**Frameworks**

**Making the right language choice is yet another valuable skill for a developer. Choosing the incorrect framework can have disastrous effects on how well an application performs.**

**Kotlin native The language is continually being improved by JetBrains. It has a secure monetary system, is loyal to the project, has a significant and highly skilled staff working on it, and is even adapting some of their own main product to adopt it[1]. But it have a major problem in which the code can only compile to the android systems only in the other hand Flutter’s biggest advantage of this solution is that it allows the use of the same code base for both iOS and Android applications. Another important feature is the simplicity of building a user interface that is created from the code level.**

**So we decided that Flutter is the best framework to work with due to the previous reasons**

**Reference**

[1] Wasilewski, Kamil, and Wojciech Zabierowski. "A comparison of java, flutter and kotlin/native technologies for sensor data-driven applications." *Sensors* 21.10 (2021): 3324.