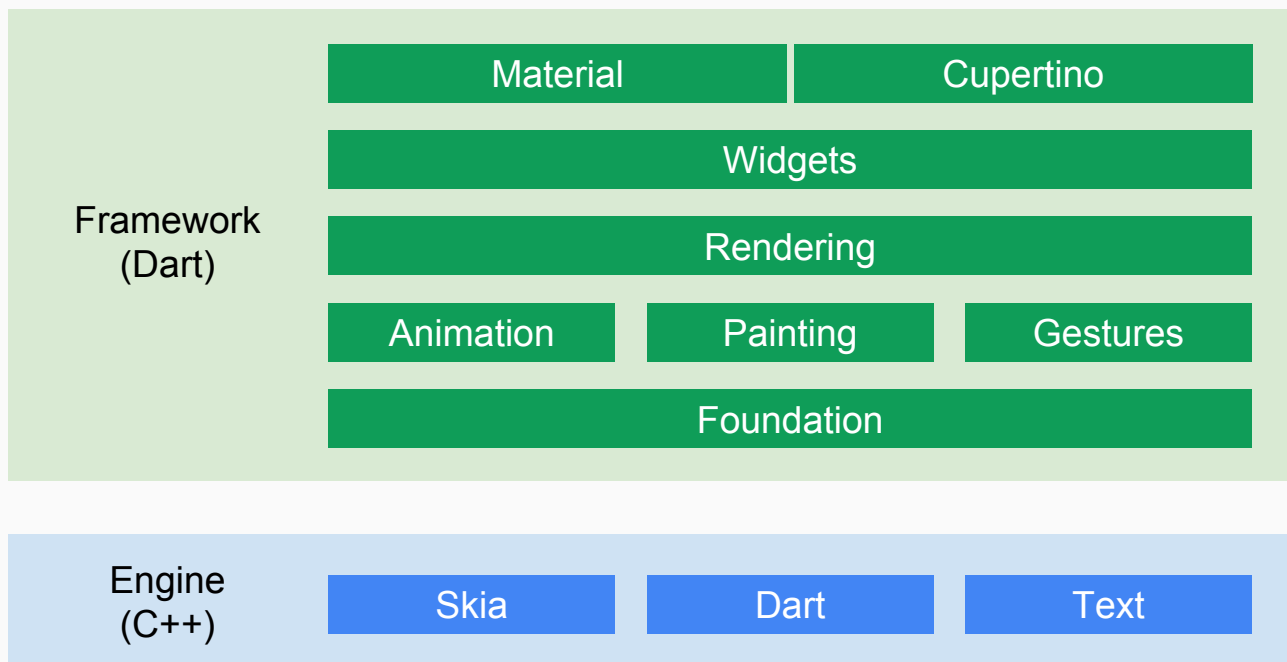


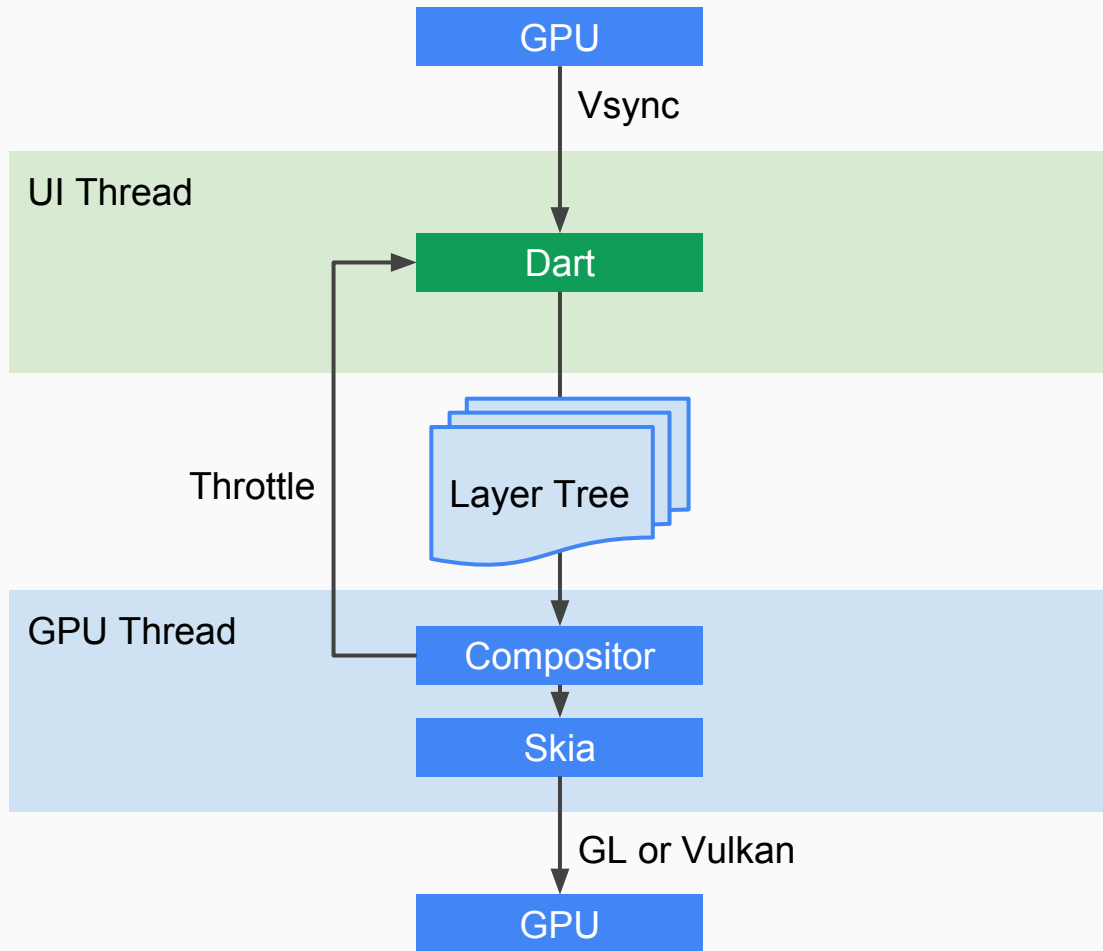
Flutter System Architecture

April 23, 2017

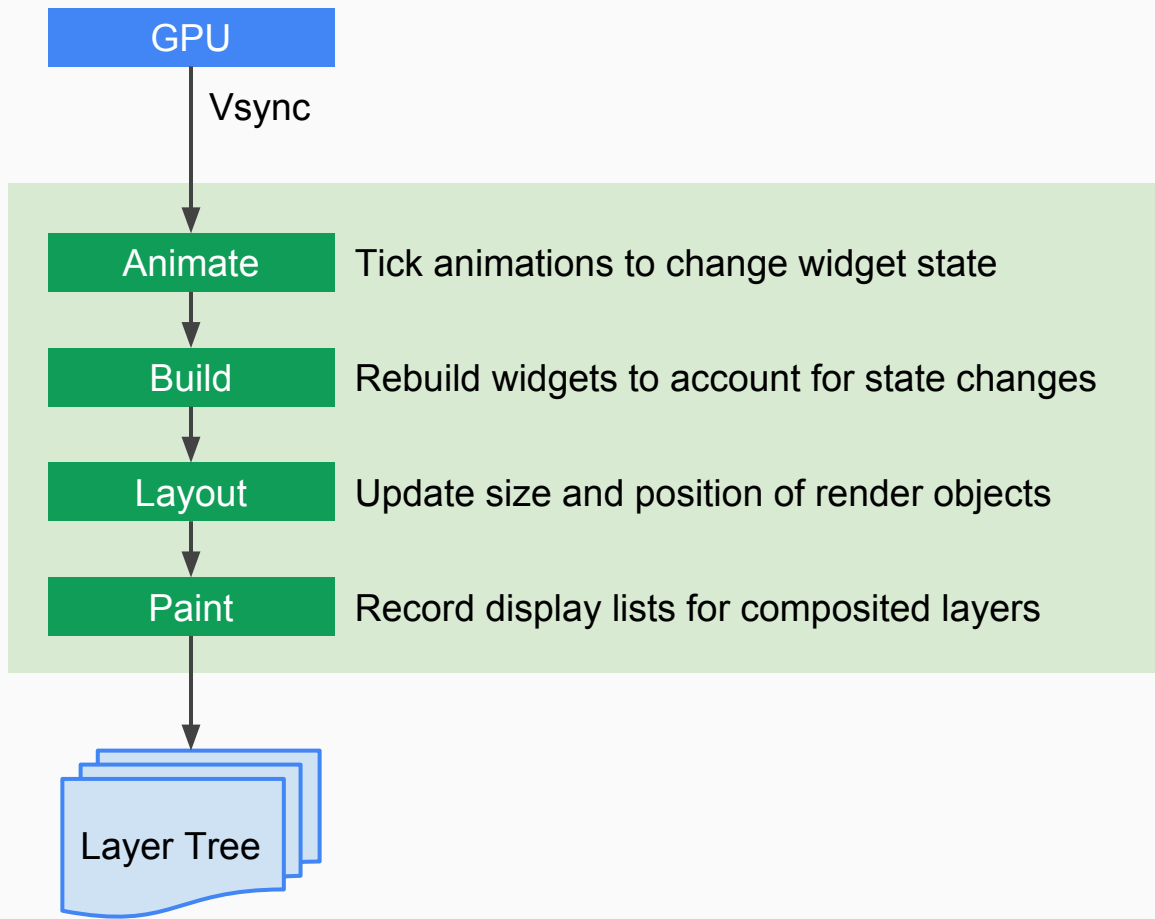


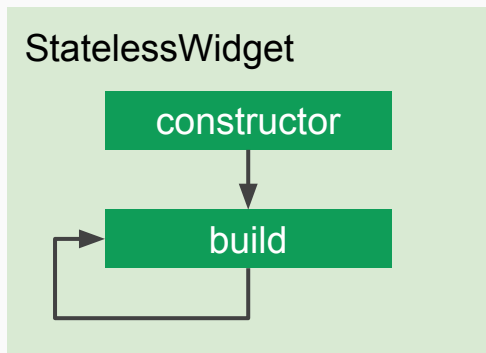


Graphics Pipeline

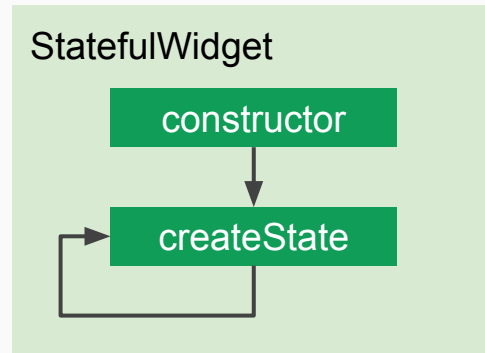


Rendering Pipeline





A single StatelessWidget can build in many different BuildContexts



A StatefulWidget creates a new State object for each BuildContext

A State<T> object can rebuild if ...

