

# Enterprise Software Development #5

## Flutter

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# What is Flutter?

- Flutter is an open-source UI software development kit created by Google.
- It is used to develop cross platform applications for Android, iOS, Linux, MacOS, Windows, Google Fuchsia, and the web from a single codebase.
- Written in the Dart programming language.
- First released in May 2017.

[1]

# Flutter vs. Mobile

Category	Flutter [1]	Android [2]	iOS [3]	React Native [4]	Kotlin Multiplatform [5]
<b>Cross-Platform</b>	Yes	No	No	Yes	Yes
<b>Programming Language</b>	Dart	Kotlin	Swift	JavaScript/TypeScript	Kotlin + Swift
<b>UI Development</b>	Declarative UI with Widgets	Declarative UI with Jetpack Compose	Declarative UI with SwiftUI	Declarative UI with Components	Native UI with Platform APIs
<b>Performance</b>	Near-Native	Native	Native	Near-Native	Native
<b>Hot Reload</b>	Yes	Yes	Limited	Yes	Depends on Platform
<b>Ecosystem Maturity</b>	Growing	Mature	Mature	Mature	Emerging

# Flutter vs. Desktop

Category	Flutter [1]	Electron JS [6]	Tauri [7]	Kotlin Multiplatform [5]	Native
Cross-Platform	Yes	Yes	Yes	Yes	No
Programming Language	Dart	JavaScript/TypeScript	Rust + Web Technologies	Kotlin + Platform Languages	C/C++, Swift, Rust, etc.
Performance	Near-Native	Moderate	High	Native	Native
Hot Reload	Yes	Limited	Limited	Depends on Platform	No
Ecosystem Maturity	Growing	Mature	Emerging	Emerging	Mature

# Flutter vs. Web

Category	Flutter Web [1]	Web Frameworks
Programming Language	Dart	JavaScript/TypeScript
Performance	Moderate	High
Hot Reload	Yes	Yes
Ecosystem Maturity	Growing	Mature

## NOTICE!

In Flutter Web, text not highlightable and extensions do not work!

# Counter Example

- Widgets
- Stateful vs. Stateless

# Refactored Counter Example

- ServiceLocator Pattern
- ValueNotifier
- watch\_it



# Exercise

1. Location Selection
2. Error Handling
3. Conditional UI
4. Input Validation (*optional*)
5. Data Scaling (*optional*)

Please refer to the README.md in the exercise repository for detailed instructions.

# Where to go from here?

- Official Documentation: <https://flutter.dev/docs>
- Flutter YouTube Channel: <https://www.youtube.com/flutterdev>
- Dart Programming Language: <https://dart.dev/guides>
- Flutter Packages: <https://pub.dev/>

# References

- [1] “Flutter - Build apps for any screen.” Accessed: Oct. 22, 2025. [Online]. Available: <https://flutter.dev/>
- [2] “Android Mobile App Developer Tools - Android Developers.” Accessed: Oct. 22, 2025. [Online]. Available: <https://developer.android.com/>
- [3] “iOS - Apple Developer.” Accessed: Oct. 22, 2025. [Online]. Available: <https://developer.apple.com/ios/>
- [4] “React Native · Learn once, write anywhere.” Accessed: Oct. 22, 2025. [Online]. Available: <https://reactnative.dev/>

- [5] “Kotlin Multiplatform | Build Cross-Platform Apps.” Accessed: Oct. 22, 2025. [Online]. Available: <https://kotlinlang.org/lp/mobile/>
- [6] “Build cross-platform desktop apps with JavaScript, HTML, and CSS | Electron.” Accessed: Nov. 04, 2025. [Online]. Available: <https://www.electronjs.org/>
- [7] “Tauri 2.0 | Tauri.” Accessed: Nov. 04, 2025. [Online]. Available: <https://tauri.app/>