I know what I wanted to ask you, I am working on a walmart laptop, an Inspiron 14 2-in-1. I know it's not super powerful. I've always wondered if app developers generally get a desktop computer with a fast processor, a lot of ram, etc. What do you suggest?

**ChatGPT said:**

Great question—and honestly, it’s something a *lot* of devs wonder about, especially when starting out or working on a side project. Here’s the real-world breakdown:

**What Most App Developers Use**

* **Many do have beefy desktops**, especially if they’re doing a lot of heavy Android builds, running multiple emulators, or working on big projects.
* **Laptops are very common** for portability, but serious devs often use higher-end models (MacBook Pro, Dell XPS, etc.) or supplement with a desktop at home.
* **Average work setup:**
  + **CPU:** Quad-core or better (i5/i7, Ryzen 5/7, Apple M1/M2/M3, etc.)
  + **RAM:** 16GB is the sweet spot, especially for Android/Flutter development (8GB is *doable* for light work but you’ll feel it on bigger projects)
  + **Storage:** SSD (solid-state drive) is *way* faster for compiling and launching emulators.
  + **Display:** Many devs use an external monitor for more screen space, even if their main machine is a laptop.

**Why It Matters**

* **Compilation speed:** More CPU and RAM = faster builds, less waiting.
* **Multiple apps/emulators:** You can run Android Studio, a web browser, Slack, and an emulator without slowdowns.
* **Future-proofing:** Newer tools and frameworks will want more RAM and better CPU.

**Your Inspiron 14**

* Not a “powerhouse,” but *totally usable* for solo or hobby projects, especially for Flutter or React Native if you’re patient.
* You might notice slowness with:
  + Large projects (lots of dependencies, assets, etc.)
  + Running multiple emulators at once
  + Using heavy IDEs (Android Studio can eat RAM)

**My Advice (2025 version):**

1. **If it works, keep going!** Don’t upgrade just for the sake of it.
2. **If you start feeling bottlenecks (slow builds, freezes, can’t run emulators),** consider:
   * Upgrading to a laptop with at least 16GB RAM and a newer CPU (used/refurb is fine)
   * Or get/build a desktop for home dev work—desktop PCs are cheaper and more upgradable for the power you get.
3. **SSD is a must**—if you’re still on a spinning drive, upgrading to SSD makes a *huge* difference.
4. **Dual monitors** (even with a laptop + cheap external display) will make you feel like you have more power instantly.
5. **Cloud builds:** For huge projects, some devs use services like GitHub Actions or Codemagic to offload the build to the cloud.

**Bottom Line**

* **You don’t need a $3,000 machine to be a good app dev.**
* But if you do this a lot, a faster machine will save you time and frustration.

**If you want recommendations for specific hardware (laptop or desktop), just let me know your budget and preferred OS!**