**3. Is there any case that a bug appears on android but does not on ios?(Hường)**

### **Example 1: OutOfMemoryError on Android**

**Error Description**: When a user opens an Android application, if the app attempts to load and display a high-resolution image (e.g., a photo taken from the camera), the app may encounter an OutOfMemoryError and crash. This error typically occurs when the app does not manage memory properly and tries to load a large amount of data into memory without optimization.

### **Example 2: UI Issue on Android but Not on iOS**

**Error Description**: When a user opens an Android application, the user interface (UI) of the app does not display correctly on devices with different screen sizes and resolutions. For example, UI elements might overflow off the screen or not be aligned properly. On iOS, the same application displays the UI consistently across all devices.

**Causes**:

1. **Fragmentation**: Android has a wide variety of devices with different screen sizes and resolutions, leading to complexity in designing interfaces that fit all devices properly.
2. **Density-Independent Pixels (dp)**: Android uses dp units for designing interfaces. However, if not used correctly, the UI might not display correctly on screens with varying pixel densities.