Dart: hot reload

One team on all platforms (arm + x86+ js)

Machine learning at the edge

TensorFlow Lite is designed to make it easy to perform machine learning on devices, "at the edge" of the network, instead of sending data back and forth from a server. For developers, performing machine learning on-device can help improve:

Latency: there's no round-trip to a server

Privacy: no data needs to leave the device

Connectivity: an Internet connection isn't required

Power consumption: network connections are power hungry

Dart: just in time like Java

Smooth animation compared to react native

Not a big enough engineer community to get help from

Dart has no interface keyword. Instead, all classes implicitly define an interface. Therefore, you can implement any class.

class

The Dart language is type safe: it uses a combination of static type checking and [runtime checks](https://dart.dev/guides/language/sound-dart#runtime-checks) to ensure that a variable’s value always matches the variable’s static type, sometimes referred to as sound typing. Although types are mandatory, type annotations are optional because of [type inference](https://dart.dev/guides/language/sound-dart#type-inference).

Other strengths of Dart include the various compilation types. On mobile devices, it has to compile code Ahead-of-Time (AOT), which gives fast execution and low start-up time; but for development it also compiles in Just-in-Time (JIT) (which is what powers hot reload). This gives the best of both worlds, as purely AOT compilation makes development slower—once you’ve tried hot reload, you will not want to go back to AOT compilation during development.

Plus, Dart has a third compile option, which is compile to JavaScript, making it possible to share code between mobile and web applications.