CORPORATE & GROUP · CODE-FIRST

2026 SYLLABUS · OFFICIAL BROCHURE

CORPORATE MOBILE ENGINEERING SYLLABUS & BROCHURE

Corporate Flutter & Mobile App Development Training

A hands-on Flutter program that brings web or backend engineering teams up to production readiness on iOS and Android from a single codebase.

5 Modules	Intermediate – Adv.	6 Pages	On-Site / Online
HANDS-ON CURRICULUM	TARGET LEVEL	FULL BROCHURE	FLEXIBLE DELIVERY

Modern Dart · Clean Architecture · Riverpod / Bloc · Dio & Auth · App Store & Play



Ferhat Balaban

Software Development Manager · Full-Stack & AI Engineer · Trainer

ferhatbalaban.com/en/training/

3-5 Day Intensive Bootcamp or 4-6 Weeks

EXECUTIVE OVERVIEW & CONTENTS

Corporate Flutter & Mobile

Having delivered many corporate Flutter and mobile development trainings, I know where teams typically get stuck: state management, scalable folder architecture, performance, and app store releases. This curriculum focuses directly on production habits and real coding labs.

Production App
A real layered Flutter app built from scratch during hands-on coding labs

Single Codebase
Unified iOS & Android architecture, build flavors, and store release pipeline

Code Review
Direct architectural mentoring on your team's live or upcoming app

01 **Training Methodology & Delivery Model** 03
4-stage hands-on delivery flow, format options, and before/after team transformation.

02 **Module-by-Module Curriculum & Labs** 04
Architecture blueprint and 5 structured modules with concrete deliverables.

03 **Prerequisites, Readiness Checklist & FAQ** 05
Technical preparation, pre-training checklist, logistics, and frequently asked questions.

Who Should Attend?

- Companies building a mobile team or migrating to Flutter
- Web or backend developers transitioning to cross-platform mobile
- Existing Flutter teams standardizing architecture and release quality

Key Outcomes

- A production-structured Flutter app built from scratch with clean layers
- Predictable state management with Riverpod or Bloc and testable code
- REST API integration, authentication, local persistence, and push notifications
- App Store and Google Play signing, build flavors, and release workflow

TOOLS & STACK COVERED

Flutter · Dart · Riverpod / Bloc · GoRouter · Dio · Firebase (FCM) · Flutter DevTools

SECTION 01 · APPROACH & FORMATS

01 · Training Methodology & Delivery Model

Every session is engineered for immediate workplace application: discovery first, hands-on labs on real scenarios, and measurable post-training follow-up.

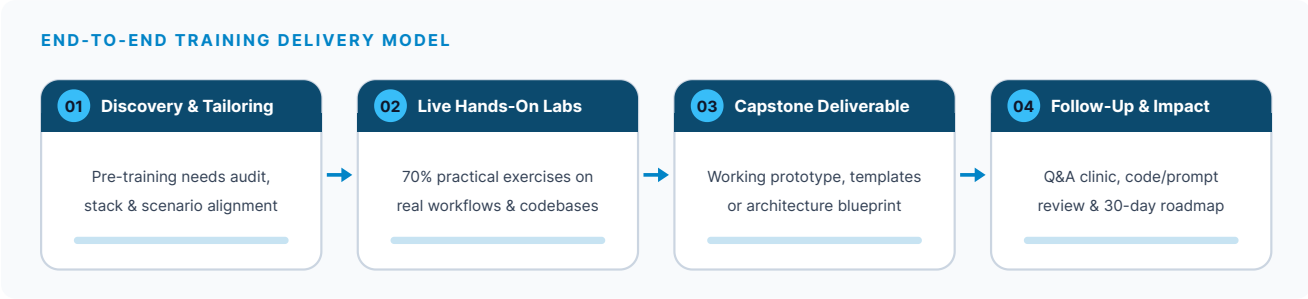


Figure 1: 4-stage end-to-end training delivery and impact lifecycle. 3-5 Day Intensive Bootcamp or 4-6 Weeks

1.1 Before & After Transformation

BEFORE TRAINING

Tangled widget trees, unpredictable rebuilds, fragile API handling, and manual error-prone store releases.

AFTER TRAINING

Feature-first clean architecture, testable Riverpod/Bloc state, resilient Dio auth layer, and repeatable CI/CD releases.

1.2 Delivery Formats & Scheduling Options

Format	Best Suited For	Cadence & Delivery
Corporate (On-site / Online)	Full team alignment & hands-on rollout	On-site or live online · Full/half days
Team Bootcamp	Focused leadership or cohort track	Interactive sessions · Q&A included
Code Review + Mentoring	Deep customization & live review	Weekly cadence · Direct mentoring

TAILORED TO YOUR TEAM

All modules, lab exercises, and examples are customized during the pre-training discovery call so participants work on realistic scenarios from their own domain.

SECTION 02 · DETAILED SYLLABUS

02 · Module-by-Module Curriculum & Labs

Structured progression from core foundations to production-ready execution, with a tangible deliverable at the end of every module.



Figure 2: Core capability and architecture layers covered in this program. 5 Modules

2.1 Module Breakdown & Hands-On Deliverables

Module 1 — Hands-On Lab

Modern Dart and Flutter Foundations

- Null safety and asynchronous programming (Future, Stream, async/await)
- Widget tree, lifecycle, theming, and responsive layouts
- Declarative routing (GoRouter) and deep linking

Deliverable: Multi-screen responsive app shell with GoRouter and design tokens

Module 2 — Hands-On Lab

Scalable Architecture and State Management

- Feature-first folder structure and separation of concerns
- Choosing and implementing Riverpod or Bloc on real screens
- Dependency management and shared UI component systems

Deliverable: Feature-first module with Riverpod or Bloc state management

Module 3 — Hands-On Lab

APIs, Authentication and Local Persistence

- Dio HTTP client, interceptors, token refresh, and error handling
- Secure storage, caching, and offline-friendly patterns
- Form validation, file uploads, and localization (l10n)

Deliverable: Dio HTTP client with token refresh interceptor and Secure Storage

Module 4 — Hands-On Lab

Device Capabilities, Performance and Testing

- Push notifications (FCM), camera, location, and permissions
- Profiling with Flutter DevTools and avoiding unnecessary rebuilds
- Unit testing, widget testing, and crash monitoring setup

Deliverable: DevTools profiling audit plus starter unit and widget test suite

Module 5 — Hands-On Lab

Build Flavors and App Store Releases

- Configuring Dev, Staging, and Production flavors
- App Store Connect, TestFlight, and Google Play release pipelines
- Code review standards and team release workflows

Deliverable: Dev/Staging/Prod flavor setup and App Store / Google Play release checklist

SECTION 03 · PREPARATION & FAQ

03 · Prerequisites, Readiness Checklist & FAQ

Everything you need to prepare your team, align schedules, and get maximum value from day one.

Prerequisites & Setup

- Prior experience with any OOP or web programming language (JS/TS, PHP, C#, Java, Python).
- Developer laptops with Flutter SDK, VS Code or Android Studio, and an emulator/device ready.
- A pre-flight environment verification guide is shared 3 days before day one.

Pre-Training Readiness Checklist

- ☐ Team size and current background (web/backend/mobile) shared in advance.
- ☐ Preferred state management library (Riverpod or Bloc) aligned before kickoff.
- ☐ Flutter SDK and Android/iOS emulator setups verified on developer machines.
- ☐ Optional company API endpoints or sample screens prepared for the final lab.
- ☐ Repository and pull-request review workflow agreed for the workshop.

3.1 Frequently Asked Questions

Is this suitable if our developers have no prior mobile experience?

Yes. Any team with web or backend programming experience can progress smoothly from fundamentals to production patterns.

Can we apply the workshop to our own company app?

Yes. We can dedicate the final lab or follow-up mentoring sessions to structuring your actual Flutter project.

Do you teach Riverpod or Bloc?

We align on your team preference or existing codebase before the training starts.

NEXT STEP: REQUEST A CUSTOM PROPOSAL

Share your team size, preferred format (on-site / online), and target dates via **ferhat@ferhatbalaban.com** or visit the program page on the back cover to receive a tailored syllabus and proposal within 24 hours.

ABOUT THE INSTRUCTOR



Ferhat Balaban

Software Development Manager · Full-Stack & AI Engineer · Corporate Trainer

With 20+ years in software engineering and leadership, I build production web/mobile applications, private RAG assistants, and AI automation systems—and train corporate and individual teams through hands-on, field-tested programs.

BOOKING & CUSTOM SYLLABUS

Ready to Plan This Program for Your Team?

Scan the QR code to view the live program page, or reach out directly for a custom corporate proposal, group schedule, or 1-on-1 mentoring.

Program Page: ferhatbalaban.com/en/training/corporate-flutter-mobile-development/
Free AI E-Books: ferhatbalaban.com/en/resources/
Email: ferhat@ferhatbalaban.com

Live Program Page
ferhatbalaban.com

ALL TRAINING PROGRAMS · FERHAT BALABAN

CORPORATE & GROUP
Corporate AI Transformation
1-2 Day Workshop or 4-Week Program

CURRENT PROGRAM
Corporate Flutter & Mobile
3-5 Day Intensive Bootcamp or 4-6 Weeks

CORPORATE & GROUP
Corporate Software & Architecture
2-4 Day Workshop or Modular Track

1-ON-1 & SMALL GROUP
Individual & Group Training
4-8 Week Flexible Track

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