Response for Flutter Job Interview

I have some questions for you:

Do you have experience with Obfuscation with Proguard and RR8?

Yeah, I do. Both reduce the size of the app by removing and merging unused, unrelated classes and lines of code.

Do you have experience with encryption/decryption?

Yes, cryptography (Encryption and Description) comes into great use for different applications. Most particularly for random keys and IVs.

Do you have experience with MVC?

I have a lot of experience with Model View Controller, even before flutter I used to use it in Native Android and In web using CodeIgnitor.

In Flutter, I have implemented MVC using Getx state Management. It literally separates View( The widgets), Model (The data model), and Controller (Where all logics take place) to a greater extent. Furthermore, It enhances the readability of code and provides a better experience when it comes to maintenance.

What do you know about app performance control?

The fact is consuming fewer resources and performing well is what is most expected from the app. App performance control is all about enhancing and maintaining the performance of the app by disposing of different methods and activities when not in use. There are a lot of performance control activities that must be followed to develop an App that concerns performance control.

Are you able to develop an adapter for the flutter of native from scratch?

Though there are different packages available for adaptability of multi-screen UIs but I can develop one from scratch if required.

Please, send a link to a code of an app you developed. We need to check your code and structure.

Usually the Apps, I have built so far are client-oriented, can’t share the code as it is against ethics.

Though I had developed an App for practice after learning Flutter, I have just uploaded it on Github but it is very far from the code quality and structure that I use for recent projects. Hence I have also shared a screenshot of the code structure in dropbox. It is from my recent projects developed for clients using Getx State management.

Github: https://github.com/Musharaf13/Flight-Reservation

Dropbox: https://www.dropbox.com/sh/6rgwzw1esaaxwqs/AADA8LbtOhiu3QV7N\_IOMFbLa?dl=0

But one can get a guarantee from me for code quality and code structure.

How many times do you need to develop a Flutter app with 12-18 screens?

It definitely depends on the complexity of screens and as well as depends which backend is used.

but on average 12- 18 screens app would take 15 to 30 days along with testing. (but again complexity factor can increase the number of days)

Do you have experience with Firebase RemoteConfig and the treatment of JSon?

Yes, I do, even Parsing the complex JSON is one of my favorite tasks.

Do you have experience integrating ad networks like Google Admob?

No, Not exactly but Rather I do have in dept study of Google Admob.

Are you working as a freelancer or with a team?

Both and It depends on the budget and complexity of proejct. If the project is smaller one developing it individually suits better and for bigger one, I go with my team.