





# "Hands on Flutter Workshop"

Objective:	To understand and setup development Environment Using Flutter Basics Building a Simple Flutter App Hands-On Coding Sessions To Build Responsive UI's	Benefit in terms of learning/Skill/Knowled ge obtained:	To Enhance Faculty and Students hands-on Practical Project knowledge and skill development
Month& Academic Year:	April AY 2024-25	Program driven by:	Self-Driven activity
TRL level	Level2 (Refer Page 2)	Program/Activity Name:	"Hands on Flutter Workshop"
Program Type:	Level 2(Refer Page 2)	Other:	
Program Theme:	Student Development Program	Other:	
Date & Duration (Days):	19 April 2024 (01 Day)	External Participants, If any:	-
Student Participan ts:	100	Faculty Participants:	10







Expenditu	3000	Remark:	
re			
Amount,			
If any:			

Note: Two clear photographs of event conducted with Description





















