Flutter's reactive framework

Nearly everything in flutter is a widget and we work on these widgets.

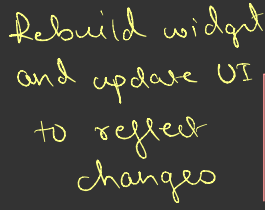There are no seperate files for layout, customization or text alignment.

when a widget state changes the widget rebuilds itself according to the state. This saves the dev's time as it can be described as functions of state.

we don't have to write extra code for updating a UI element when the state changes.

The program creates a "diff" which is the minimum changes needed to update the render tree.

we don't need to bridge the UI rendering code to the native platform.

```
                          +------------+
 Rebuild widget           |     UI     |
 and update UI            +------------+
 to reflect
 changes

 +------------+                          +------------+
 |   State    |                          | User Input |
 +------------+                          +------------+

 Update                    +--------------+        State
 State                     | Update State |        changes
                           +--------------+
```

By rendering everthing on the app side, flutter can quickly render and rerender the entire widget tree allowing rich motion and smooth scrolling. This rendering engine is built in Skia. A 2-D rendering library & Dart.