# Bytewise Fellowship

# Bytewise Limited | LinkedIn

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# Android flutter 2nd week tasks:

# Introduction to Flutter:

Flutter is an open-source UI toolkit developed by Google that allows developers to build natively compiled applications for mobile, web, and desktop platforms using a single codebase. It was first introduced in 2017 and has since gained popularity among developers due to its fast development cycle, beautiful and customizable UI, and native performance.

Flutter uses the Dart programming language, which was also developed by Google, and offers a rich set of pre-built widgets and tools for developing beautiful, responsive, and fast applications. Its hot reload feature allows developers to see the changes they make to the code in real-time, which speeds up the development process and makes debugging easier.

One of the key advantages of Flutter is its ability to create applications that look and feel native on both Android and iOS platforms, without requiring platform-specific code. It also offers a range of third-party plugins and packages to extend its functionality, making it a powerful tool for building complex applications.

Overall, Flutter is an excellent choice for developers who want to build cross-platform applications quickly, efficiently, and with a beautiful user interface.

# Pre-requisite for Flutter:

To develop Flutter applications, you will need to have the following prerequisites:

* A computer with a modern operating system (Windows, macOS, or Linux)
* Flutter SDK installed on your system.
* An Integrated Development Environment (IDE) such as Android Studio, IntelliJ IDEA, or Visual Studio Code.
* Basic understanding of the Dart programming language.
* Understanding of Object-Oriented Programming (OOP) concepts.
* Familiarity with mobile app development concepts, such as UI design, state management, and asynchronous programming.

# Dart Language Learning: