**FLUTTER**

Thanks to Google code-in and Liquid Galaxy for having introduced Flutter to me.

Flutter is an interesting mobile app developing tool which offers many benefits like

* Offering single codebase for both android as well as iOS.
* Compatibility with other programming languages.
* Hot reload feature that helps us to test the application quickly.

Flutter helps to develop mobile apps very quickly within a short span of time. It leads to development of apps that are very impressive and expandable. The look and feel of the apps that are developed using Flutter are awesome. The working of the app development tool is very simple and easy to learn. It provides a very comfortable zone of usage. What I have personally liked about Flutter is it doesn’t only limit itself to a specific set of users. Rather, it aims to achieve global reception. Hence, it has made itself compatible to various IDEs such as the Android Studio, Visual Studio Code, etc. This flexibility and ease of access is the major attraction of Flutter.

Another amazing aspect of Flutter is that it can even be used by people who have very minimal experience in app development. The options available for creating our own customised applications are wide ranged. We can modify the working of the apps by changing the template or start from scratch. A lot of widget options are available and also, there is a feature called GestureDetector to include user interaction with the system.

Flutter also provides animations in applications like the Tween animation and Physics-based animation. With a wide range of transitions and designs, it gives us the best platform for development. It also lets us access third-party packages and Software Developer’s Toolkits just in case we don’t want to start everything from scratch. Not only that, we can create our own packages if we have the need for it, for matching our app’s requirements.

Liquid Galaxy, as we all know, integrates many systems for a wide range of panoramic experiences. There are many projects like HAPIS which are exclusively projects of Liquid Galaxy created with the motive of lending a helping hand for the homeless. The Flutter, which is an android/iOS app developer can be combined and used with Liquid Galaxy which can make wonders. Mobiles are always handy tools for greater level of communication. When we have to find out children who are in need, our apps using flutter tool can be efficiently used. It is obvious that HAPIS needs to maintain a humongous database about the homeless people and their needs. This process can be easier if another app is used completely for database (linked with HAPIS) that guides HAPIS users towards the needy. It not only increases performance but also lets the users know more about whom to help. (Of course the app will have to include features like filtering those people who need help the most, closest to their location, family members, etc)

The second major use of Flutter and Liquid Galaxy combo is working with the Dronecoria tasks relating to **afforestation** and **deforestation** that are of high level of necessity for today’s generation.

For such tasks which need clear view and easy navigation mobiles would be the best devices (they are handy) and hence it would be better if Flutter is used for creating an app which controls the drones and gets live information from it for displaying it to the users for a clearer view.

Since it is extremely easy to play around with the features of Flutter, a separate widget can be added for the complete control of drones (navigation and seeds deployment). It would be pleasing if this is achieved because it would feel like playing a game but in real time we would be controlling a drone that would benefit our society!



