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K. K. Wagh Institute of Engineering Education & Research, Nasik
Department of Computer Engineering
(NACC 'A' Grade,8 programs accredited by NBA)

3 Days Online Work shop on Flutter
11th ,12th ,13th October 2021

Summary

Academic Year and semester	Dates of Workshop	Number of Registrations	Name, Designation and address of Expert	Number of participant provided certificates	Number of Sessions
2021-22 Sem-I	11,12th ,13th Oct 2021	11	Mr. Pratik Khanapurkar (CO-founder of TreeSet LLP)	11	3

Prof. Dr. S. S. Sane
Head,
Department of Computer Engineering.

K. K. Wagh Institute of Engineering Education & Research, Nasik
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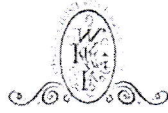
3 Days Online Work shop on Flutter
11th ,12th ,13th October 2021

Objectives

1) To learn the google Google's UI toolkit
2) To build applications for mobile, web, desktop, and embedded devices.
3) To know about native platform
4) To learn about Jitsi's Frame work

Outcome

1) To create an application wherein users will be able to query movies which have been released worldwide.
2) To create a Video calling application using Jitsi's video calling framework.
3) To use expressive and flexible UI.
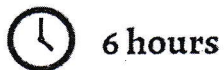
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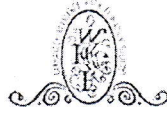
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Session Wise Attendance

No	Name Of student	Session 1 (11th oct 2021)	Session 2 (12th oct 2021)	Session 3 (13th oct 2021)
1	Anushka Unhale	p	p	p
2	Asmita Baradia	p	p	p
3	Suhan Bhandary	p	p	p
4	Dhruv Chavda	p	p	p
5	Niraj Bharambe	p	p	p
6	Om Malpure	p	p	p
7	Pranav Lature	p	p	p
8	Sakshi pawar	p	p	p
9	Sayali Kulkarni	p	p	p
10	Sharayu Marwadi	p	p	p
11	Yash Mahale	p	p	p

3 Days Online Work shop on Flutter
Report

Date: 11th ,12th ,13th October 2021
Time: 5pm to 7pm
Location: Online Zoom Meeting

Targeted students: SE, TE students

A 3 days' workshop on "Flutter technology" was arranged by Department of Computer Engineering for SE and TE students 11th ,12th ,13th October 2021. The

Workshop was conducted by **Mr. Pratik Khanapurkar, Co-founder of TreeSet LLP.** The goal behind the workshop was to avail the student's opportunity to know and get acquainted with Flutter technology and cross platform technology. This technology is not part of academic syllabus and hence avail the students a chance to learn few things beyond the syllabus. The following points were covered.

➤ Google's UI Toolkit

➤ Nativ Paltform

➤ Flutter and its widget Library

➤ Job and intership opportunities for Flutter

Session objectives:

- To learn the Google's UI toolkit
- To build applications for mobile, web, desktop, and embedded devices.
- To know about native platform
- To learn about Jitsi's Frame work
- avail the students a chance to learn few things beyond the syllabus.

Students learned about to develop an application which will be able to query movies which have been released worldwide, use expressive and flexible UI. They also learned about its impact in professional project management.
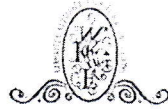
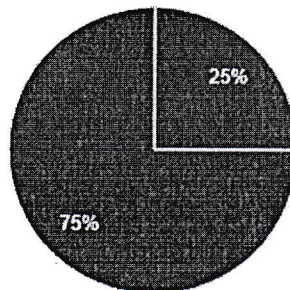Enter your remarks on "The topic covered was relevant/useful for me."

12 responses
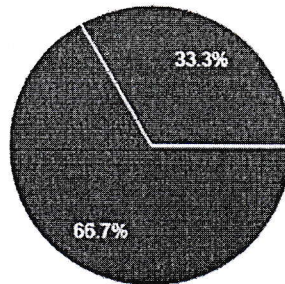
- Strongly agree
- agree
- Neutral
- Disagree
- Strongly disagree

33.3%

66.7%

Provide your comment on the expertise level of the Speaker.
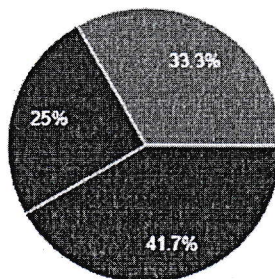
12 responses

- Very Effective
- Good
- Average
- Not up to expectation

25%

75%

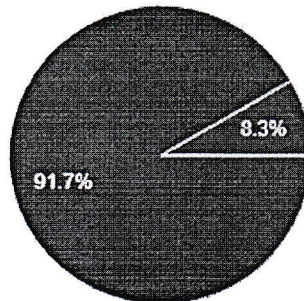When can you use these session information

12 responses

- Immediately
- In 2-6 months
- during my final project
- Never

33.3%

25%

41.7%

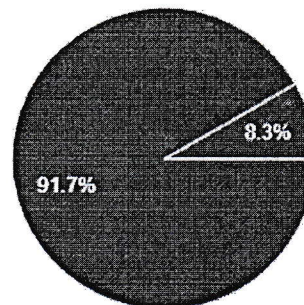Please rate the speaker's presentation skills

12 responses

- ● Excellent
- ● Good
- ● Fair
- ● Poor

Please rate your overall experience:

12 responses

- ● Excellent
- ● Good
- ● Fair
- ● Poor

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