



Flutter

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Flutter is Google's SDK for crafting beautiful, fast user experiences for mobile, web, and desktop from a single codebase. Flutter works with existing code, is used by developers and organizations around the world, and is free and open source.

Documentation

- [Install Flutter](#)
- [Flutter documentation](#)
- [Development wiki](#)
- [Contributing to Flutter](#)

For announcements about new releases, follow the flutter-announce@googlegroups.com mailing list. Our documentation also tracks [breaking changes](#) across releases.

Terms of service

The Flutter tool may occasionally download resources from Google servers. By downloading or using the Flutter SDK you agree to the Google Terms of Service: <https://policies.google.com/terms>

For example, when installed from GitHub (as opposed to from a prepackaged archive), the Flutter tool will download the Dart SDK from Google servers immediately when first run, as it is used to execute the `flutter` tool itself. This will also occur when Flutter is upgraded (e.g. by running the `flutter upgrade` command).

About Flutter

We think Flutter will help you create beautiful, fast apps, with a productive, extensible and open development model, whether you're targeting iOS or Android, web, Windows, macOS, Linux or embedding it as the UI toolkit for a platform of your choice.

Beautiful user experiences

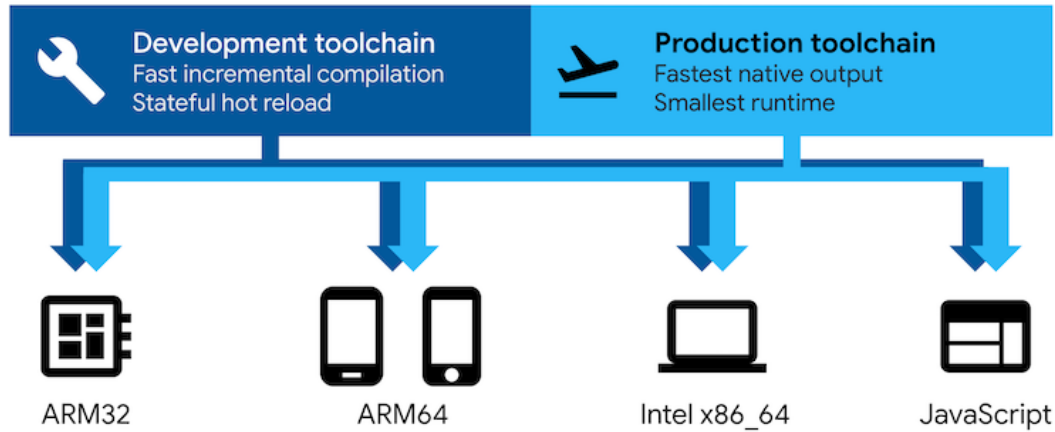
We want to enable designers to deliver their full creative vision without being forced to water it down due to limitations of the underlying framework. Flutter's [layered architecture](#) gives you control over every pixel on the screen and its powerful compositing capabilities let you overlay and animate graphics, video, text, and controls without limitation. Flutter includes a full [set of widgets](#) that deliver pixel-perfect experiences whether you're building

for iOS ([Cupertino](#)) or Android ([Material](#)), along with support for customizing or creating entirely new visual components.



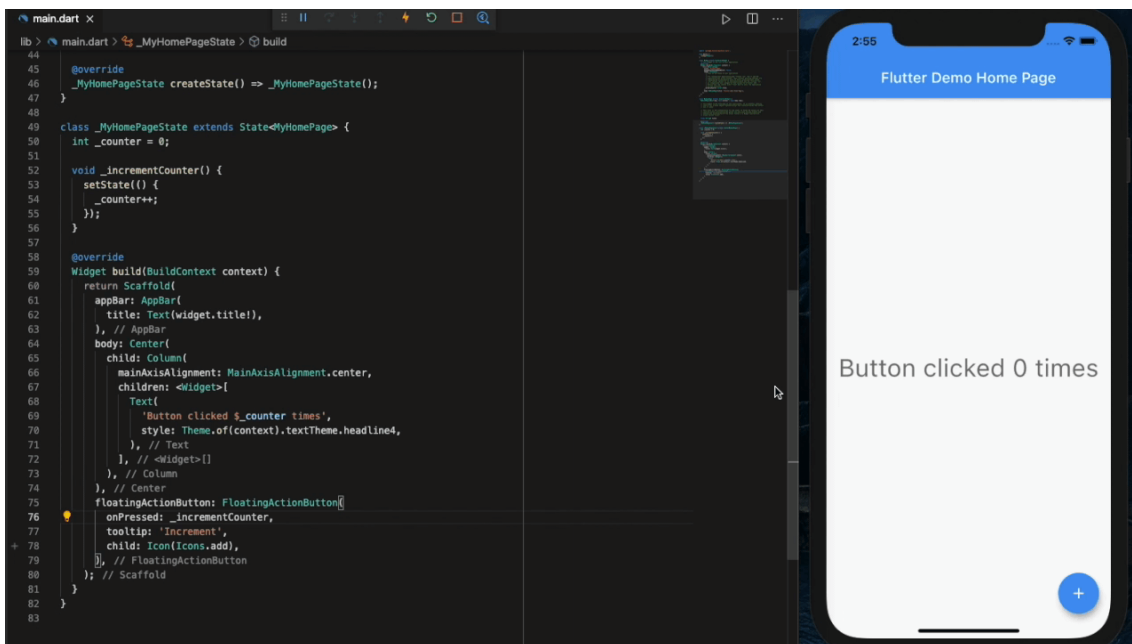
Fast results

Flutter is fast. It's powered by the same hardware-accelerated 2D graphics library that underpins Chrome and Android: [Skia](#). We architected Flutter to support glitch-free, jank-free graphics at the native speed of your device. Flutter code is powered by the world-class [Dart platform](#), which enables compilation to 32-bit and 64-bit ARM machine code for iOS and Android, as well as JavaScript for the web and Intel x64 for desktop devices.



Productive development

Flutter offers stateful hot reload, allowing you to make changes to your code and see the results instantly without restarting your app or losing its state.



Extensible and open model

Flutter works with any development tool (or none at all), and also includes editor plug-ins for both [Visual Studio Code](#) and [IntelliJ / Android Studio](#). Flutter provides [tens of thousands of packages](#) to speed your development, regardless of your target platform. And accessing other native code is easy, with support for both [FFI](#) and [platform-specific APIs](#).

Flutter is a fully open-source project, and we welcome contributions. Information on how to get started can be found in our [contributor guide](#).