* Flutter has Widget tree, Element tree and render tree. Widget tree is our actual code of widget that we write, it is frequently rebuild. Element tree is what holds a reference of the widget tree as well as the render tree, it is rarely rebuild. Element tree is like the skeleton of the widget tree, it holds the structure of the widget tree, so once the widget tree is changed and new instances are created, it doesn’t rebuild everything. It has already a structure and only the things that are changed are rendered.
* Using Const constructor/widgets is always good whenever possible for small performance boost. Because it lets flutter know the widget is constant and won’t change, it improves performance.
* Spread operator (also available in javascript) … infront of a list. We can pull a single elements out of the lists and add them inside the element we are working on. In this case we don’t add a list inside a list, instead bunch of elements pulled out from the list.
* We can use builder method for making the code more readable. It will return the same widget that we returning , but we can call a function and make the widget tree more clean.