent in targeting multiple platforms. It has native performance and its user-interface tools enable you to easily generate a common look-and-feel for all platforms.

In this week-long workshop you will learn how to use Flutter and incorporate it into a course. You will build and deploy apps to multiple platforms with common development tools like Android Studio, utilizing the Dart programming language. You will build user interfaces, leverage server-based data sources, and speed your development via Flutter's "hot reload" technology that allows you to test code changes immediately.



**Instructor:** RANDY SCOVIL has taught Computer Science for over 20 years at Cuesta College and Cal Poly in San Luis Obispo, CA. He has taught a variety of courses targeted at all levels and student constituencies (lower division, upper division, majors, support, GE). He has also taught college courses in native mobile development (iOS/Android) for over ten years. He is an active developer through his development corporation Yes We Do Apps, and is the founder of the San Luis Obispo chapter of CocoaHeads. He holds a Master's Degree in Computer Science from Cal Poly and a Bachelor's in Telecommunication and Film from San Diego State University.

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