

## Flutter SDK dependency versions

The files in this directory specifies pinned versions of various dependencies of the flutter SDK.

The `bin/internal/engine.version` file controls which version of the Flutter engine to use. The file contains the commit hash of a commit in the <https://github.com/flutter/engine> repository. That hash must have successfully been compiled on <https://build.chromium.org/p/client.flutter/> and had its artifacts (the binaries that run on Android and iOS, the compiler, etc) successfully uploaded to Google Cloud Storage.

The `/bin/internal/engine.merge_method` file controls how we merge a pull request created by the engine auto-roller. If it's `squash`, there's only one commit for a pull request no matter how many engine commits there are inside that pull request. If it's `rebase`, the number of commits in the framework is equal to the number of engine commits in the pull request. The latter method makes it easier to detect regressions but costs more test resources.

This `bin/internal/flutter_plugins.version` file specifies the version of the `flutter/plugins` repository to be used for testing. The `flutter/plugins` repository isn't an upstream dependency of `flutter/flutter`; it is only used as part of the test suite for verification, and the pinned version here makes sure that tests are deterministic at each `flutter/flutter` commit.