iOS Part:

1. view controller life-cycle methods:

- loadView() : It takes a view, which I have created and sets it to the viewController’s view (superView). Flutter’s setState() method is alike to it.

- viewDidLoad() : It is called once when the view is initiated in view controller life-cycle. It is called when all the views are loaded. Here, I can do initialization tasks. It is like Flutter’s onModelReady() method under ViewModelProvider class.

- viewWillAppear() : This Method is called every time before the view are visible to and before any animation are configured. Flutter’s initState() method is alike to it.

- viewDidAppear() : This Method is called after the view present on the screen. Usually, to save data to core data or start animation or start playing a video or a sound and tasks like this are done in this method.

2. Give percentage of your knowledge on Swift and Objective-c language.

I would rate my knowledge of Swift and Objective-c language to 10% (Basic)

Android Part:

1. Android Activity life-cycle methods:

- onCreate() : called when activity is first created. Flutter’s create state is alike to it.

- onStart() : called when activity is becoming visible to the user. Flutter’s initState() method is alike to it.

- onResume() : called when activity will start interacting with the user.

- onPause() : called when activity is not visible to the user.

- onStop() : called when activity is no longer visible to the user.

- onDestroy() : called before the activity is destroyed. Flutter’s dispose() method is alike to it.